

MAD SCIENTIST

Game Design Document



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Game Concept

Overview

A 2D puzzle platformer for PC where you play as a mad scientist who had an accident one night and caused a great disarray throughout his castle. Parts of it were destroyed but what's worse is that all of the animals escape. Fortunately you have a mind control device which you can implant into certain animals and control them to regain order throughout your home.

Technical Specifications

The game would be split into different sections of various sizes but there will always be a view of 1024x768 focussed on the room the player is currently in.

Player Progression

The game follows a very linear pattern to begin with which mostly involves the player gathering the key animals which they can control and capturing some of the animals which have escaped. Once they have control of the four key animals they will be able to revisit certain areas to recapture some of the animals they missed on the first playthrough.

Game End Condition

Once all 50 animals have been accounted for, the game ends. Not all the animals need to be recaptured though, as some might be accidentally killed along the way.

Controls

Keyboard Controls

W / Up arrow	Jump/Climb upwards
A / Left arrow	Move left
D / Right arrow	Move right
S / Down arrow	Climb Downwards
E / Space bar	Pick up / Drop items / Attack / Operate
1 - 5	Select Character

P	Pause
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Controller Controls

D - Pad / Left Analogue Stick	Move Character
Up	Jump
A	Attack
X	Pick up / Operate / Drop
LB / RB	Select Character
Start	Pause

Switching Characters

There are a total of 5 playable characters which can be switched between. At the start of the game only the Scientist is available and more are discovered as the game progresses. When switching to a character that is in a different room, the camera must quickly pan to the new location.

Picking-up & Dropping Items

Some items in the game can be carried. When carrying an item the character who has it cannot attack. Items have different weights and sizes which means only some characters can carry certain items.

Animals

Character Values

1 = 32 pixels

Playable Characters

Scientist

Height	2
Width	1
Maximum jump height	1
Horizontal Speed	1 per second
Carry Strength	Can carry small items
Can operate switches	Yes
Special Ability	None
Attack	None
Health	1
Naming Convention	sci_

Dog

Height	1
Width	2
Maximum jump height	3
Horizontal Speed	2 per second
Carry Strength	Carries small items in his mouth which prevents him from attacking.

Can operate switches	No
Special Ability	Is small so can fit through small gaps.
Attack	Bark – Scares other small animals
Health	2
Naming Convention	dog_

Monkey

Height	2
Width	2
Maximum jump height	4
Horizontal Speed	2 per second
Carry Strength	Carries small items in his hands but this prevents him from climbing.
Can operate switches	Yes
Special ability	Can climb walls
Attack	Punch – Causes 1 damage
Health	4
Naming Convention	mon_

Rhino

Height	3
Width	4
Maximum jump height	1
Horizontal Speed	2 per second

Carry Strength	Can carry heavy items lowered onto his back. Can use Charge attack whilst carrying an item.
Can operate switches	No
Special ability	Can break down certain walls.
Attack	Charge – Holding the Attack button causes the Rhino to start charging up her attack. After 2 seconds the button can be released and the Rhino will run forward at a rate of 4 units per second. He will stop only when colliding with a wall. Causes 5 damage and will knock down some doors and walls. Will slow down if the player jumps whilst running.
Health	10
Naming Convention	rhi_

Lioness

Height	2
Width	3 (not including tail)
Maximum jump height	3
Horizontal Speed	3 per second
Carry Strength	She can carry small items in her mouth or medium items on her back. Cannot attack whilst carrying anything.
Can operate switches	No
Special ability	Fastest and strongest attacks.
Attack	Pounce – Jumps forward up to 4 units onto nearest animal. Causes 4 damage.
Health	6
Naming Convention	lios_

Bosses

Rhino

Room Layout (5N) - The Monkey will enter from the bottom of the screen and the Rhino will be asleep to the right. There are 5 vines hanging from the ceiling which the Monkey can climb, and the walls can be climbed too. Towards the end of the fight a small exit will open in the left hand wall.

Boss pattern - After a short cutscene where the Rhino wakes up, he will charge at the Monkey and crash into the wall. This will cause debris to fall from the ceiling which can damage the Monkey. This will also cause visible damage to the left wall.

Whilst the Monkey is hanging from a vine the Rhino will walk back and forth, stomping the ground every 5 to 7 seconds, causing more debris to fall. If the Monkey is on the ground and in front of the ground then the Rhino will charge towards him.

