WRITTEN CONCEPTS

-Storyline(linear Quests etc.)

-SideQuests

-Characters(main & other story related)

-Enemies(2 per area + final boss)

-Side characters/NPCs(for Quests in limbo, travellers etc.)

-All main areas and the goals in that Area(finding weapon, defeating boss);

-AssetList per Area  
 -Hub town  
 -Temple  
 -Forest  
 -Fields  
 -Lyndor  
 -Castle

-Types of collectable items

-All weapons and their stats

-Shop and weapon upgrades and buyable items

-World(map)

-Extra assets for world/areas

-Type of currency

-Game controls(character controls,UI,UX,Quest,Inventory)

-Mechanics(view,weapon equipping/cooldown,buying/selling,stat upgrades)

**-Trello AssetList**

CONCEPT ART

-Characters(main & story related that have to be modeled)

-Enemies

-NPCs

(ALSO: moves/attacks for each character)

-collectable items

-Weapons in 2D

-World map

-Various assets for each Area

-Shop

-Save points

-UI (inventory, menus, map)

GREEN = DONE

BLUE = WIP