# Art Assets

* People
  + Player Sprite
    - Astro Suit
      * Slim/light style
  + NPCs
    - People
      * I encourage them to be doing funny things like drinking booze or picking their nose. Maybe just don’t label the bottle so it’s subjective that way we’re not screwing ourselves out of a market.
    - Bad guys
      * Think Aliens
      * Let’s focus on first level (Earth) which is the easiest level so these guys basically just need to be grunts for the time being. Maybe 2 or 3 different types. Need to think about what different types will do.
* Weapons
  + Pistol
    - Light Pistol (9mm)
    - Heavy Pistol (revolver)
  + Machine Gun
    - Light MG (Sub Machine)
    - Heavy MG (Assault Riffle)
  + Grenade Launcher
  + Rocket Launcher
  + Throwables
    - Grenades
    - Land Mines
    - Other Ideas?
* Environment
  + Background
    - Let’s just focus on one level right now – Earth
  + Buildings
  + Cars
* Platforms
  + Earth
    - Grass
    - Dirt
    - Street
    - Fire Escapes