To escape the player must make the Rhino charge into the left wall 4 times. Each time will cause more visible damage to the wall. After the 4th time a small hole will appear and the Monkey can escape.

Rhino Walking Speed	2 per second	Debris Fall Speed	Equal to gravity
Rhino Charging Speed	4 per second	Debris Damage	1
How Often Rhino will stop to stomp	5 to 7 seconds	Amount of Debris	3 + damage done to the left wall
Damage if the Rhino hits the Monkey whilst charging	5	Debris Fall Pattern	Staggered

Lions

Height	2
Width	3
AI	Are found prowling back and forth in their territory. Will attack anyone who get into 6 units range except for the Rhino who they will

	attack within 1 unit range. They do not attack the lioness.
Attack Damage	5
Health	13
Speed	Can run at 3 units in 1 second when attacking, but will just prowl at 1 unit in 1 second otherwise.
Naming Convention	lion_

NPCs - Other Animals

The goal of the game is to recapture all the animals that have escaped throughout the castle. Every animal can therefore either be recaptured or killed. Attacking an animal and taking it down to 1hp or less than 20% of its starting hp will stun it and allow the scientist to recapture when he has his teleporter. Taking away all of an animal's health will kill it (which is an option). Some animals can also be recaptured using puzzles found throughout the castle.

Rabbits

Height	1
Width	1
AI	Will hop back and forth in one location and are no threat. They do get scared though if the Rhino, Lion or Scientist approaches and shall run away.
Attack Damage	0
Health	2
Speed	1 unit per second when hopping gently, but can run at 4 units in 1 second when scared.
Naming Convention	rab_

Vulture

Height	1
Width	2
AI	They fly in a circular pattern (usually in flocks of 2 to 4) back forth near the top of rooms. They will dive down and attack the Dog, Monkey or Scientist if they are in direct line of sight. Will avoid the Rhino and Lioness.
Attack Damage	1
Health	2
Speed	When flying back and forth or ascending 2 per second but can dive at a speed of up to 3 units in 1 second.
Naming Convention	vul_

Bear

Height	5
Width	3
AI	Shall attack by swiping with its claws and will chase the player out of the area. Will be found sleeping so can be passed quietly with the Dog or the Monkey.
Attack Damage	3
Health	17
Speed	Running speed of 2 units in 1 second.
Naming Convention	bea_

Snake

Height	0.5
Width	3
AI	Shall slide quickly back and forth between two points. Will strike at the Dog or Monkey unless they get attacked. If the Dog attacks they just crawl away.
Attack Damage	2
Health	2
Speed	Running speed of 3 units in 1 second.
Naming Convention	sna_

Crocodiles

Height	1.5
Width	4
AI	Are docile by nature and will just sit stationary in the shallow water. Put will attack anything other than the Rhino if they get within 2 units range.
Attack Damage	5
Health	6
Speed	Are stationary traps which the player must jump over. They will snap at the player when they will in range (see level layout for range, to be completed).
Naming Convention	cro_

Elephant

Height	8
Width	Profile – 10, Face-on - 6
AI	Always found eating and will typically not react to anything.
Attack Damage	10
Health	100
Speed	1 unit in 1 second when walking and 3 units in 1 second when running.
Naming Convention	ele_

Hamster

See [Items](#).

Game Mechanics

Attacking

The animals can fight each other. Each animal has an attack that deals a certain amount of damage. When attacked this value be reduced from their hp. When their hp is at 0, that animal is dead. If a playable character's hp reaches 0, then the game will restart from the last save point.

Animal Statistics

This chart shows the hit box size, max hp, speed and attacks strength for every animal.

1 unit is equal to 32 pixels. For further details see [Animals](#).

Playable Characters	Height	Width	HP	Attack	Speed (units per second)	Quantity In Game
Scientist (sci_)	2	1	1	0	1	1
Dog (dog_)	1	2	2	0	2	1

Monkey (mon_)	2	2	4	1	2	1
Rhinio (rhi_)	3	4	10	5	2	1
Lioness (lios_)	2	3	6	4	3	1
Other Animals	Height	Width	HP	Attack	Speed (units per second)	Quantity In Game
Rabbit (rab_)	1	1	2	0	1 to 4	18
Vulture (vul_)	1	2	2	1	2 to 3	10
Bear (bea_)	5	3	17	3	2	2
Snake (sna_)	0.5	3	2	2	3	6
Crocodiles (cro_)	1.5	4	6	5	N/A	6
Lions (lion_)	2	3	13	5	1 to 3	2
Elephant (ele_)	8	6 or 10	100	10	1 to 3	1

