[Art Asset Doc - First Draft](http://ptg-iqp.blogspot.com/2009/10/art-asset-doc-first-draft.html)

**Game World Objects**

**Tiles**

Roads

Single Lane

Solid Line

Straight

Corner [4 tiles]

Passing

Straight

Normal Intersection

Double Lane [2 Tiles wide]

Solid Line

Straight

Corner [4 tiles]

Passing

Straight

Normal Intersection

Left Turn Intersection

Intersection

2x2

Lights

4-Way Stop

2-Ways Stop (Both Directions)

2x1

Lights

4-Way Stop

2-Ways Stop (Both Directions)

1x1

Lights

4-Way Stop

2-Ways Stop (Both Directions)

One Way

Single Lane

Highway [2 Tiles wide]

Divided Sides

On/Off Ramp Clover-leaf [4 Tiles]

Yield Sign

Mirrored Version

Blank

Mirrored Version

Overpass

Scenery

Grass/Dirt

Full

Road Border Straight

Road Border Corner

Sidewalk

Border Road Straight

Border Road Corner Tight

Border Road Corner Wide

Buildings

Houses [1 or 2 Tiles]

Tall Buildings [1, 2, or 4 tiles]

Plants

Trees

Bushes

**Cars (colors personality dependant)**

Sedan

Van

Sports car

Pickup truck

Semi Truck

Bus

Police Cruiser

**UI**

**Buttons**

Menu

Single Button

Speed

4 Buttons

2 States

Background

Zoom

Background

Slider

Time Remaining

Background

Font

Traffic Options Tab

Button

Background

Buttons For every action

Intersection

Nothing

Lights

4-Way Stop

2-Ways Stop

2 States

Turing Lanes

Road

Speed

Statistics Tab

Button

Background

Font

Character Profiles

Average Joe

Stressed

Defensive

Grandma

Inebriated

Policeman Pete

Progress Tab

Button

Background

Stop Light Progress “Meter”

3 States

**Main Menu**

**Background**

Image(s)

Loading

Main Screen

**Buttons**

Start

2 States

Options

2 States

**Credits**

**Sounds**

Music

Sound Effects

Ambient

City

Rural

Birds

Driving/engine

Honking

Tires screeching

Crash

Voices

Average Joe

Stressed

Defensive

Grandma

Inebriated

Policeman Pete

Menu

Subtle click