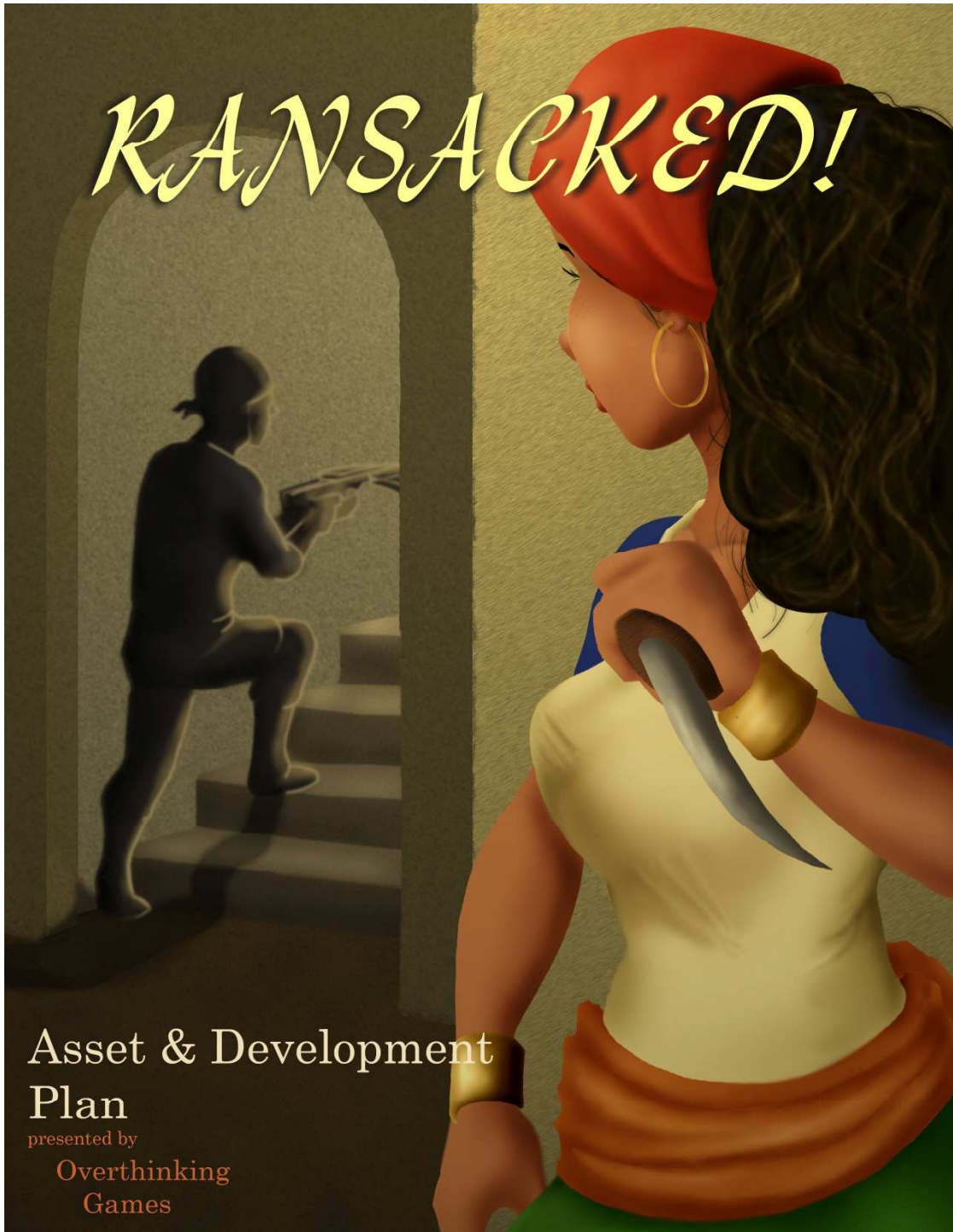# RANSACKED!

Asset & Development
Plan

presented by

Overthinking
Games

Document Date: January 19, 2006
Designer: Tommy Westerman
**Intended Game Delivery Date: March 20,
2006**

Table of Contents

Revision Notes

1/19/06 - Initial version of document
1/23/06 - Took out Development Cycle and Development Plan
Added priority to Complete Asset Lists
Added due date to Complete Asset Lists
Added who what asset is assigned to on Complete Asset List
2/17/06 - Removed the following static meshes because they were no longer needed: RA_architecture_doorway_med, RA_building_door_large, RA_building_railing_90wood, RA_building_railing_45wood, RA_building_window01…02, RA_decoration_fishnet, RA_decoration_mountedswords, RA_docks_straight, RA_docks_tSquare, RA_interior_pillar_floor, RA_ship_hull, RA_ship_sail_furled, RA_ship_sail_square, RA_ship_sail_triangle
2/19/06 – Removed RA_building_roof_canopy and RA_building_roof_shingled because they were no longer needed.
2/19/06 – Changed the naming convention prefix from RA_ to RAN_.
2/22/06 – Added the new Complete Asset List for static meshes
3/16/06 – Updated the static mesh list to match current list
3/16/06 – Reorganized the static meshes by package instead of priority.

Development Plan

Attached to this document is the development cycle, development plan, and complete asset list. For further information on the development cycle, please see those documents.

Actors

Characters

All characters will be located in */Ransacked/Animations/ and will have the *.ukx extension. The naming convention for characters is RAN_character_specific.ukx.

Female Gypsy

Description

Female Gypsy is the female model for the gypsy class. She has on a flowing silk dress, bandannas in her hair, and jewelry on all over her body.

ID Number

001

Role

Player model

Required Detail Level

High level of detail required since this is a player character.

Voice/Sound Set Required (Yes)

The Female Gypsy requires her own set of UT2k4 sounds.

Texture(s)

Two texture sets are required for the female gypsy: a lighter one for the light team and a darker one for the dark team.

Reference

Male Swashbuckler

Description

Male Gypsy is the male model for the swashbuckler class. He has on a white shirt and dark pants and has a long ponytail

ID Number

002

Role

Player model

Required Detail Level

High level of detail required since this is a player character.

Voice/Sound Set Required (Yes)

The Male Swashbuckler requires her own set of UT2k4 sounds.

Texture(s)

Two texture sets are required for the Male Swashbuckler: a lighter one for the light team and a darker one for the dark team.

Reference

Rats

Description

The rats are the small creatures that randomly move about Puerto Del Ron. They are never player controlled and cannot be killed or interacted with, but merely serve as eye candy for the player. The rats need a brown texture for their fur and a very small amount of detail on their face since they are so small.

ID Number

003

Role

Decoration

Required Detail Level

Very low level since the character is so small and moves so quickly.

Voice/Sound Set Required (No)

Texture(s)

One texture for its fur and face.