Capturing Animals

The primary goal of the game is to recapture all of the animals. To recapture an animal it needs to have either 1hp remaining or less than 20% of it's starting hp remaining. This will render the animal unconscious. Reducing an animal's to 0hp will kill it, and therefore unable to be recaptured. When an animal is unconscious it can be carried back to the Zoo if it is small enough for the current playable character. Larger animals can be sent back to the Zoo using the Transporter.

Checkpoints

Checkpoints are the save areas for the player. When saving the location of all playable characters needs to be recorded, how much damage each has taken and what animals have been recaptured or killed. Also the current state of the puzzles will need to be saved. When saving, all playable characters who are in that room will have their health fully healed.

Teleporting

Towards the end of the game the player will be able to teleport between the checkpoints. Playable characters can teleport from any checkpoint to any other checkpoint. This can allow some animals to access areas they wouldn't be able to normally. They can also use it to send non-playable animals to the Zoo.

Obstacles

Doors/Walls

If a door is locked the player might be able to open it with a key. Breaking down the door with either environmental objects or the Rhino is an option too however.

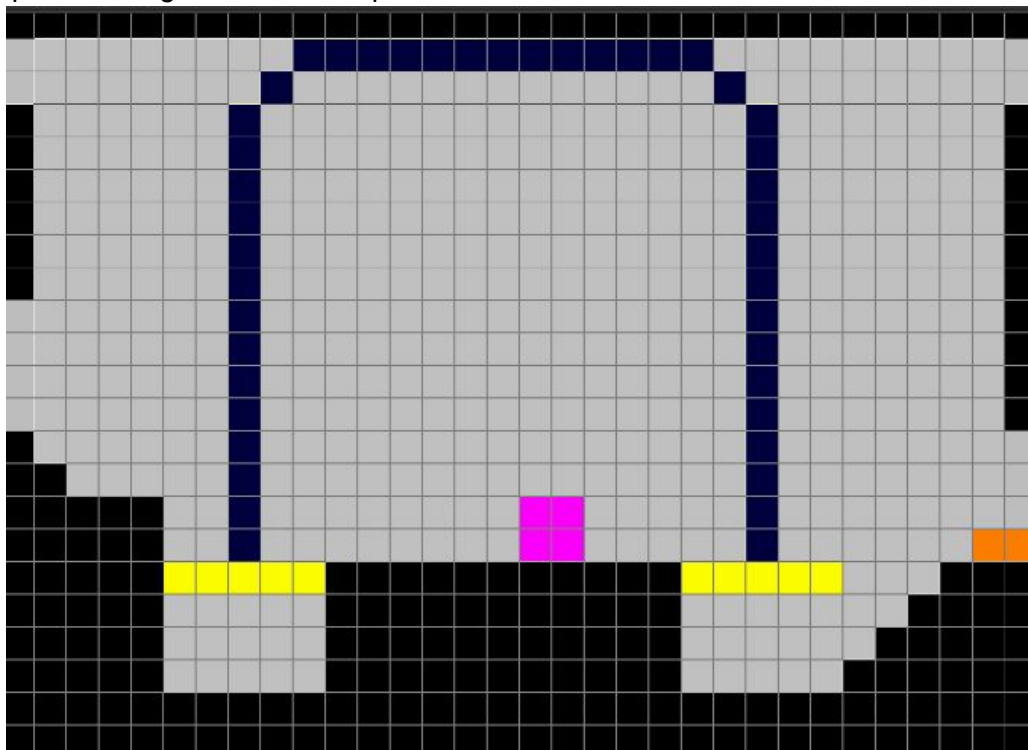
Medium – Wooden	Can be broken down by the Rhino.
Heavy – Metal	Cannot be broken down.
Some stone walls	Can be destroyed by the Rhino.

Weak Floors

Made of wood and depicted with a crack, these will break should larger animals (such as the Rhino) walk on them.

Weights and Scales Puzzle

An example of a weights and scales puzzle



Key

Wall	Scale	Rope	Weight	Player (Dog)
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The player has to get from the right to the left hand side of the room. When they stand on either side of the scale though, it will lower. They need to push the weight onto the right hand scale

pad to keep it down, and allowing them to jump up onto the left hand area. The Rope has no collision.

