

# Yunoia Asset List

**Note to Art Team:** Both the functional and aesthetic sections are important for each level. Priority will be based on what is first on the list. For example, the denial level is first on the list. So any models, textures, and particles listed for that level will need to be completed first, before moving onto the next level. For any art assets you complete, you can check them off the list for tracking purposes. Some art assets may have overlap between one another for multiple level sections. Regardless, if you already created that art asset, you can just check them off the list. If you have any questions, you can either comment onto this document or direct them to the design-general thread.

**Note to Design Team:** For organizational purposes, please bold only the model, texture and/or particle you want the art team to create. Please add reference links and/or additional information to each one in parenthesis and italicized them to contrast from the main art asset.

	Functional	Aesthetic
1. Denial	<ul style="list-style-type: none"> <li><input type="checkbox"/> <b>Stained Glass</b> (<i>Specifically stained glass that foreshadows the player's journey; I know its already a work in progress</i>)</li> <li><input type="checkbox"/> <b>Cracked Stained Glass</b> (<i>possibly three stages of the previous stained glass cracking for each cycle</i>)</li> <li><input type="checkbox"/> <b>Levers</b> (<i>One of those big obnoxious levers from Looney Tunes that the player can interact with</i>)</li> <li><input type="checkbox"/> <b>Breakable Wall</b> (<i>The same wall from the art prototype, but with cracks or some indication that it can be broken through</i>)</li> <li><input type="checkbox"/> <b>Large stone blocks</b> (<i>Various sizes</i>) (<i>For platforming</i>)</li> <li><input type="checkbox"/> <b>Stone archway</b></li> <li><input type="checkbox"/> <b>Door for stone archway</b></li> <li><input type="checkbox"/> <b>Cracked stone wall</b></li> <li><input type="checkbox"/> <b>Glass chandelier</b></li> <li><input type="checkbox"/> <b>Fallen broken chandelier</b></li> <li><input type="checkbox"/> <b>Stone archway that is broken on the top corner that iris can fit through.</b></li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> <b>Standing vase</b></li> <li><input type="checkbox"/> <b>Checkerboard Floor Texture</b></li> <li><input type="checkbox"/> <b>Wall and Pillar Texture</b></li> <li><input type="checkbox"/> <b>Stone floor tiles</b></li> <li><input type="checkbox"/> <b>Fissured floor tiles</b> (<i>Examples:</i> <a href="https://www.pbs.org/newshour/nation/aftershocks-hit-california-following-strongest-earthquake-in-20-years">https://www.pbs.org/newshour/nation/aftershocks-hit-california-following-strongest-earthquake-in-20-years</a> &amp; <a href="https://tarnmoor.com/2014/03/09/tarnmoors-abcs-earthquakes/">https://tarnmoor.com/2014/03/09/tarnmoors-abcs-earthquakes/</a>)</li> </ul>

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<p>2. Hub</p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> <b>Anger Level Door</b> (<i>autumn tree with hole in center, embers surrounding</i>)</li> <li><input type="checkbox"/> <b>Bargaining Level Door</b> (see green door in Riki's concept: <a href="https://cdn.discordapp.com/attachments/1019000473476419625/1032035837485002832/portals.PNG">https://cdn.discordapp.com/attachments/1019000473476419625/1032035837485002832/portals.PNG</a>)</li> <li><input type="checkbox"/> <b>Depression Level Island</b> (<i>The koi pond, see:</i> <a href="https://i.pinimg.com/originals/ca/90/04/ca9004ec9586c2f5a8874712f4c1ef5a.png">https://i.pinimg.com/originals/ca/90/04/ca9004ec9586c2f5a8874712f4c1ef5a.png</a> )</li> <li><input type="checkbox"/> <b>Iris Spawn Point/Circular Platform</b></li> <li><input type="checkbox"/> <b>Small earth chunks or pillars</b> (<i>to jump around on see:</i> <a href="https://mymodernmet.com/wp/wp-content/uploads/2018/09/Zhanqijajie-national-forest-park-3.jpg">https://mymodernmet.com/wp/wp-content/uploads/2018/09/Zhanqijajie-national-forest-park-3.jpg</a>)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> <b>Sky Island</b> (Refer to Riki's concept art)(<a href="https://assetstore.unity.com/packages/3d/environments/landscapes/floating-island-140623">https://assetstore.unity.com/packages/3d/environments/landscapes/floating-island-140623</a>)</li> <li><input type="checkbox"/> <b>Crystal clusters</b> (floor) or barrels to break</li> <li><input type="checkbox"/> <b>Cloud Models</b> (see: <a href="https://external-preview.redd.it/vOIXSI-MdxRxIJ8EdWf6fbW5TpNSCgDKiRS8Bog">https://external-preview.redd.it/vOIXSI-MdxRxIJ8EdWf6fbW5TpNSCgDKiRS8Bog</a>)</li> <li><input type="checkbox"/> <b>Depression Island Assets</b> (grass, bushes, gate, bridge) (Reference: <a href="https://i.pinimg.com/originals/ca/90/04/ca9004ec9586c2f5a8874712f4c1ef5a.png">https://i.pinimg.com/originals/ca/90/04/ca9004ec9586c2f5a8874712f4c1ef5a.png</a>)</li> <li><input type="checkbox"/> <b>Bargaining Island Assets</b> (<i>ferns, bushes, roots, vines, Overgrown pillars</i>)</li> <li><input type="checkbox"/> <b>Anger Island Assets</b> (<i>dead or dry leaves, flame embers &amp; scorched earth ground texture</i>)</li> </ul>
<p>3. Anger</p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> <b>Fire</b> (<i>forest fire</i>)</li> <li><input type="checkbox"/> <b>Moose</b></li> <li><input type="checkbox"/> <b>A crystal that you can interact with</b></li> <li><input type="checkbox"/> <b>A small cave that you can walk in</b></li> <li><input type="checkbox"/> <b>Cracked stone wall</b></li> <li><input type="checkbox"/> <b>Small house</b></li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> <b>Autumnal leaves</b> (<i>red/orange</i>)</li> <li><input type="checkbox"/> <b>Branches</b> (<i>falling branches/fire branches</i>)</li> <li><input type="checkbox"/> <b>Trees</b> (<i>forest</i>)</li> <li><input type="checkbox"/> <b>A fallen tree is on fire</b></li> <li><input type="checkbox"/> <b>Different sized rocks</b> (<i>small, medium, large</i>)</li> </ul>
<p>4. Bargaining</p>	<p>Games Referenced: (Luigi Mansion 3 Plant lvl, Batman Poison Ivy boss fight)</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> <b>THE ROOT</b> (See:</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> <b>Faceless texture</b> (<i>unrefined crystal:</i> <a href="https://media.discordapp.net/attachments/1018964584943599666/1025902815794704444/IMG_9810.png?width=2">https://media.discordapp.net/attachments/1018964584943599666/1025902815794704444/IMG_9810.png?width=2</a>)</li> </ul>