Reference
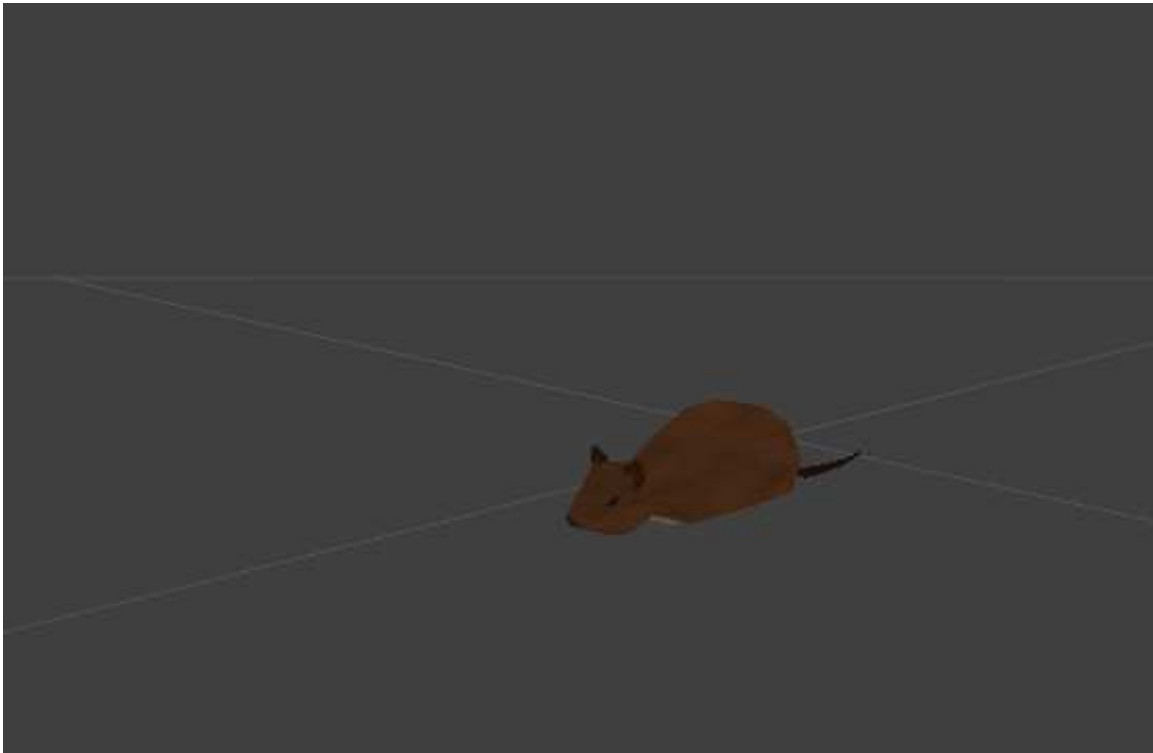
Static Meshes

All static meshes will be located in */Ransacked/meshes/ and will have the *.usx file extension.

The static meshes are grouped according to what package they appear in. The 5 packages are
- DockMeshes
  - Static meshes found in El Puerto
- PuertoDelRon
  - Static meshes found in Puerto Del Ron
- Ran_decoration_s
  - Static meshes used as decorations in all 3 levels
- Ran_items_s
  - Pickups for Ransacked!
- Ran_ship_s
  - Static meshes found in Los Galeones

Static meshes can be searched looking for the specific group or by looking up the ID number found in the complete asset list.

Dock Meshes

All meshes in DockMeshes are meshes that make up the level El Puerto.

DPlank_1024

Description

A large wooden plank used to make up the docks of the level El Puerto. The wooden plank is 1024 units long and can be rotated to make it look as though it's a different plank.

ID Number

100

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Used to make the play area of El Puerto

Texture(s)

A single wood texture (MED).

Reference(s)
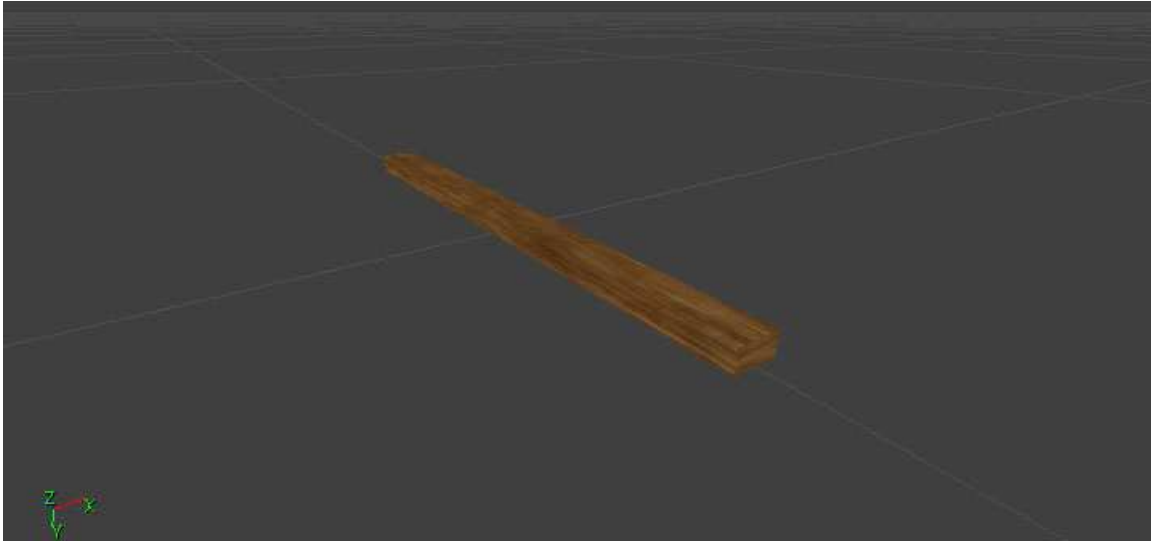
DPlank_256

Description

A large wooden plank used to make up the docks of the level El Puerto. The wooden plank is 256 units long and can be rotated to make it look as though it's a different plank.

ID Number

101

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Used to make the play area of El Puerto

Texture(s)

A single wood texture (MED).

Reference(s)
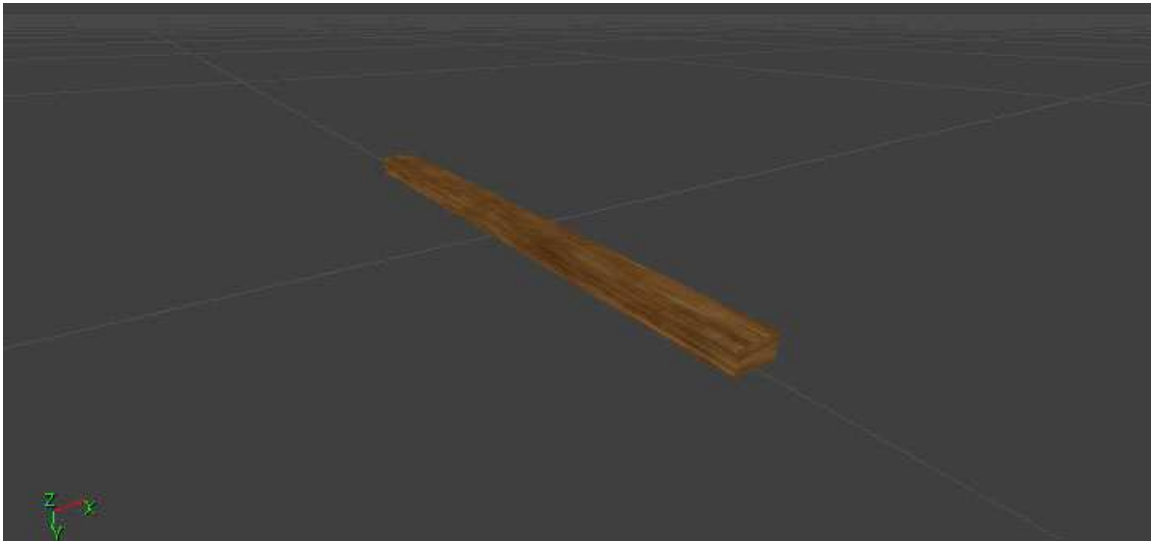
DPlank_256B

Description

A large wooden plank used to make up the docks of the level El Puerto. The wooden plank is 256 units long and can be rotated to make it look as though it's a different plank. The end of this plank is broken.

ID Number

102

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Used to make the play area of El Puerto

Texture(s)

A single wood texture (MED).