Climbing

The Monkey has the unique ability to climb on certain walls and ceilings. Those need to be clearly marked as being different to other non climbable surfaces, by having plants and greenery growing on them. When Climbing, the Monkey moves at the same speed as if walking, but cannot carry items or attack.

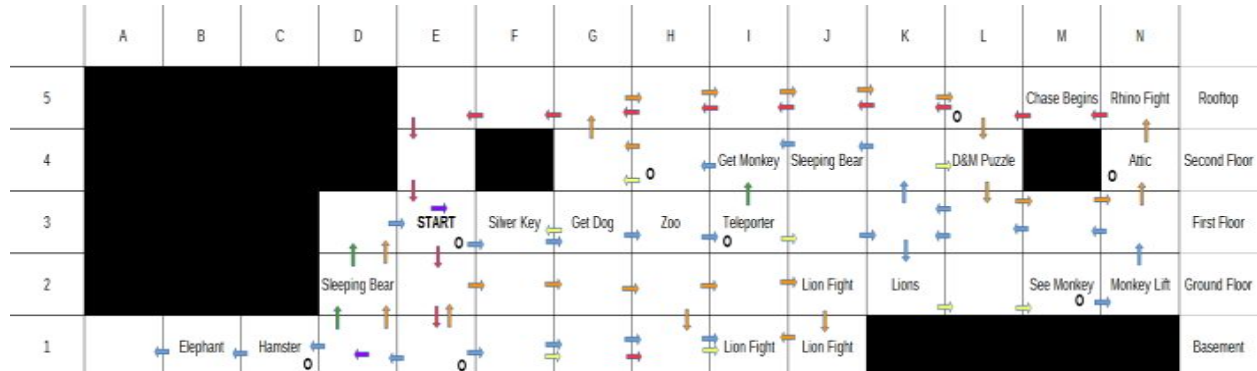
Items

Name	Location	Use	Can Carry
Bronze Key	3G	Opens door between 3D and 3E.	No. Is a held item that the Scientist keeps throughout the game until used
Silver Key	3F	Opens door between 3G and 3H.	Yes. Small.
Teleporter	3I	Transport any playable character to a checkpoint and bring them back. Is missing Hamster at the start.	No
Hamster	1C	An animal to capture but also used to power the Teleporter.	Yes.
Weights	Various	Used to solve scale puzzles.	Yes. Light to Heavy.
Checkpoints	Various	If a player dies then they will return to the previous checkpoint they saved at. At the end of the game when the Teleporter is working they can transport themselves to and from any checkpoint.	No

World Map

In total there are 50 different rooms throughout the Castle which have a variety of different exits, entrances and obstacles Below is a complete map of the Castle with arrows showing the

general path of progression. The coloured arrows represent access for a specific playable character.



Key

	Dog access only		General path of progression for any character
	Monkey access only		Lift
	Rhino access only		Checkpoint
	Lioness access only		Non-existent room

Levels In Order Of Progression

CP = Checkpoint in room

*# = Cutscene

(#) = Some rooms change throughout the game. This is the current state of the room.

Room	Description	Doorways	Animals
3E (1) CP *1	Start Room. Only the Scientist is available to control to begin. The player needs to learn how to move and how high they can jump.	A low open exit on the right. A very heavy door on the left which will be opened later. Also a weak floor and ceiling (not directly above each other) which the Rhino will crash through later.	The Rhino will be captured here later in the game.
3F	The room is in two levels with the higher only slightly above the lower. There are gaps in the higher level and just enough room underneath for the Scientist to walk. There is a silver key on the far left of the room on the higher level.	At the bottom left and bottom right there are open doorways. There is also a small opening for the dog on the right to access the higher level.	3 Vultures circling at the top.

