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| --- | --- | --- | --- |
| File Name | Type, Size | Location/Purpose | Description/Concept |
| UI\_Button.png | 2D Icon, | Used in menus as a button |  |
| UI\_Title.png | 2D Texture, | Used in main menu to display the game title |  |
| UI\_BG\_MainMenu.png | 2D Texture, | The Background of the Main menu |  |
|  |  | Mob Entity | Living Burrito |
|  |  | Player Entity | El Pedro |
|  |  | Boss Entity |  |
| Icon\_Life.png | 2D Icon, | Life Up | An anti-acid pill |
| Icon\_PowerUp.png | 2D Icon, | Power Up | Hot Sauce |
|  |  | Projectile (player) |  |
| Tile\_Desert.png | 2D Icon, | Tile used for making an endless desert |  |
| \_TumbleWeed | 2D Icon, | Random environment element | Tumble Weeds |
| \_Bone | 2D Icon, | Random environment element | Bones |
| \_Cactus | 2D Icon, | Random environment element | Cactus |
| \_Sandy\_Wind.gif | 2D animation, | Random environment element | Desert Winds |

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| --- | --- | --- | --- |
| File Name | Description, Duration | Trigger Event, Kill Event | Loop? |
| Music\_Title |  | Main Menu Loaded, unloaded | yes |
| Music\_Desert\_Tune |  | Level Loaded (default in-game BGM) | yes |
| Music\_Boss |  | Boss Fight, ends | yes |
| Music\_Failure |  | Death, exit scene | yes |
| Music\_Victory |  | Victory, exit scene | yes |
| Clip\_Button\_Press |  | UI Button click | no |
| Clip\_Player\_Walk |  | Player Moves, stops moving | yes |
| Clip\_Player\_Shoot |  | Player Shoots | no |
| Clip\_Player\_Hits |  | Projectile hits | no |
| Clip\_Player\_Hurt |  | Player is Hurt | no |
| Clip\_Burrito\_Call |  | Random Burrito noise | no |
| Clip\_Burrito\_Cry |  | Burrito is Defeated | no |