Reference(s)
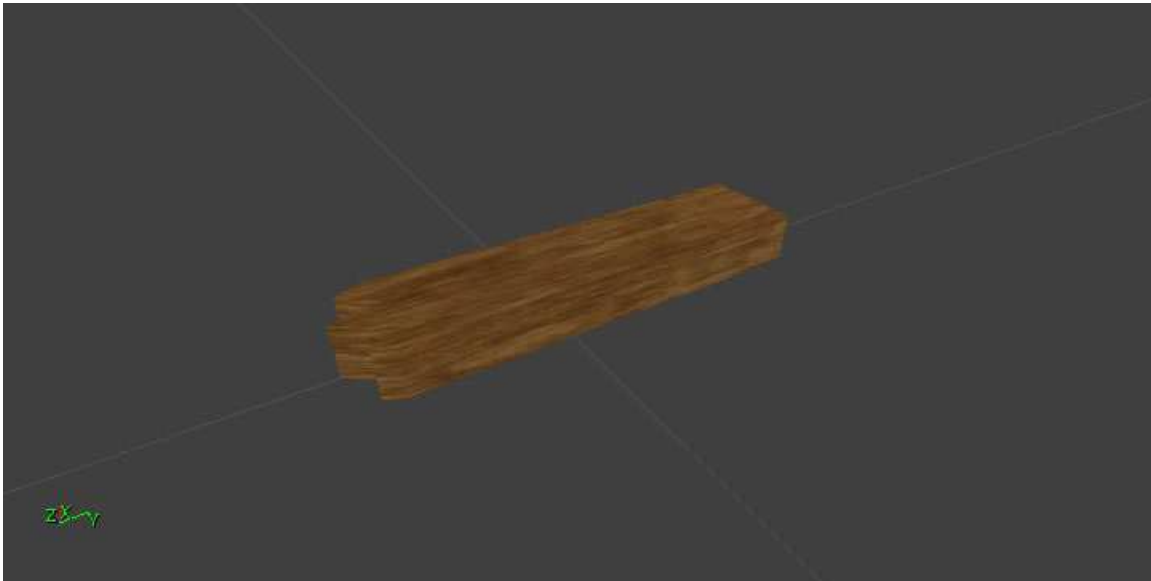
DPlank_256B2

Description

A large wooden plank used to make up the docks of the level El Puerto. The wooden plank is 256 units long and can be rotated to make it look as though it's a different plank. The end of this plank is broken.

ID Number

103

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Used to make the play area of El Puerto

Texture(s)

A single wood texture (MED).

Reference(s)
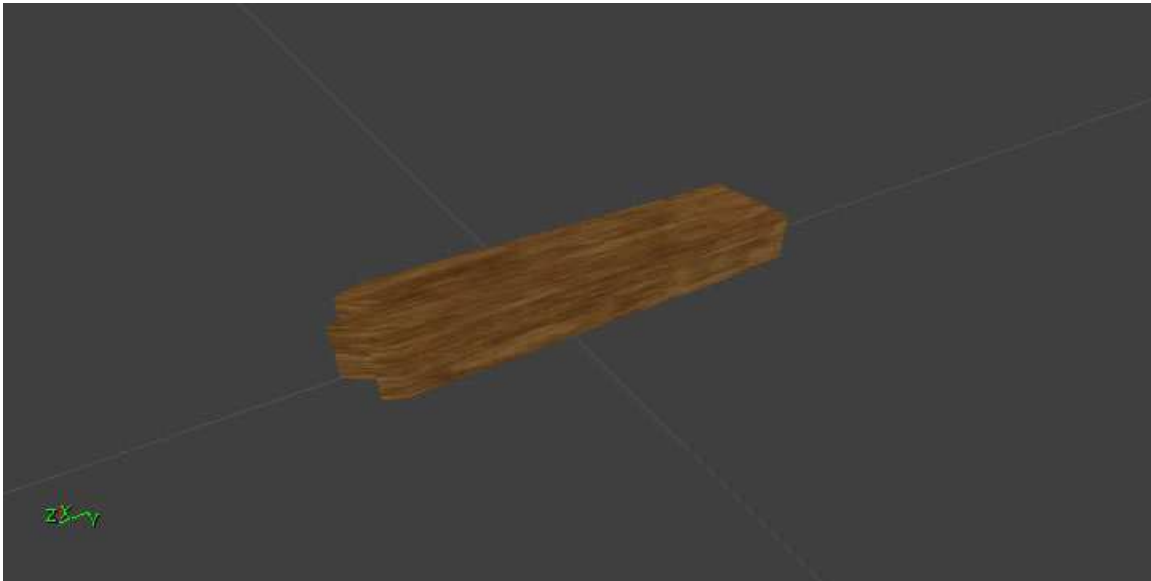
DPlank_512

Description

A large wooden plank used to make up the docks of the level El Puerto. The wooden plank is 512 units long and can be rotated to make it look as though it's a different plank.

ID Number

104

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Used to make the play area of El Puerto

Texture(s)

A single wood texture (MED).

Reference(s)
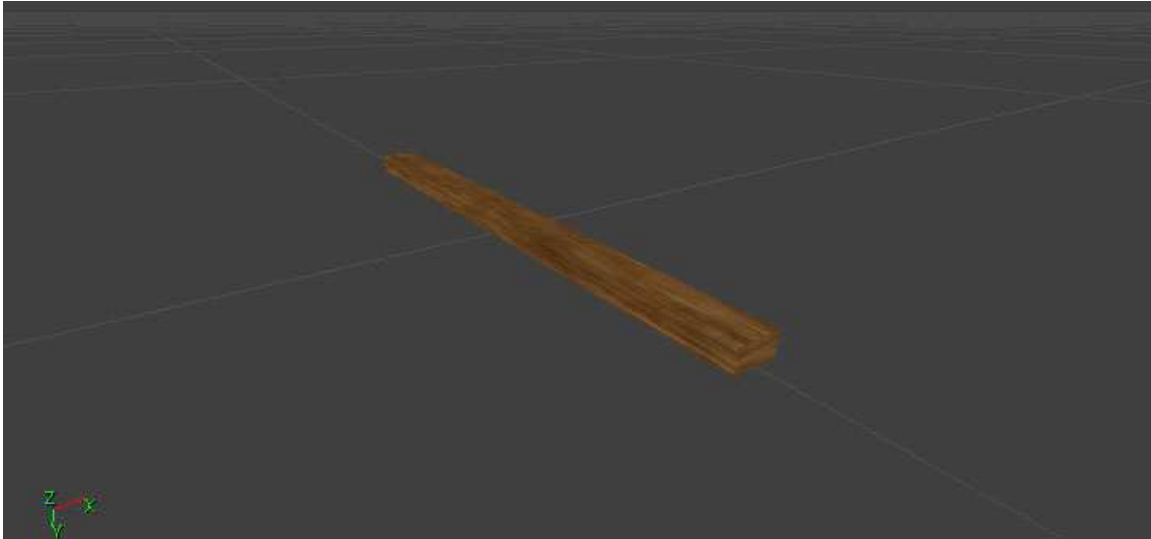
DPlank_768

Description

A large wooden plank used to make up the docks of the level El Puerto. The wooden plank is 768 units long and can be rotated to make it look as though it's a different plank. The end of this plank is broken.

ID Number

105

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Used to make the play area of El Puerto

Texture(s)

A single wood texture (MED).

Reference(s)
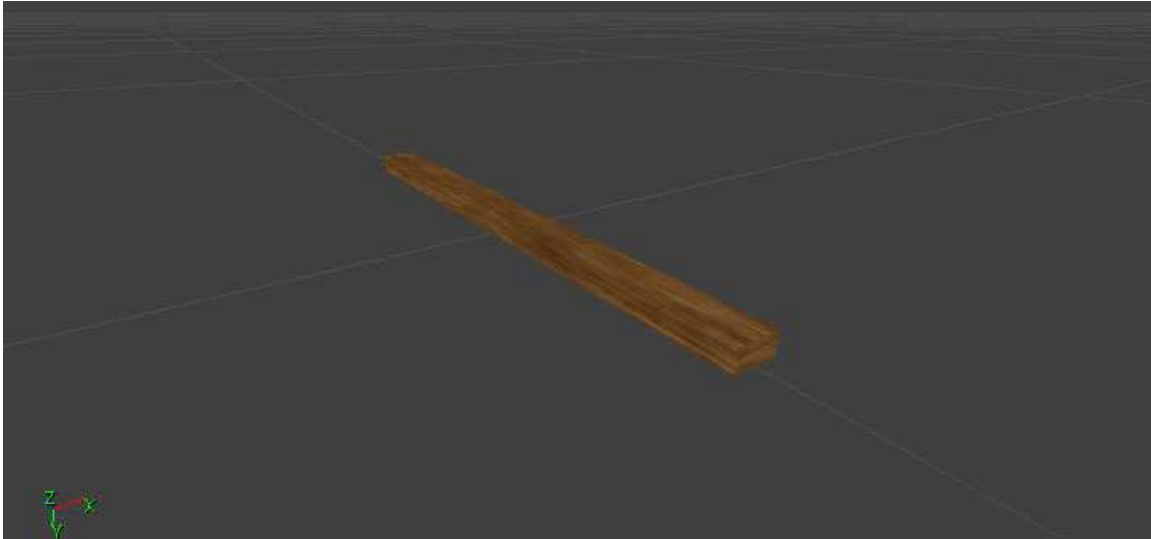
RAN_Building_bell

Description

The bell of the church of Puerto Del Ron that fits inside the steeple. The bell is made of golden bronze and has a dark metal bar that runs over it that attaches to the church the steeple. The bell and steeple can just barely be seen over the walls of the docks.