3G *2	There are a selection of inventions here and the Dog. When entering for the first time the Dog will drop a bronze key. Here the Scientist will implant the Dog with a mind control chip.	There is an open doorway at the bottom left with a small open path for the Dog just above it. There is also locked silver door on the right.	The Dog is captured here.
3H *12	Zoo – Here is where all the animals should be kept. There is a display on the wall listing all the animals, how many of each are missing, how many have been recaptured and how many have been lost.	There is a normal open doorway on the left and the whole right wall is open	1 Rabbit
3I CP *11	Teleport Room – The Teleport will be needed to transport larger animals to the Zoo in 3H. It will be clearly missing a piece though and currently not operational.	The whole left wall is open and there is a small opening for the Dog on the right. There is also a lift here but it currently doesn't work.	
3J	A safe platforming section where the player can freely play around with the Dog and learn it's controls.	A small opening on the left and an open doorway on the right, part way up the wall.	4 Rabbits
3K	This room is in two layers with more space given to the lower part. There is a gap in the lower centre which looks jumpable but the ground will crumble when the player tries to make it. The upper half has a gap in the ceiling which the Dog should be able to jump up to.	An open doorway part way up on the left and on the right for the lower part. A wide gap in the ground. The upper level has an open doorway on the right and a gap in the ceiling which can be reached.	1 Rabbit on the lower far right. Can be retrieved later from room 3L.
2K	When falling into this room there are some Lions on the left. The player will have to outrun one of them.	A hole in the ceiling which cannot be reached and a small opening for the Dog on the right. The left wall is open in part too but not accessible.	3 Lions
2L	A small platforming section with Snakes to avoid.	A small opening on the left and right for the Dog.	2 Snakes
2M CP *3	A safe area after the Lions. The Monkey will appear for the first time along the top.	A small opening on the left and an open doorway on the right. The top area is also open but cannot be reached.	See Monkey

2N	No challenge for the player but the Monkey will lower a platform down to help lift up the Dog.	An open doorway on the left and an opening at the top.	
3N *4	When entering as the Dog the Monkey will be seen and shall runaway to the left at the top. The player can easily get through the doorway on the lower left. Later in the game the player will return as the Monkey and will need to do some climbing and platforming.	An opening at the bottom which the player cannot exit through and an open doorway on the lower left. A higher open path will be on the upper left and the Monkey can climb through a gap in the ceiling.	
3M	A puzzle for the player as the Dog introducing the weights and scales mechanic. The ceiling can be climbed on by the Monkey.	Two open doorways, one on the left and one on the right wall. There are also two openings at the top on the left and right wall which the Monkey can climb through.	
3L	A simple area where the player as the Dog has an option the exit through either a higher or lower doorway on the left. There are also climbable areas for the Monkey on the upper right.	Two open doorways on the left, both accessible by the Dog. An open doorway on the right and an opening the Monkey can climb through above it on the right. There is also an opening on the ceiling for the Monkey.	
4K	The challenge here is 2 snakes which need to be recaptured.	A gap in the ground and a small opening for the Dog on the left and right walls. A normal doorway is also available on the left.	2 Snakes
4J	There is a sleeping bear here which can be snuck passed as the Dog. Can be captured later in the game.	Open doors in the left and right walls.	1 Bear
4I *5	The player will see the top of the lift system here and will be able to fix it. After fixing the lift the player can switch to the Scientist to raise and lower it.	Open doorways in the left and right walls and an opening in the ground that the lift passes through.	Get the Monkey
4H CP	An introductory area where the player can learn the Monkey's jumping and climbing mechanics.	An open doorway on the right and a high opening on the left that the Monkey can pass through. A small	

		passageway for the Dog on the lower Left	
4G	Continuation of learning the Monkey's jumping and climbing abilities. A rabbit will be on the far left and the player will need both the Monkey to rescue it and the Dog to retrieve it.	An opening high on the right and a small gap in the ceiling to climb through as the Monkey. A small passageway on the lower right for the Dog.	1 Rabbit
5G, 5H, 5I, 5J & 5K.	A series of platforming and climbing sections for the Monkey. If the player fails a jump they will be eaten by the crocodiles. Later in the game the player will be chased back through this section in the opposite direction by the Rhino.	Completely on both the left and the right except for 5G which has a barrier that needs to be destroyed by the Rhino and an opening in the floor for the Monkey to climb through. Small enough for the Rhino to leap over though.	5 Crocodiles throughout and 1 Rabbit in 5G
5L CP	A safe area to rest.	Open on both the left and the right but also a small opening on the ground that can be climbed down by the Monkey. Small enough for the Rhino to leap over though.	
4L	A continuation of the weights and scales puzzle from earlier. The player will need to switch back to the Dog and come here to solve it.	An opening in the top and bottom that the player can climb through as the Monkey. A small gap in the left wall for the Dog.	
4N CP	The room is split in two halves. The lower part has the checkpoint and safe area while the upper part has Vultures. The Lioness needs to be able to get between the two parts but only the Monkey can exit and enter this room.	A small opening at the top which is just big enough for the Monkey and an opening in the floor.	3 Vultures
5N *6	A fight with the Rhino mostly based on evasion. See here for further details.	A small opening in the ground which the Monkey climbs through and another opening on the left which will become available later in the fight.	1 Rhino
5M *7	After escaping the Rhino the player feels safe but then the Rhino will burst through the right	A small opening for the Monkey on the Right which also features a breakable wall for the Rhino. The left	

