Asset List for *pbateman\_platformer*

**Delete all text in red, replace text in green**

Remember the **Asset List** is the files needed to make the project. You don’t need to write down all of the code scripts you plan to use, but refer to things like art, audio, levels, etc.

The following is the asset list for the project.

# Muscic

What different music files do you think you will need? You don’t need to be too specific, as in don’t list every single level here, that could be another document, but generally mention the key area’s that will require music

* Level music
* Menu music
* etc.

# Sound Effects

Same as with music, don’t be too specific, but mention the main area’s that will need sound

* Jumping
* Dying
* Menu select
* etc…

# Graphics

Be general and list the different parts of your game that will need art, ie, enemies, but don’t list every enemy – that would go in the **art bible**. In a bigger game, you might split this into sub headings.

* Heroes
* Enemies
* Level backgrounds
* Level foregrounds
* etc…

# Project Files

Don’t need anything specific here, more just referring to the fact that there will be a project file and it will have coding scripts. You may make some key points about scripts you plan to use should you wish, but generaly that’s too hard to plan at the start of the project and evolves with time.

* Unreal / Unity project file
* Programming scripts