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# Characters

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|  | **Archeologist-Static.png**  There is no animation but it can be a placeholder for the character until the animated characters are made. |
| --- | --- |
|  | **Explorer-Static.png**  There is no animation but it can be a placeholder for the character until the animated characters are made. |
|  | **Student-Static.png**  There is no animation but it can be a placeholder for the character until the animated characters are made. |
|  | **Vacationer-Static.png**  There is no animation but it can be a placeholder for the character until the animated characters are made. |
|  | **Archeologist-Idle\_strip6.png**  Archeologist facing forward - idle. |
|  | **Explorer-Idle\_strip6.png**  Explorer facing forward - idle. |
|  | **Student-Idle\_strip6.png**  Student facing forward - idle. |
|  | **Vacationer-Idle\_strip6.png**  Vacationer facing forward - idle. |
|  | **Archeologist-Forward\_strip6.png**  Archeologist facing forward - moving. |
|  | **Explorer-Forward\_strip6.png**  Explorer facing forward - moving. |
|  | **Student-Forward\_strip6.png**  Student facing forward - moving. |
|  | **Vacationer-Forward\_strip6.png**  Vacationer facing forward - moving. |
|  | **Archeologist-Idle-Back\_strip2.png**  Archeologist facing backwards - idle. |
|  | **Explorer-Idle-Back\_strip2.png**  Explorer facing backwards - idle. |
|  | **Student-Idle-Back\_strip2.png**  Student facing backwards - idle. |
|  | **Vacationer-Idle-Back\_strip2.png**  Vacationer facing backwards - idle. |
|  | **Archeologist-Backwards\_strip2.png**  Vacationer facing backwards - moving. |
|  | **Explorer-Backwards\_strip2.png**  Explorer facing backwards - moving. |
|  | **Student-Backwards\_strip2.png**  Student facing backwards - moving. |
|  | **Vacationer-Backwards\_strip2.png**  Vacationer facing backwards - moving. |
|  | **Archeologist-Idle-Side\_strip6.png**  Archeologist facing to the side - idle. |
|  | **Explorer-Idle-Side\_strip6.png**  Explorer facing to the side - idle. |
|  | **Student-Idle-Side\_strip6.png**  Student facing to the side - idle. |
|  | **Vacationer-Idle-Side\_strip6.png**  Vacationer facing to the side - idle. |
|  | **Archeologist-Run\_strip6.png**  Archeologist moving sideways. |
|  | **Explorer-Run\_strip6.png**  Explorer moving sideways. |
|  | **Student-Run\_strip6.png**  Student moving sideways. |
|  | **Vacationer-Run\_strip6.png**  Vacationer moving sideways. |

# Logos

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|  | **Title v.1.png** |
| --- | --- |
|  | **Title v.2.png** |
|  | **Title v.3.png** |

# TEMPLE

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|  | **FireElement\_strip9.png**  Used as decoration for the temple. |
| --- | --- |
|  | **Temple1.png**  Kinda the first draft of the temple. Used for the first playable assignment. |
|  | **Door-Incomplete.png**  The door that represents that you haven’t completed this puzzle.  \*\*\* This has been scaled correctly. |
|  | **Door-Kakuro.png**  The door that represents that the Kakuro puzzle is complete.  \*\*\* This has been scaled correctly. |
|  | **Door-Maze.png**  The door that represents that the Maze puzzle is complete.  \*\*\* This has been scaled correctly. |
|  | **Door-Tiles.png**  The door that represents that the Tile Sliding puzzle is complete.  \*\*\* This has been scaled correctly. |
|  | **Door-Vines.png**  The door that represents that the Vine Connecting puzzle is complete.  \*\*\* This has been scaled correctly. |
|  | **HelpBrick.png** |
|  | **BigDoor.png**  This is the big door of the temple that leads to the sacrifice room. This should go on background layer 2. |
|  | **Column2.png**  Rescaled and ready for action. |

# Outside temple

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|  | **Bush.png**  It’s just a bush for decoration outside the temple. |
| --- | --- |
|  | **TheTemple.png**  The exterior of the temple. |
|  | **TempleGround.png**  The ground beneath the temple. |
|  | **Leaves-Overlay.png**  Could overlay the screen over everything when outside the temple for immersion. |

# Tiles

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|  | **Tiles.png**   * Includes player for sizing reference (not to be used).   Includes:   * Bricks * Ground * Help / Question Mark Brick (also there is a non-tile version in the temple category if you just want the sprite by itself.) * Big Rock * Ashes * Bones * Rocks * Grass * Skull * Pillar (the individual Pillar sprite has been added too under Temple). * Stairs (closest texture to this / different shaded ground)   + I suppose just use the different shaded parts to build the stairs. * More might be added, but this is a good legit start compared to the other tile set. * The doors have been created as their own texture.   DO NOT USE THE RED ARROWS. They just indicate which direction the stair texture is going. |
| --- | --- |
|  |  |
|  |  |

