| [CHARACTERS](#_gfi2lh6fdd5y) | [LOGOS](#_8tfvx9ex53nd) | [TEMPLE](#_608vv3xdi3fv) |
| --- | --- | --- |
| PUZZLE ASSETS | [Tiles](#_m0f98f4n12si) | [Outside temple](#_2vcorra8j6zt) |
| [OTHER](#_29a1u0rlregm) | [BACKGROUND](#_yreahayo9rdj) |  |

# 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 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. |

# 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. |

# Tiles

|  | **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 * 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. |
| --- | --- |
|  |  |
|  |  |

# OTHER

|  | **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. |

# BACKGROUND (LAYERING)

| 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. |