FINAL ASSET LIST (In Trello zetten!)

**Standard Assets** -Save point  
 -Skybox  
 -Trees(2 alts & 2 color alts)  
 -Gravel Path  
 -Stone path  
 -Rocks/stones ( 3 alts)  
 -Mountain borders/ Terrain with Cave  
 -Water  
 -Waterfall  
 -Grass Sprite  
 -Flowers  
-Hub town   
 -Shop  
 -Street lights  
 -Houses(+alt colors + Player house alt)  
 -Town Sign  
 -Piggy pen just outside town  
 -Fountain for town square (model = Done)  
 -Fences  
-Forgotten Temple of Grecia  
 -Temple  
 -Temple pillar(+broken alt)  
 -Temple Arch  
 -Temple Shrine  
-Forest of Whispers  
 -Windmill/house  
-Fields  
-Endeavor Keep(castle)  
 -Towers(4 alts)  
 -Walls (+ alt)  
 -Big tower  
 -KeepGate  
 -Barricade  
 -Wall torches  
 -Bonfire  
-Lyndor  
 -Flowers  
 -Walls  
 -Fence  
 -Bushes  
 -Bridge  
 -Pavillion  
 -Chinese Arch for path  
 -Arch flag  
 -Pavement  
 -Lantern  
 -Gate   
 -Gate door  
 -Hall building  
 -Pillar

**Weapons**-Dagger  
-Scythe  
-Absolus(Sascha)  
-Hammer(jordi)  
-Sword(kees)

**Characters & NPCs** -August-Hub town   
 -Piggies  
 -Villager A (+ color alt)  
-Forgotten Temple of Grecia  
 -Big+Small Phantom  
-Forest of Whispers  
 -Small Phantom  
-Fields  
 -WILD piggies(piggies alt)  
-Endeavor Keep(castle)  
 -Guard (Lyndor Guard alt)  
 -Reeve  
-Lyndor  
 -Guard   
 -Lyndor Villager   
 -Vienne  
  
**MUSIC  
-**BGM  
 -main menu theme  
 -Hub town theme  
 -Field theme  
 -Forest theme  
 -Temple theme  
 -Lyndor theme  
 -Endeavor keep theme  
 -Final boss theme  
 -Credits theme  
-SFX  
 -Player SFX  
 -Enemy SFX  
 -Ambient SFX  
 -Various

-SCRIPTS  
 -Player controller  
 -Shop manager  
 -Inventory manager  
 -Quest manager  
 -Weapon manager  
 -Stats manager  
 -Upgrade manager  
 -UI manager  
 -Enemy behaviour  
 -Quest class  
 -Pause menu manager  
 -Main menu manager  
 -Credits manager