**Backgrounds**

The Backdrop for our flowing Menu

* Marking each nature theme

**UI Elements**

Dark wooden buttons. 4 shapes.

* Triangle
* Square
* Rectangle
* Circle

3 states needed for each button.

* Idle
* Pressed
* Hovered over

Dark Wooden frame for the buttons to be placed in.

Edges made up of branches.

Soft wood back drop within the frame.

**Character changes**

Snowman

No feet

More rounded

Surfer

Colour adjustments on clash with shorts

Pumpkin

Smaller head

* Spritesheets for all characters
* Run left and right
* Jump
* Idle

**Cursor**

Cursor of each colour needed for item selection.