ID Number

106

Required Detail Level

Background – Low level detail

Intended Use(s)

Decoration for El Puerto

Texture(s)

A single texture for the bronze bell and the black bar.

Reference(s)
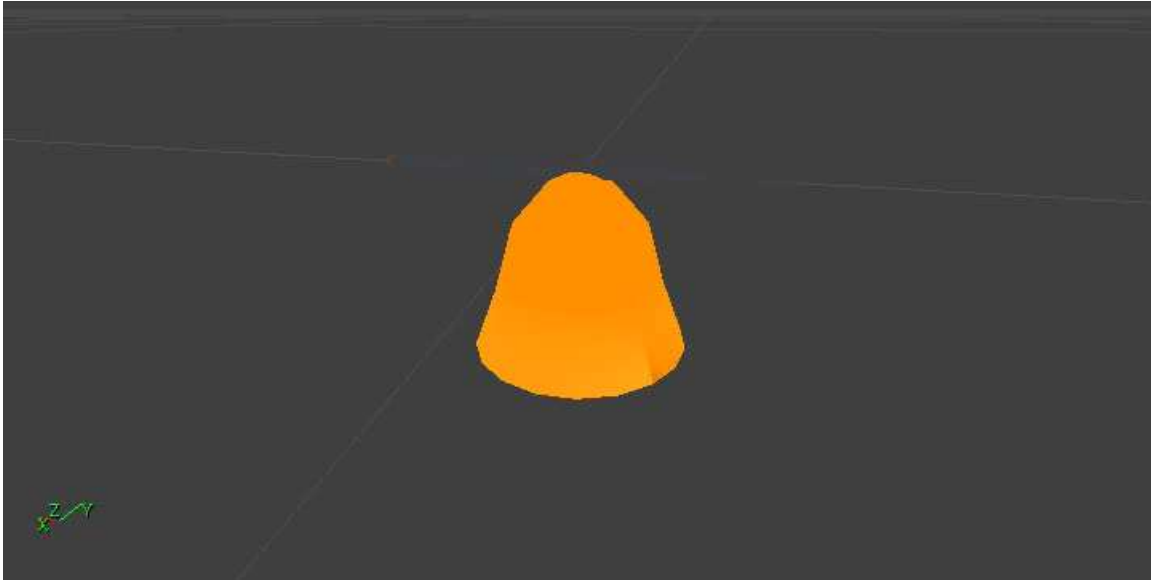
RAN_Building_church_steeple

Description

The steeple of the church of Puerto Del Ron. The steeple is made of mossy stone and has an open area inside of it that holds a bell. The steeple can just barely be seen over the walls of the docks.

ID Number

107

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Decorations for El Puerto

Texture(s)

A single texture with mossy stone.

Reference(s)
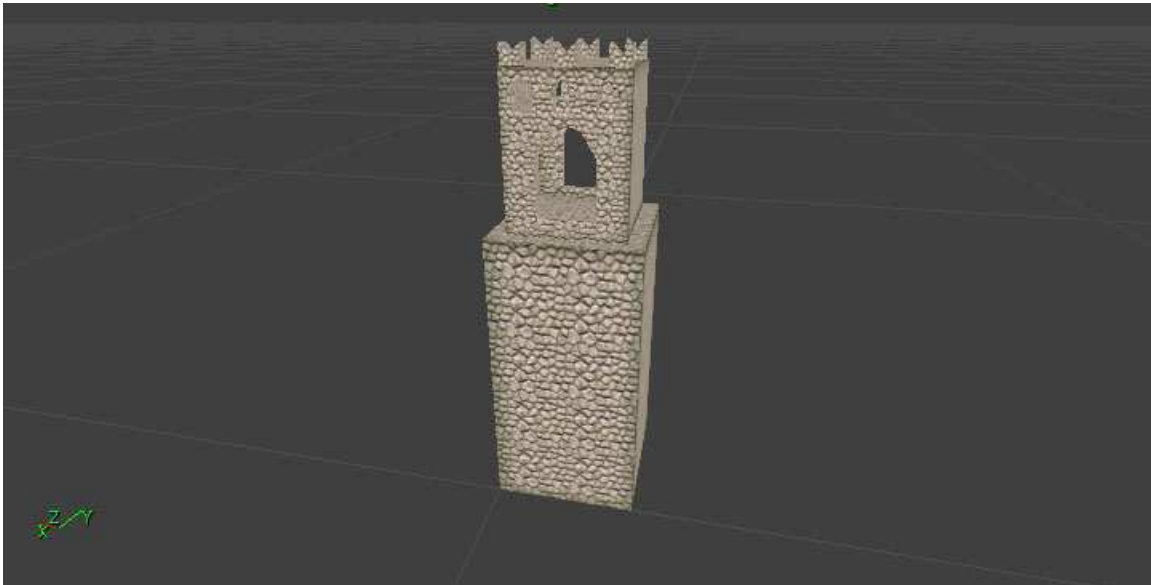
Ran_Decoration_Bar

Description
A wooden bar with burn marks and stained from many past drunks. The bar sits in the taverns of El Puerto and the wood has obvious signs of wear and tear.

ID Number
108

Required Detail Level
Foreground – high detail level.

Intended Use(s)
Decoration for El Puerto.

Texture(s)
A single wood texture with burn and drink marks.

Reference(s)

RAN_Decoration_shelf01

Description

A small wooden shelf that hangs on walls. The shelf is made of old wood and is just big enough to hold small to medium bottles and cups.

ID Number

109

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Decoration for El Puerto

Texture(s)

A single wooden texture

Reference(s)
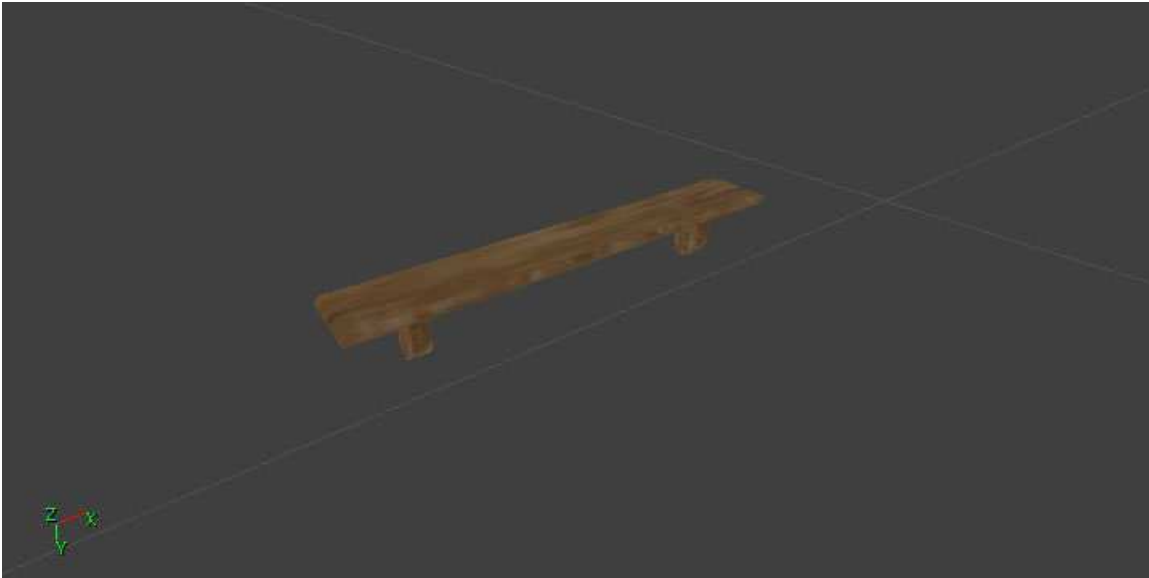
RAN_Dock_Door

Description

An old wooden door that leads out of the basement of the taverns of the docks. The door is made of large burnt wooden planks and has three large beams running across the door for support. The door has a small handle on each side.