	hand wall. This will then begin a chase going all the way to 5E.	has a place the Monkey can jump to to escape but that wall is also breakable.	
5F	A continuation of the Rhino chase.	Breakable walls on the right and a left.	
5E	The end of the Rhino chase. There is a fragile floor which the Rhino will fall through but the Monkey can cross safely.	Breakable wall on the right and a fragile floor which the Rhino will fall through. The Monkey can climb this.	
4E	A gentle are to climb down as the Monkey.	Opening in the ceiling and a fragile floor which the Rhino has fell through.	
3E(2) CP *8	The Rhino will be now here unconscious. On entering as the Monkey the Scientist and Dog show up to implant a mind chip in the Rhino. On leaving their weight break the floor and they all fall down.	A low open exit on the right. A very heavy door on the left which will be opened later. A hole in the ceiling which the Rhino has now fell through and a fragile floor. These are not directly above each other.	
2E	Simple climbable area for the Monkey	A opening in the ceiling and no floor. A path for the Monkey is available on the right.	
1E CP, 1F, 1G, 1H, 2F, 2G, 2H, 2I	A series of puzzle rooms in which the player needs to use the Dog, the Monkey and the Rhino to get through.	Various, to be specified. 1E does have an open doorway on the left.	4 Vultures, 5 Rabbits and 2 Snakes
2J, 1I, 1J *9	A fight with the 3 lions using all the animals. After defeating them the Lioness can be implanted with a mind chip.	Various, to be specified.	3 Lions
1D	A large death pit in the ground which can only be jumped over by the Lioness. There is a lift on the left hand side but it is not currently there.	Open doorways on the left and right walls. A gap in the ceiling on the left which the lift can pass through and another gap on the right for the monkey.	

1C CP *10	Outside. Here you will find the missing piece of the teleporter. It's the Hamster which powers it.	Open doorway on the right and completely open on the left and top.	1 Hamster
1B	Quiet outside area where an Elephant is eating.	Completely open on the left, right and top.	1 Elephant
1A	A quiet area.	Open on the top, left and right but the player cannot exit the screen on the left.	3 Rabbits
2C	A lift which can take the player either up or down.	Openings at the top and bottom for the lift and a an open doorway on the right.	
2D	Sleeping bear room. There is a lift on the left (which is not there to start with) and climbable walls for the Monkey on the right.	Gaps on the left in the floor and ceiling for a lift to pass through. Also small gaps in the floor and ceiling on the right for the Monkey.	1 Bear
3D	The lift starts here and can be operable from here. There is a locked bronze door.	A gap in the floor on the left for the lift and a small gap on the right for the Monkey to climb through. A locked doorway on the right.	2 Rabbits

Level Template

A template will be created for each level by the designers which the artists can then follow to build the 3D model of the level in Maya. Each design created will be accompanied by additional documentation that explains further details of the level (such as naming specific animals, interactive elements and so forth).

Level Designs

See separate documentation.

Cutscenes

Cutscenes in this game are generally brief with none lasting more than 15 seconds.

Number	Room	Description
1	3E	Game introduction which shows the Scientist performing an experiment. There is an explosion, a cloud of smoke, and he then wakes up from being unconscious on the left side of the room.
2	3G	The Scientist meets the Dog for the first time. The Dog has a key in his mouth which he drops and the Scientist picks up. The Scientist then implants the dog with a mind control chip.
3	2M	The Monkey is seen for the first time. He and the Dog have a friendly exchange and then the Monkey exits the screen on the right.
4	3N	The Monkey is pulling the dog up in a bucket with a rope attached. After the Dog gets out the monkey exits the screen to the left.
5	4I	The Scientist is pleased to see the Monkey and implants him with a mind control chip.
6	5N	After entering the room the Monkey disturbs the Rhino. The Rhino then charges at the Monkey who jumps out of the way.
7	5M	After escaping the Rhino, the Monkey has a brief moment in which he thinks he is safe. The Rhino then bursts through the right hand wall.
8	3E	On entering the room from the top, the Monkey sees the Rhino unconscious. The Dog and the Scientist then enter the room from the right, and implants the Rhino with a mind control chip. As they walk away, the ground collapses beneath them.
9	1J or 2J	Introduction with the Lions for a boss fight.
10	1C	Indication that the Hamster is important and should be put in the teleporter.
11	3I	The Monkey puts the Hamster in the Teleporter and the Teleporter then powers up.
12	3H	Game End – The Scientist is happy as all the animals have been recaptured.

