**Environment**

**General**3D\_GEN\_SaveTravel\_001 Save and fast-travel object  
2D\_GEN\_Skybox\_001 Skybox  
3D\_GEN\_Tree\_001 Tree   
3D\_GEN\_Tree\_002 Tree 2  
2D\_GEN\_GravelPath\_001 Gravel path texture  
2D\_GEN\_BrickPath\_001 Stone brick path texture  
2D\_GEN\_Grass\_001 Grass Texture  
2D\_GEN\_Sand\_001 Sand Texture  
2D\_GEN\_Rock\_001 Rock Texture  
3D\_GEN\_Rock\_001 Rock / stone  
3D\_GEN\_Rock\_002 Rock 2  
3D\_GEM\_Rock\_003 Rock 3  
3D\_GEN\_Terrain\_001 Terrain  
3D\_GEN\_Cave\_001 Cave  
2D\_GEN\_Water\_001 Water texture / shader  
2D\_SPR\_Grass\_001 Grass Sprite  
3D\_GEN\_FlowerBed\_001 Flowers  
  
**Hub town**   
3D\_HUB\_ShopBuilding\_001 Shop building  
3D\_HUB\_StreetLantern\_001 Street lanterns  
3D\_HUB\_House\_001 House  
3D\_HUB\_PlayerHouse\_001 Player’s house  
3D\_HUB\_TownSign\_001 Town sign  
3D\_HUB\_PiggyPen\_001 Piggy pen  
3D\_HUB\_Fountain\_001 Fountain  
3D\_HUB\_Fence\_001 Fence piece  
  
**Forgotten Temple of Grecia**3D\_FTOG\_Temple\_001 Temple  
3D\_FTOG\_Pillar\_001 Temple pillar  
3D\_FTOG\_BrokenPillar\_001 Broken pillar  
3D\_FTOG\_Arch\_001 Temple Arch  
3D\_FTOG\_Shrine\_001 Temple Shrine  
  
**Forest of Whispers**  
3D\_FOW\_MillHouse\_001 WindMill / house

**Endeavor Keep**3D\_KEEP\_Tower\_001 Tower1  
3D\_KEEP\_Tower\_002 Tower2  
3D\_KEEP\_Tower\_003 Tower3  
3D\_KEEP\_Tower\_004 Tower4  
3D\_KEEP\_Wall\_001 Wall  
3D\_KEEP\_BigTower\_001 Big tower  
3D\_KEEP\_KeepGate\_001 Keep Gate  
3D\_KEEP\_Barricade\_001 Barricade  
3D\_KEEP\_MountedTorch\_001 Wall torches  
3D\_KEEP\_Bonfire\_001 Bonfire  
  
**Lyndor**  
3D\_LYND\_Wall\_001 Lyndor wall  
3D\_LYND\_WallPillar\_001 Wall Pillar  
3D\_LYND\_Bridge\_001 Lyndor bridge  
3D\_LYND\_Pavillion\_001 Pavillion  
3D\_LYND\_Arch\_001 Arch over path  
3D\_LYND\_Flag\_001 Flag for arch  
3D\_LYND\_Pavement\_001 Pavement  
3D\_LYND\_Square\_001 Borderless pavement for big square  
3D\_LYND\_Lantern\_001 Lantern  
3D\_LYND\_Gate\_001 Gate  
3D\_LYND\_GateDoor\_001 Gate door  
3D\_LYND\_Hall\_001 Hall building  
3D\_LYND\_Terrain\_001 Terrain

**Weapons and Items**

3D\_WEAP\_Dagger\_001 Dagger  
3D\_WEAP\_Scythe\_001 Scythe  
3D\_WEAP\_Absolus\_001 Absolus  
3D\_WEAP\_Hammer\_001 Hammer  
3D\_WEAP\_Sword\_001 Kees’ Sword  
3D\_ITEM\_CoinDrop\_001 Loot