ID Number

110

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Door to the basement of the taverns in El Puerto

Texture(s)

A single wooden texture

Reference(s)

RAN_Dock_Lifeboat

Description

An old lifeboat moored on the beach. The lifeboat is made of moss covered wood and looks as though it has been resting on the shore underneath the docks for quite some time.

ID Number

111

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Decoration for El Puerto

Texture(s)

A single moss covered wood texture

Reference(s)

RAN_Dock_TavernShutter

Description

Wooden shutters for the windows of the tavern. The shutters are made to fit inside the taverns of the ports. They are made of small wooden planks that look like they could open like modern blinds.

ID Number

112

Required Detail Level

Background – Mid level detail

Intended Use(s)

Decoration for El Puerto

Texture(s)

A single wooden texture

Reference(s)
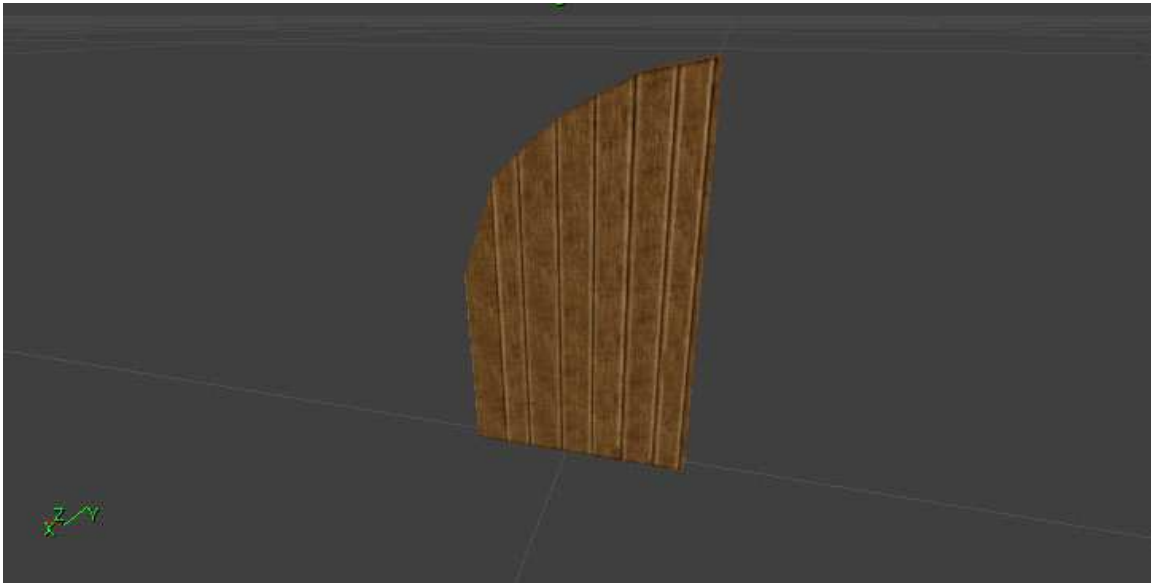
RAN_TBoard_1024

Description

The boards that make up the outside of the taverns in El Puerto. These boards are positioned vertically and make the outsides of the taverns. Varying sizes are used to make the board layout seem more natural. This board is 1024 units long.

ID Number

113

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Decoration that players can interact with.

Texture(s)

A single wood texture (MED)

Reference(s)
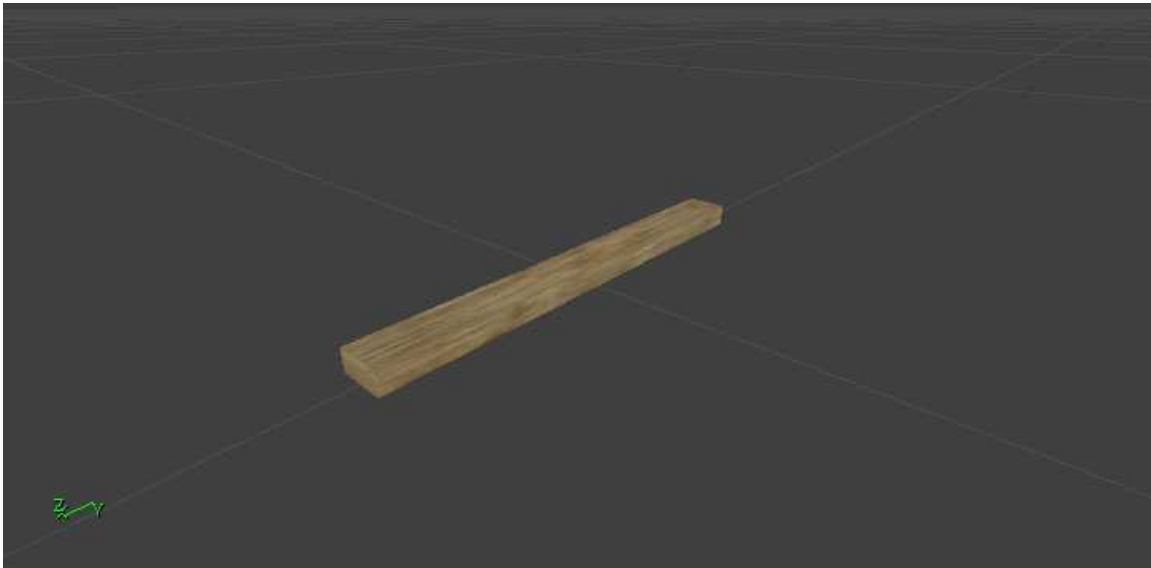
RAN_Dock_TBoard_512

Description

The boards that make up the outside of the taverns in El Puerto. These boards are positioned vertically and make the outsides of the taverns. Varying sizes are used to make the board layout seem more natural. This board is 512 units long.

ID Number

114

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Decoration that players can interact with

Texture(s)

A single wood texture (MED)

Reference(s)
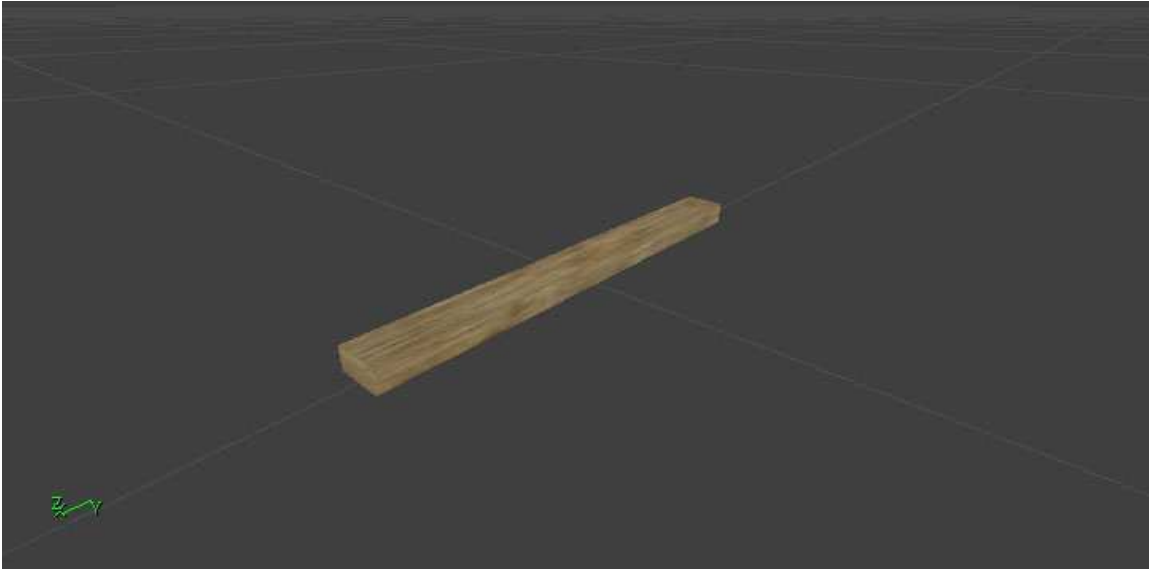
RAN_Dock_Water

Description

A plane of water. The water covers all the area beyond the docks and city and is mostly a dark blue color with a little bit of white to simulate waves.

