

Major Game Components

Player Abilities and Interactions

- Player character
 - Horizontal movement (walk, run)
 - Jump
 - Leaf Dash
 - Leaf Meter
 - Interact
 - Companion action
- Non-hazardous interactables
- Cutscene system

Obstacles and Threats

- Ice Scream Enemy
- Environmental Hazards
 - Ice Spikes

Levels and Rooms

- Great Hall (hub room)
- Castle Keep (room sealed by the wizards)
- Level 1: Winston, the Wizard of Icemakers
 - Zero challenge rooms
 - Low challenge rooms
 - Medium challenge rooms
 - High challenge rooms
 - Special challenge rooms
 - Boss room
- Room transition system

Narrative and Dialogue

- In game conversations
 - Cutscenes/scripted conversations
 - Miscellaneous/idle conversations
- Intro sequence (cutscene, menu, etc.)
- Ending sequence (final cutscenes, credits, etc.)
- Dialogue system
- Character barks
- Non-conversational writing (item descriptions, menus, tool tips, etc.)

UI/UX and Interfaces

- Player HUD
- Main menu screen
- Settings screen
- Controls screen
- Sound settings screen
- Death screen
- Dialogue interact prompt
- Dialogue box/UI pop-ups
- Additionally immersive assets (ex. maps, inventory screens, shops, etc.)

Art

- Environmental asset kit for the first level
- Enemy sprite sheets
- Player sprite sheet
- Az sprite sheet
- Winston sprite sheet
- Particle effects for the leaf mode
- Particle effects for the level

Audio

- Player sound effects
- Az sound effects
- Winston sound effects
- Enemy sound effects
- Ambient sound effects
- Main Level music
- Boss music
- Main/Hub music
- Slower music
- Beep speech per character
- UI sound effects