Audio

Soundtrack

The game will feature a dynamic soundtrack which will change its ambient music depending on the situation. It will be more gentle and atmospheric on slower puzzle sections and shall then become fast paced and thrilling during boss fights.

Sound Effect

There will be sound effects.

Graphics

Though the game will be played in 2D, all character models and foreground objects should be developed as 3D models. The backgrounds will be 2D layered images.

Animations

Required animations for each model.

Playable Characters

Model	Animations
Scientist	Walk Jump Carry Attacked (receiving damage) Cheer Sadness
Dog	Walk Jump Carrying Attacked (receiving damage) Barking Barking whilst walking
Monkey	Walk Jump Carrying Attacked (receiving damage)

	Climbing on wall Climbing on ceiling Climbing on vein Punch attack Punch attack whilst walking
Rhino	Walk Jump Run (charging attack) Charging (preparing to run) Attacked (receiving damage) Unconscious Stomping
Lioness	Walk Jump Pounce attack Attacked (receiving damage) Carrying

Non-Playable Models

Model	Animations
Rabbits	Idle Running Dead
Vulture	Idle (gliding) Diving (to attack) Ascending Attacked Unconscious Dead
Bear	Idle (asleep) Attacking (paw swipe) Walking Attacked Unconscious Dead
Snake	Walking? Attacking (biting) Attacked Unconscious

	Dead
Crocodiles	Idle Attacking (leap and snapping) Attacked Unconscious Dead
Elephant	Idle Attacked Unconscious Dead

User Interface

In the upper left corner the remaining health of the current playable character will be displayed using a number of hearts. Beneath this there will be a horizontal list picturing each of the current playable characters and the number key which needs to be pressed to switch to that character. The character this is currently being controlled will have their picture dimed.

Menus

Main Menu

Options will be to reload the current saved game, a new game, view credits, how to play or quit the game. If new game is selected they will be asked if they are sure they wish to start as this will save over their previous game.