ID Number

115

Required Detail Level

Foreground – mid detail level.

Intended Use(s)

Decoration for El Puerto

Texture(s)

A single water texture

Reference(s)
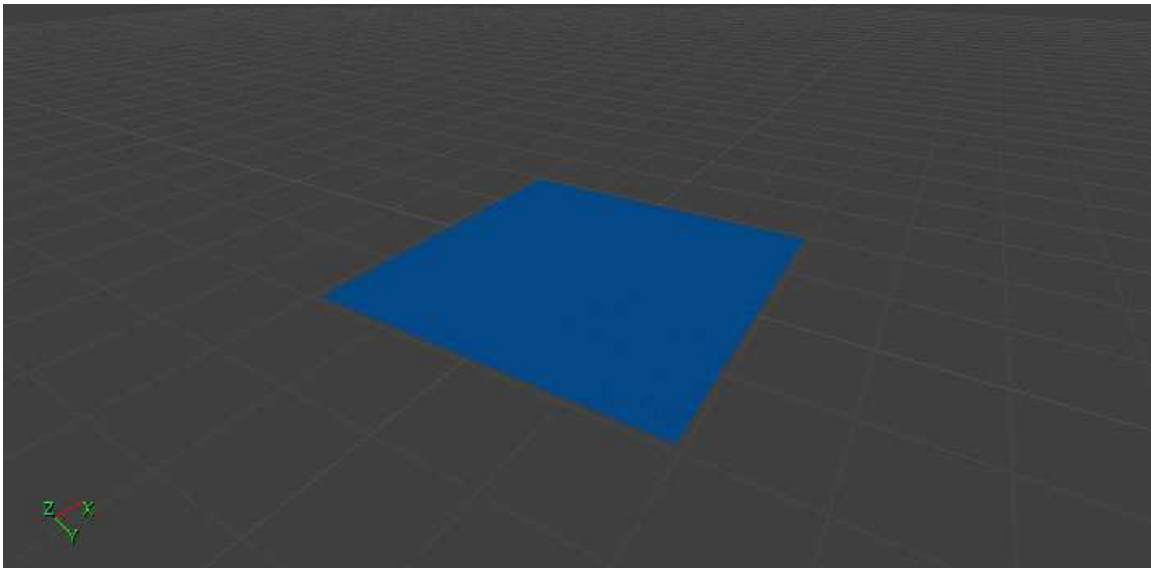
RAN_Docks_cranearm

Description
A wooden crane that is used to load heavy object onto ships. The crane uses a pulley system of chains to life heavy objects. The wood is heavily braced and has many support beams so that it doesn't crumble under the heavy weight.

ID Number
116

Required Detail Level
Background – low level detail

Intended Use(s)
Decoration that players can interact with.

Texture(s)
A single texture with wood, metal, and chain links (LARGE).

Reference(s)

RAN_Docks_cranebase

Description

A wooden crane that is used to load heavy object onto ships. The crane uses a pulley system of chains to life heavy objects. The wood is heavily braced and has many support beams so that it doesn't crumble under the heavy weight.

ID Number

117

Required Detail Level

Background – low level detail

Intended Use(s)

Decoration that players can interact with.

Texture(s)

A single texture with wood, metal, and chain links (LARGE).

Reference(s)
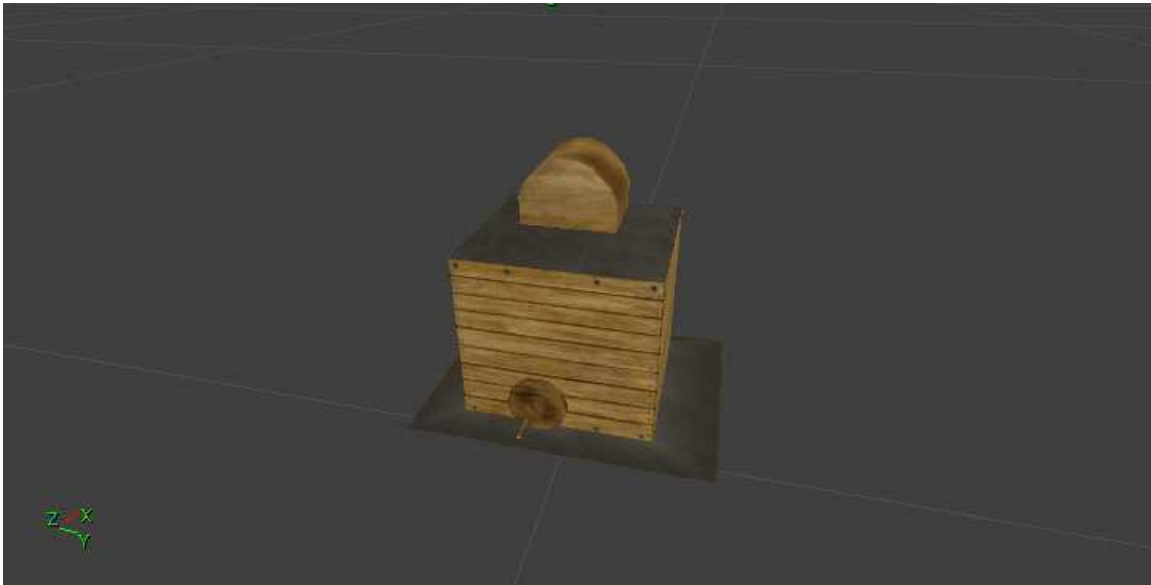
RAN_Docks_CraneLift

Description

A wooden crane that is used to load heavy object onto ships. The crane uses a pulley system of chains to life heavy objects. The wood is heavily braced and has many support beams so that it doesn't crumble under the heavy weight.

ID Number

118

Required Detail Level

Background – low level detail

Intended Use(s)

Decoration that players can interact with.

Texture(s)

A single texture with wood, metal, and chain links (LARGE).

