

Index

Characters

- [Chucky](#)
- [Dexter](#)
- [Animal Control Officer](#)

Puzzle Elements

- [Wooden Crates](#)
- [Coconut Trees](#)
- [Coconut](#)
- [Elevator](#)
- [Exit Door, Regular Doors \(Gates\), Trap Doors](#)
- [Buttons \(Floor Button, Wall Button, Control Panel Button\)](#)
- [Ladders and Monkey Bars](#)
- [Locks and Keys](#)

Environment

- Tile sheets
 - Floors
 - Walls
 - Ramps
- Foreground bits
 - Ferns
 - Flowers
 - Rocks
 - piles of stuff
 - Etc...

Other

- [User Interface, Title Screen, and Menu](#)
 - Logo (to be displayed on the menu and Poster)
 - Poster (not needed for this demo)
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Revision #2

Created 2025-12-22 17:09:42 PST by xury

Updated 2025-12-28 07:07:34 PST by xury