# OTHER

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|  | **HUD-Riddles.png**  Icon to count the riddles collected. |
| --- | --- |
|  | **HUD-Gem.png**  Icon to count the gems collected. |
|  | **Dialogue-Archeologist.png**  Box for Archeologist Dialogue.  \* It will need to be scaled up in GameMaker. This is because I wanted the box to be more pixel-y. |
|  | **Dialogue-Explorer.png**  Box for Explorer Dialogue.  \* It will need to be scaled up in GameMaker. This is because I wanted the box to be more pixel-y. |
|  | **Dialogue-Student.png**  Box for Student Dialogue.  \* It will need to be scaled up in GameMaker. This is because I wanted the box to be more pixel-y. |
|  | **Dialogue-Vacationer.png**  Box for Vacationer Dialogue.  \* It will need to be scaled up in GameMaker. This is because I wanted the box to be more pixel-y. |
|  | **Dialogue-Blank.png**  Box for anything. |
|  | **NextArrow.png**  You might have to figure out scaling, but press it to continue the dialogue. |
|  | **CharacterSelect.png**  This version more resembles what is already there (a transparent and dark block) but with relating textures. |
|  | **CharacterSelect2.png**  This is another option for the character select if you don’t want a transparent one. |

# BACKGROUND (LAYERING)

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| LAYERS | | |
| --- | --- | --- |
| TRANSITION |  |  |
| COLLISION |  |  |
| Background 9 |  | **Layer-9.png**  Consists of shading to unknown areas. |
| Instance 8 | PLAYER OBJ | This is where the player is. |
| Instance 7 | DECOR OBJ | This is things like that fire element will go. |
| Instance 6 | DOORS OBJ | This is where the 4 puzzle doors will go. |
| Background 5 |  | **Layer-5.png**  Wall to hold the doors. |
| Background 4 |  | **Layer-4.png**  Behind area that holds the big door and the stairs to the other part of the temple. |
| Background 3 |  | **Layer-3.png**  Floor of the temple. |
| Instance 2 | BIG DOOR OBJ | This is where the Big Door object will go (the brick wall with the phoenix emblem). |
| Background 1 |  | **Layer-1.png**  This is the floor behind the big door that leads to the sacrifice room. |

# Hallway (ROOM BEFORE SACRIFICE)

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|  | **Hallway - Path.png**  The silly path. |
| --- | --- |
|  | **Hallway - Fade.png**  The silly face to darkness overlaying the path and the player. |
|  |  |

# PUZZLE ASSETS

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|  | **TILE SLIDING - LEVEL 1**  **Advantage: ATile#**  **Normal: Tile#** |
| --- | --- |
|  | **TILE SLIDING - LEVEL 2**  **Advantage: 2ATile#**  **Normal: 2Tile#** |
|  | **MazeArrowTiles.png**  Has different arrows. It’s supposed to be symbolic of drawn arrows on a map. |
|  | **Level 1 Board.png**  Here are the x and y coordinates of the board to align it:   * X: 624 * Y: 176 |
|  | **Level 2 Board.png**  Here are the x and y coordinates of the board to align it (same coordinates as board 1)   * X: 624 * Y: 176 |
|  | **EasyPit.png**  The backdrop for the 1st level of the connecting thing. This should be over the lava layer. |
|  | **HardPit.png**  The backdrop for the 2nd level of the connecting thing. This should be over the lava layer. |
|  | **Lava\_strip10.png**  This should be under the pit layers (the two blocks above this block in the table). The lava glows in this animation. |
|  | **Stone.png**  This is to replace the pink rectangles. |
|  | **StoneA\_strip6.pngB**  This is for the advantage rectangles. |

# Temple Floor 2

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|  | **Temple2-Layer2.png**  Should be over the layer with the player. |
| --- | --- |
|  | **Temple2-Layer1.png**  Should be under the player layer. |
|  |  |

# Sacrifice Room

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|  | This is just a reference image of what the Sacrifice Room looks when entering and talking to the being and answering. |
| --- | --- |
|  | This is just a reference image of what the Sacrifice Room looks like when being sacrificed. It explicitly shows what you should’ve translated lol and it gets red for scary fun times. |
|  | **SacrificeLayer7.png**  NOTE: The actual Google table box is colored black, not the actual texture. This is to be able to see what this is.  This is a spotlight that will be put on the player for intimidation purposes.  This should be placed ABOVE the player layer. |
|  | **SacrificeLayer5.png**  This is the platform the player will stay on. |
|  | **SacrificeLayer4.png**  This is just some glowing for the statue and the ASHA IGNITIA text on it. |
|  | **SacrificeLayer3-BadEnding.png**  This should replace the default black gradient texture (below this box) for when you get the bad ending. |
|  | **SacrificeLayer3.png**  This is the default gradient shading thing. |
|  | **SacrificeLayer2.png**  Consists of the base of the phoenix statue. |
|  | **SacrificeLayer1.png**  The brick wall behind all of this crazy stuff. |