All assets should be developed within a 1080x1920 environment.

All assets should fit into the general guidelines per category.

Assets with an outline may not be exact to their defined dimensions; known dimensions will be used for X.Y coordination

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| **UI**   * All UI objects should contain functionality * All UI sprites should fit within a 100x100 grid * All pause buttons should be 485x175 * All standard buttons should be 200x200 | |
|  | * Level Selector * Left Arrow * 180x150 |
|  | * Store * Left Arrow * 150x120 |
|  | * Level Selector * Right Arrow * 180x150 |
|  | * Store * Right Arrow * 150x120 |
|  | * Stage * Bonus Meter Spot * 200x200 * 75% Fill |
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| **Display**   * All display objects should be non-functional * All display sprites should fit within a 500x500 grid * All display notes should fit within a 350x350 grid * All display objects should be named: Display\_Type\_Name\_Dimensions | |
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| **Sprites**   * All stage sprites should fit within a 300x300 grid * All UI sprites should fit within a 100x100 grid | |
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| **Backdrops**   * All backdrops should be 1050x1605 | |
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| **Notes**   * All stage notes should fit within a 250x250 grid * All display notes should fit within a 350x350 grid | |
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