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	<p><a href="https://www.pinterest.com/pin/three-impressive-plants-perfect-for-your-summer-garden-logees--429741989434227725/">https://www.pinterest.com/pin/three-impressive-plants-perfect-for-your-summer-garden-logees--429741989434227725/</a>,  <a href="https://i.ytimg.com/vi/fVEJYMH_EQ0/maxresdefault.jpg">https://i.ytimg.com/vi/fVEJYMH_EQ0/maxresdefault.jpg</a>,  <a href="https://oyster.ignimgs.com/wordpress/stg.ign.com/2019/10/luigis-mansion-3-garden-suites-water-plant-720x405.jpg?width=1280&amp;fit=bounds&amp;height=720&amp;quality=20&amp;dpr=0.05">https://oyster.ignimgs.com/wordpress/stg.ign.com/2019/10/luigis-mansion-3-garden-suites-water-plant-720x405.jpg?width=1280&amp;fit=bounds&amp;height=720&amp;quality=20&amp;dpr=0.05</a> &amp;  <a href="https://oyster.ignimgs.com/wordpress/stg.ign.com/2019/10/luigis-mansion-3-garden-suites-fly-trap-720x405.jpg?width=1280&amp;fit=bounds&amp;height=720&amp;quality=20&amp;dpr=0.05">https://oyster.ignimgs.com/wordpress/stg.ign.com/2019/10/luigis-mansion-3-garden-suites-fly-trap-720x405.jpg?width=1280&amp;fit=bounds&amp;height=720&amp;quality=20&amp;dpr=0.05</a> (Note: Don't care for the menacing features, just reference for potential shapes. While it is a malignant entity it's not necessarily carnivorous. Could be several limbs and one main head.)</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> <b>Limbs scalable enough to be used as walking space</b> (  <span style="background-color: #f0f0f0;">▶ Luigi's Mansion 3 - Full Game Walkthrough</span> )</li> <li><input type="checkbox"/> <b>Purifier</b> (Would function as a fancy trigger that is supposed to amplify Crystal's purity, take a stylized approach to it, but the best ref as of now is <a href="https://gyazo.com/d9f468e5554c0194f31930799fd137a4">https://gyazo.com/d9f468e5554c0194f31930799fd137a4</a>)</li> <li><input type="checkbox"/> <b>Fountain</b></li> <li><input type="checkbox"/> <b>Broken columns</b></li> </ul>	<p><a href="#">76&amp;height=598</a>)</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> <b>Flower grasses</b></li> <li><input type="checkbox"/> <b>Eris statue</b></li> <li><input type="checkbox"/> <b>Faceless people statue</b></li> <li><input type="checkbox"/> <b>Bust of faceless people on stand</b> (Seperate models)</li> <li><input type="checkbox"/> <b>Tattered banners</b></li> <li><input type="checkbox"/> <b>Crystal pots</b></li> <li><input type="checkbox"/> <b>Moss</b></li> <li><input type="checkbox"/> <b>Variational castle parts</b> (broken, look, etc)</li> </ul>
<p>5. Depression</p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Modular Cavern pieces,</li> <li><input type="checkbox"/> water mountains  <span style="background-color: #f0f0f0;">▶ Sonic Colors - Aquarium Park: Act 1 [HD]</span> ,</li> <li><input type="checkbox"/> abstract sealife (jellyfish, birds),</li> <li><input type="checkbox"/> Ship barrels</li> <li><input type="checkbox"/> Sky = water = sky shader</li> </ul>	

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6. Acceptance		
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