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
  + Skulltile
  + Door
  + Switch (Left, Right, Front)
  + Rusty Trampoline
  + Deep Lava
  + Acid
  + Egg
* Character Improvements
  + Update Tux sprite + sounds
  + Update Penny sprite + sounds
  + Update Nolok 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
    - Misc solid tiles (snail slime, spikevines, walkable tree branches)
    - Ground Rocks (+soil+variants)
    - BG versions of the ground rocks
    - Grass (+grass variants)
    - Ground Decoration (Bones, stones, moss, vines)
  + Ghost Forest
    - Small Decoration (Skulls on sticks + Huge Mushrooms)
    - Empty Bushes
    - Fix that one lineless tree
    - 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 or improvements for Forest + Ghost Forest, Snow

**After this stuff is done, remake the first 2 worlds’ levels and story to make it better! Also fix level glitches as well…**

Also, don’t forget to upload to Github:

* Tux code sprite improvements
* Editor UI improvements
* Use of skull tile in official game
* Fixes for bugs
* Update boss behaviours

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

Bugs to care about:

1. Breakout of scripted walk sequences
2. Normal levelpacks still marked as new…