**Entities**

**General**3D\_NPC\_August\_001 August

**Hub Town**3D\_NPC\_Piggy\_001 Piggy  
3D\_NPC\_Villager\_001 Villager1

**Forgotten Temple of Grecia**3D\_ENM\_Phantom\_001 Phantom  
3D\_ENM\_BigPhantom\_001 Big phantom

**Fields**3D\_ENM\_EvilPiggy Evil piggy

**Endeavor Keep**3D\_ENM\_Guard\_001 Evil Lyndor Guard  
3D\_ENM\_Reeve\_001 Final boss

**Lyndor**3D\_NPC\_Guard\_001 Friendly Lyndor Guard  
3D\_NPC\_Vienne\_001 Vienne NPC

**User Interface**

**UI Sprites**UI\_MAIN\_Background\_001 Background for main menu  
UI\_MAIN\_Button\_001 Button for main menu  
UI\_PAUSE\_Panel\_001 Panels for all tabs  
UI\_PAUSE\_Button\_001 Button for in the panels  
UI\_QUEST\_Incomplete\_001 Icon after incompleted quest text  
UI\_QUEST\_Completed\_001 Icon after completed quest text  
UI\_INV\_Dagger\_001 Dagger icon  
UI\_INV\_Hammer\_001 Hammer Icon  
UI\_INV\_Absolus\_001 Absolus Icon  
UI\_INV\_Sword\_001 Sword Icon  
UI\_INV\_Scythe\_001 Scythe Icon  
UI\_INV\_Potion\_001 Potion Icon  
UI\_INV\_Quest\_001 Quest item icon  
UI\_INV\_Empty\_001 Empy Inventory Slot Image  
UI\_MAP\_World\_001 World map  
UI\_MAP\_Lyndor\_001 Lyndor map  
UI\_CREDITS\_concept\_001 Concept art for in credits (transparent)  
UI\_HUD\_HealthBar\_001 Health  
UI\_HUD\_WeaponHotkeys\_001 Small bubble with hotkey text  
UI\_HUD\_PlayerMenu\_001 PlayerMenu Hotkeys  
UI\_HUD\_Conversation\_001 Conversation Panel  
UI\_HUD\_ConversationButton\_001 Conversation Button for accepting quests

**Fonts**FO\_GeneralFont\_001 Font that we will likely use everywhere

**Sound**

**Music**

SO\_BGM\_MainMenu\_001 Main menu theme  
SO\_BGM\_HubTown\_001 Hub Town Theme  
SO\_BGM\_Field\_001 Field theme  
SO\_BGM\_FOW\_001 Forest of whispers theme  
SO\_BGM\_Temple\_001 Temple theme  
SO\_BGM\_Lyndor\_001 Lyndor theme  
SO\_BGM\_Keep\_001 Endeavor theme  
SO\_BGM\_Reeve\_001 Final boss theme  
SO\_BGM\_Credits\_001 Credits theme

**SFX**

SO\_SFX\_MenuHighlight\_001 Highlighting button sound  
SO\_SFX\_MenuPress\_001 Pressing button sound  
SO\_SFX\_ItemGet\_001 Item obtained sound  
SO\_SFX\_PiggyGet\_001 Piggy obtained sound  
SO\_SFX\_WeaponGet\_001 Weapon obtained sound  
SO\_SFX\_PlayerDeath\_001 Player death sound

More to come…

**Scripts**

PlayerController.cs  
MouseLook.cs  
MainMenuManager.cs  
LoadController.cs  
PiggyBehaviour.cs  
CreditsManager.cs  
QuestClass.cs  
WindMill.cs  
FastTravelSafeManager.cs  
ShopManager.cs  
ConversationManager.cs  
UpgradeManager.cs  
EnemySpawner.cs  
WeaponController.cs  
PickUpScript.cs  
InteractScript.cs  
DontDestroyOnLoad.cs  
PauseMenuManager.cs  
EnemyBehaviour.cs  
WeaponClass.cs  
ItemClass.cs  
EnemyClass.cs  
PlaySoundAtPoint.cs  
UIManager.cs  
StatsManager.cs  
PlayerSpawnLocator.cs  
QuestManager.cs  
InventoryManager.cs  
PlayerMenuManager.cs