Reference(s)
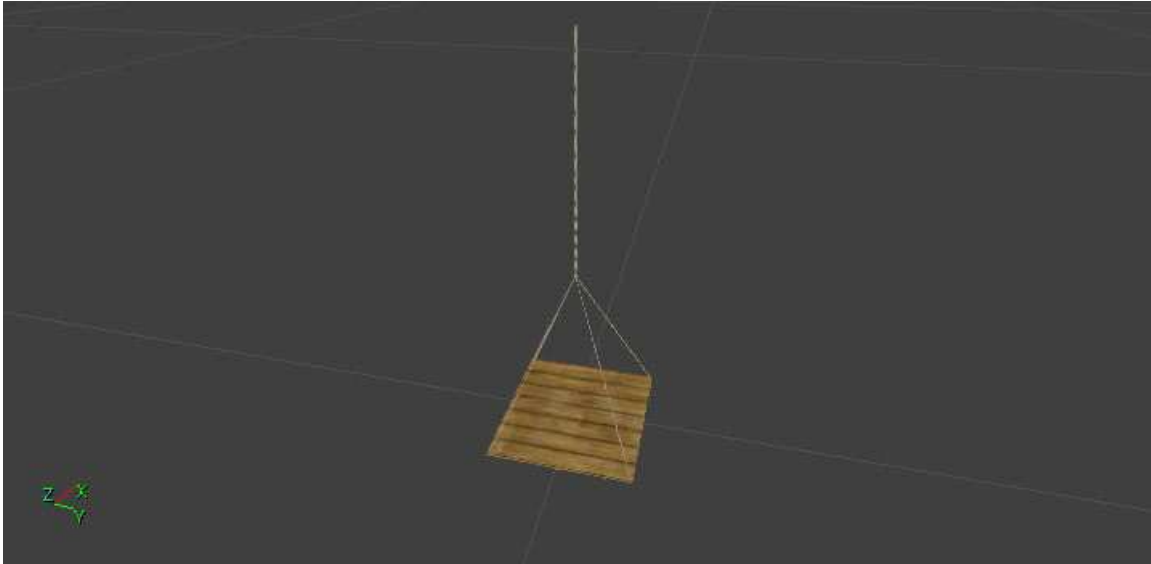
RAN_Docks_pylon01

Description

A woodem beam sticking up out of the docks. The beam has a piece of rope tied around it that comes off the pylon and connects to another RAN_Docks_pylon01.

ID Number

119

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Decoration that blocks the player from running off the docks.

Texture(s)

A single texture with wood and rope.

Reference(s)
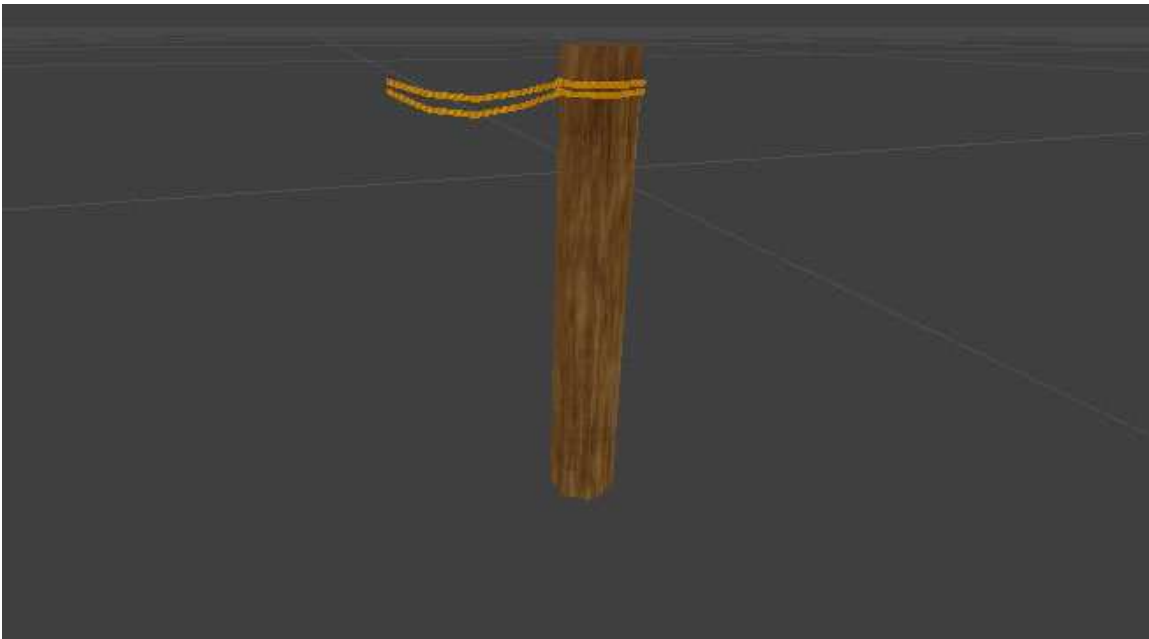
RAN_Docks_pylon02

Description

A woodem beam sticking up out of the docks. The beam has a piece of rope tied around it

ID Number

120

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Decoration that blocks the player from running off the docks.

Texture(s)

A single texture with wood and rope.

Reference(s)
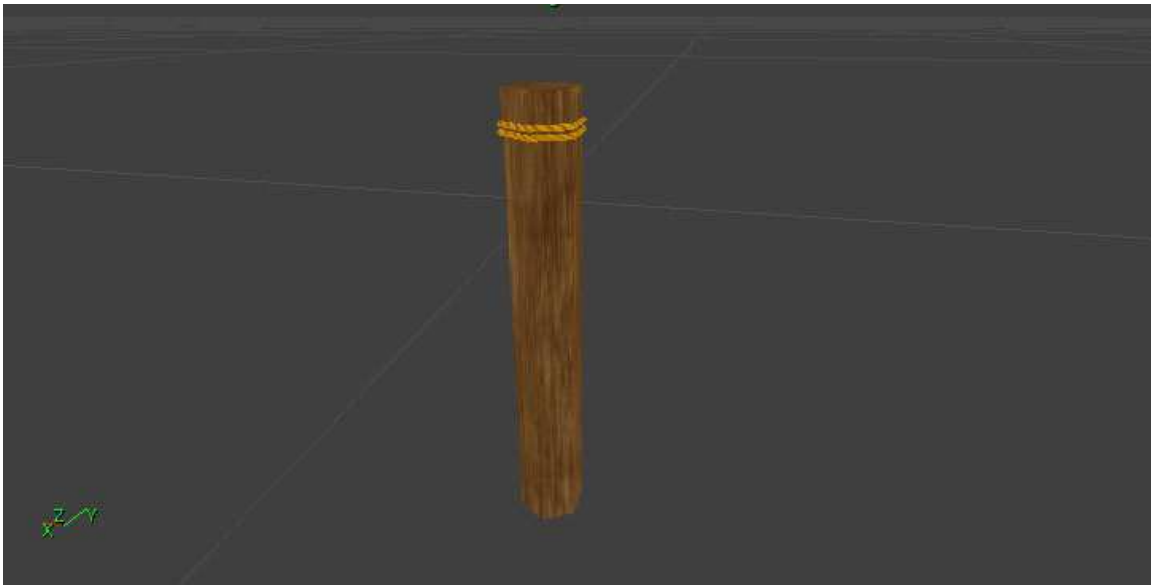
Steps_tavern

Description

Wooden steps that lead up to the tavern from the basement. The steps themselves are made of worn wood and the runner on either side is made of wood that is much less worn. The steps are small and steep to save space in the already cramped tavern.

ID Number

121

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Stairs

Texture(s)

A single texture with worn and less worn wood

Reference(s)

PuertoDelRon

All meshes in PuertoDelRon are meshes that make up the level Puerto Del Ron.

Arch_1

Description

A Spanish-style archway that connects buildings. The archway is made of stucco and has a small indentation along the side of it. The top of the arch is made of stucco and flat so that players may walk across it.

ID Number

122

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Used to connect some buildings near the roofs that players can walk across.