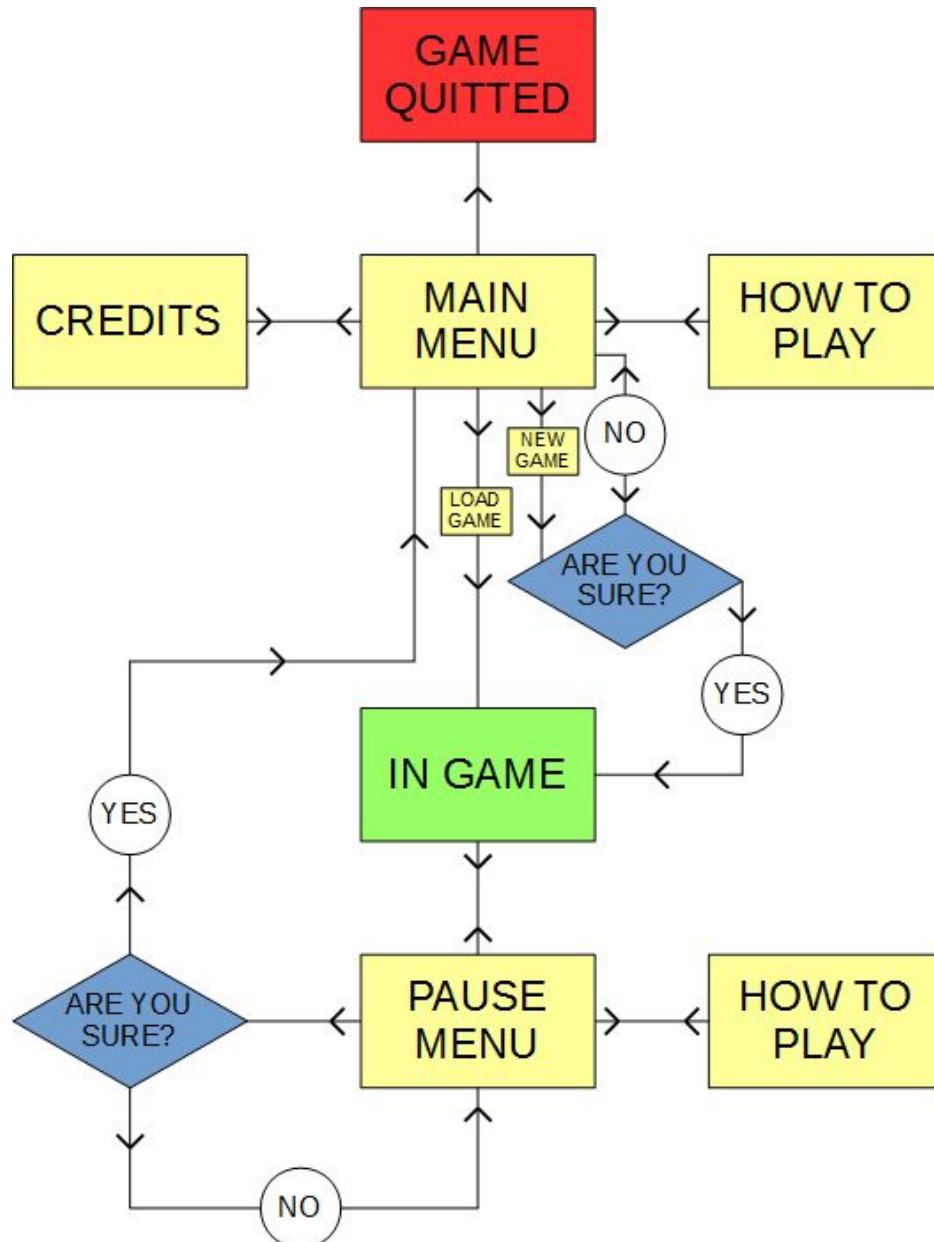
How to Play/Credits

A single image showing the relevant information, each with an option to return to the previous menu. [See Controls here.](#)

Pause Menu

When pressing either P on the keyboard or Start on the controller, the game will pause and this menu will be displayed. Options are resume game, quit to main menu OR view controls. If the quit option is selected the player will be asked if they are sure they want to quit and will be reminded that there progress since their last checkpoint will not be saved. They will be given a yes and no option

Menu Flowchart



File Structure

Assets

- Master Folder
 - Playable Characters

- Scientist
 - Models
 - Textures
 - Animation
- Dog
 - Models
 - Textures
 - Animation
- Monkey
 - Models
 - Textures
 - Animation
- Rhino
 - Models
 - Textures
 - Animation
- Lioness
 - Models
 - Textures
 - Animation
- Non-Playable Characters
 - Rabbit
 - Models
 - Textures
 - Animation
 - Bear
 - Models
 - Textures
 - Animation
 - Vulture
 - Models
 - Textures & Materials
 - Animation
 - Snake
 - Models
 - Textures & Materials
 - Animation
 - Crocodiles
 - Models
 - Textures
 - Animation
 - Lions
 - Models

- Textures
 - Animation
- Elephants
 - Models
 - Textures
 - Animation
- Items
 - Bronze Key
 - Models
 - Textures
 - Silver Key
 - Models
 - Textures
 - Teleporter
 - Models
 - Textures
 - Animation
 - Hamster
 - Models
 - Textures
 - Animation
 - Weights
 - Models
 - Textures
 - Animation
 - Checkpoints
 - Models
 - Textures
 - Animation
- Environment
 - Row 1 (Basement)
 - Models
 - Textures
 - Background
 - Row 2 (Ground Floor)
 - Models
 - Textures
 - Background
 - Row 3 (First Floor)
 - Models
 - Textures
 - Background
 - Row 4 (Second Floor)

- Models
- Textures
- Background
- Row 5 (Rooftop)
 - Models
 - Textures
 - Background

Naming Conventions

To be discussed further with team.

Wishlist

- Additional levels for just the Lioness and Rhino
- Other collectable animals
- Animal fusion. The ability to use the teleporter to merge animals together into new forms creating a much wider variety of challenges for the player.