

This is a list of all the data assets that need to be completed for SuperTux 0.7. It's mainly levels, graphics and audio. If you don't understand something, ask Daniel.

- Miscellaneous GFX
 - Cod
 - Skulltile
 - Conveyor
 - Door
 - Switch (Left, Right, Front)
 - Rusty Trampoline
 - Deep Lava
 - Acid
 - Egg
- Character Improvements
 - Update Tux sprite + sounds
 - Update Penny sprite + sounds
 - Update Nolik sprite + sounds
 - Update Yeti sprite, sounds, behavior
 - Update Ghost tree sprite, sounds, behavior
- Sprite improvements
 - Snow
 - Snowball
 - Smartball
 - Snowman
 - Flying Snowball
 - Bouncing Snowball
 - Snowshot
 - Captain Snowball
 - Spiky
 - Sleeping Spiky
 - Jumpy
 - Bomb
 - Haywire
 - Gold Bomb
 - Icecube
 - Smartcube
 - Icecrusher
 - Crystallo
 - Forest
 - Short Fuse
 - Poison Ivy
 - Walking Leaf
 - Tree
 - Stump
 - Leafshot

- Stumpy
 - Snail
 - Rock Crusher
 - Moss Crusher
 - Igel
 - Mole
 - Zeekling
 - Fish
 - Skydive
- Ghost Forest
 - Rotten Ivy
 - Rotten Leaf
 - Walking Flame
 - Dormant Flame
 - Sleeping Flame
 - Skullyhop
 - Spidermite
 - Ispy
 - Darttrap
 - Walking Candle
- Tile Improvements
 - Forest
 - Small Decoration
 - Bushes
 - Trees
 - Ground Rocks
 - Grass
 - Ground Decoration
 - Ghost Forest
 - Small Decoration
 - Empty Bushes
 - Empty Trees
 - Ground Tiles
 - Bluegrass
 - Decoration
 - Cave in Forest
 - Basic tiles for Forest Cave
 - Ice
 - Give it the “forest treatment” somehow, improve tileset
- BGS
 - Some new BGs for Forest + Ghost Forest

After this stuff is done, remake the first 2 worlds’ levels and story to make it better!

Also, don't forget to upload to Github:

- Tux code sprite improvements
- Cod code
- Conveyor code
- Poison Ivy slow fall
- LiveFire: better color
- Set Jump Height for Fish
- Editor UI improvements
- Use of skull tile in official game
- Level messages
- Fixes for: #1152, 1267, 417, 1069, 1023, 1248, 1256

Also try to fix all other bugs as listed in the bug table! :-)