| [CHARACTERS](#_gfi2lh6fdd5y) | [LOGOS](#_8tfvx9ex53nd) | [TEMPLE](#_608vv3xdi3fv) |
| --- | --- | --- |
| PUZZLE ASSETS | Tiles | [Outside temple](#_2vcorra8j6zt) |
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# Characters

|  | **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

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

# TEMPLE

|  | **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 texture is two brick textures (256 x 256) long and wide. |
|  | **Door-Kakuro.png**  The door that represents that the Kakuro puzzle is complete.  This texture is two brick textures (256 x 256) long and wide. |
|  | **Door-Maze.png**  The door that represents that the Maze puzzle is complete.  This texture is two brick textures (256 x 256) long and wide. |
|  | **Door-Tiles.png**  The door that represents that the Tile Sliding puzzle is complete.  This texture is two brick textures (256 x 256) long and wide. |
|  | **Door-Vines.png**  The door that represents that the Vine Connecting puzzle is complete.  This texture is two brick textures (256 x 256) long and wide. |

# Outside temple

|  | **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. |