Texture(s)

One single texture set made stucco (SMALL)

Reference(s)
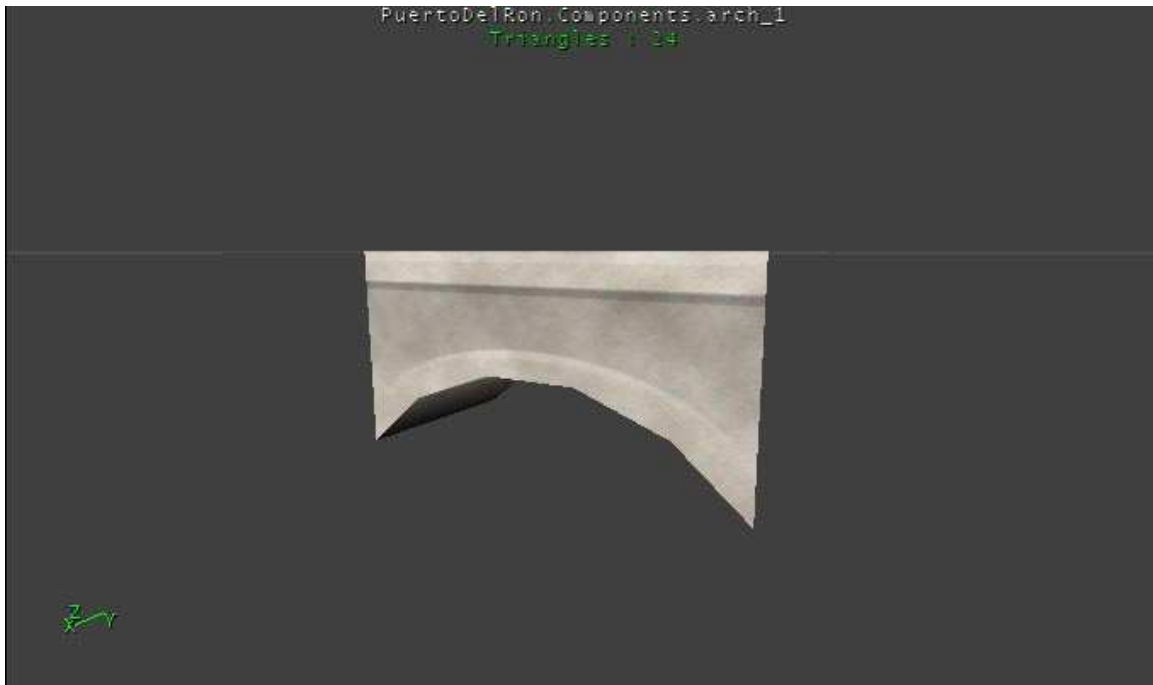
RAN_building_balcony

Description

Wooden balcony on the second floor of buildings. The balcony is made up of stucco and allows room for the player to move across it. The balcony has brass rods that run along the sides to keep the player from walking off of them but are still short enough to jump over.

ID Number

123

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Gives players sniping points and access to some buildings.

Texture(s)

Two textures: One a stucco texture (MED) and a brass texture (MED) for the railings.

Reference(s)
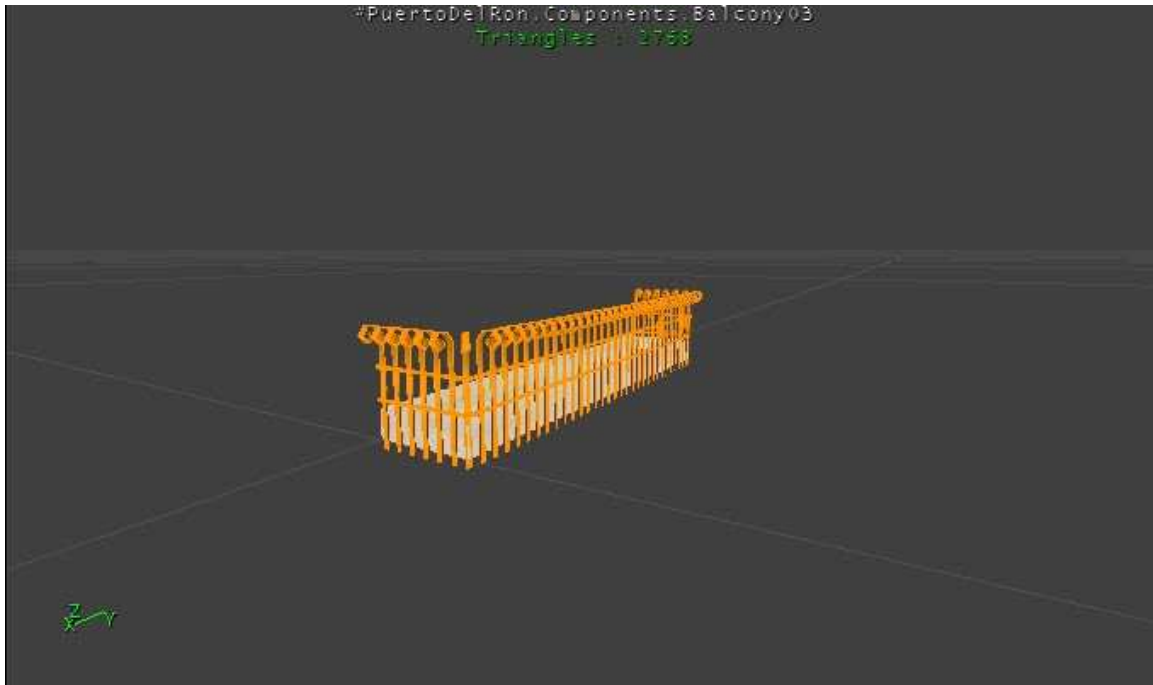
RAN_building_base*x*

Description
Generic modular piece of a building found in Puerto Del Ron. The building is made of stucco and comes in a variety of shapes to fit whatever size building that needs to be built. There are seven total bases that make up the buildings sides and tops.

ID Number
124

Required Detail Level
Foreground – high detail level.

Intended Use(s)
Used with other modular building pieces to make a building.

Texture(s)
One single texture set made of light stone (LARGE).

Reference(s)
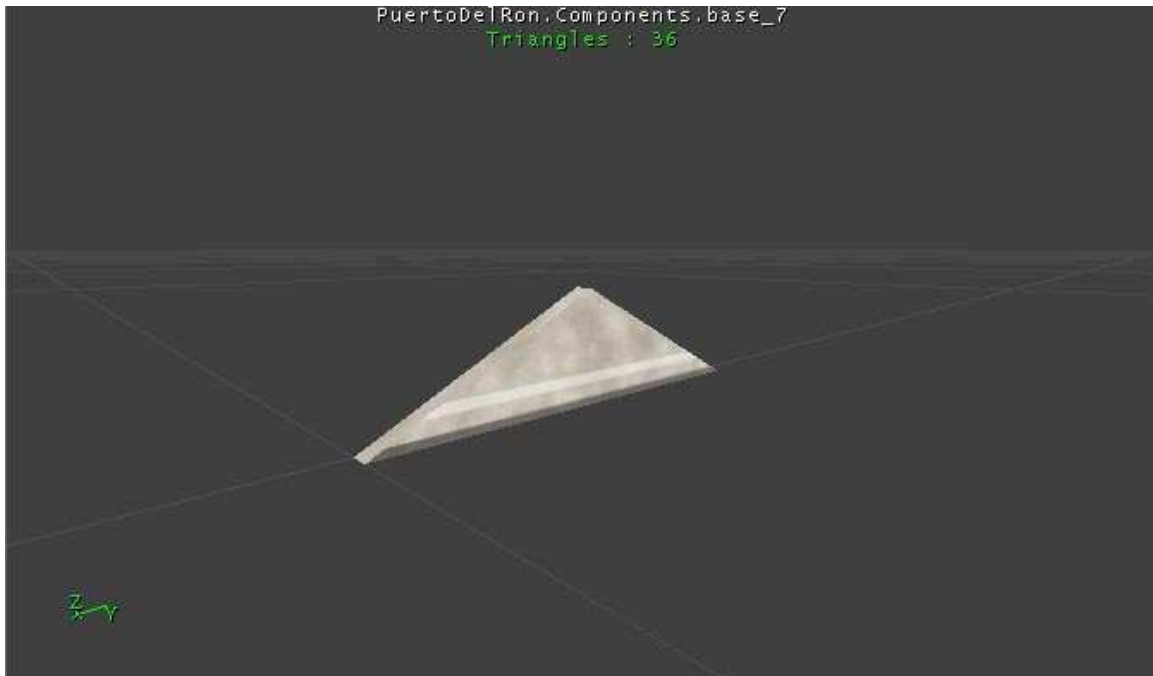
Booth01

Description

A small wooden booth that vendors use during the day to sell various goods. The booth is made of light wooden planks with a blue canopy over it.

ID Number

125

Required Detail Level

Foreground – high detail level.

Intended Use(s)

The booths serve as jumppads to allow players access to the roofs of Puerto Del Ron

Texture(s)

Two textures: A wooden texture (MED) and a blue canvas texture (MED).

Reference(s)
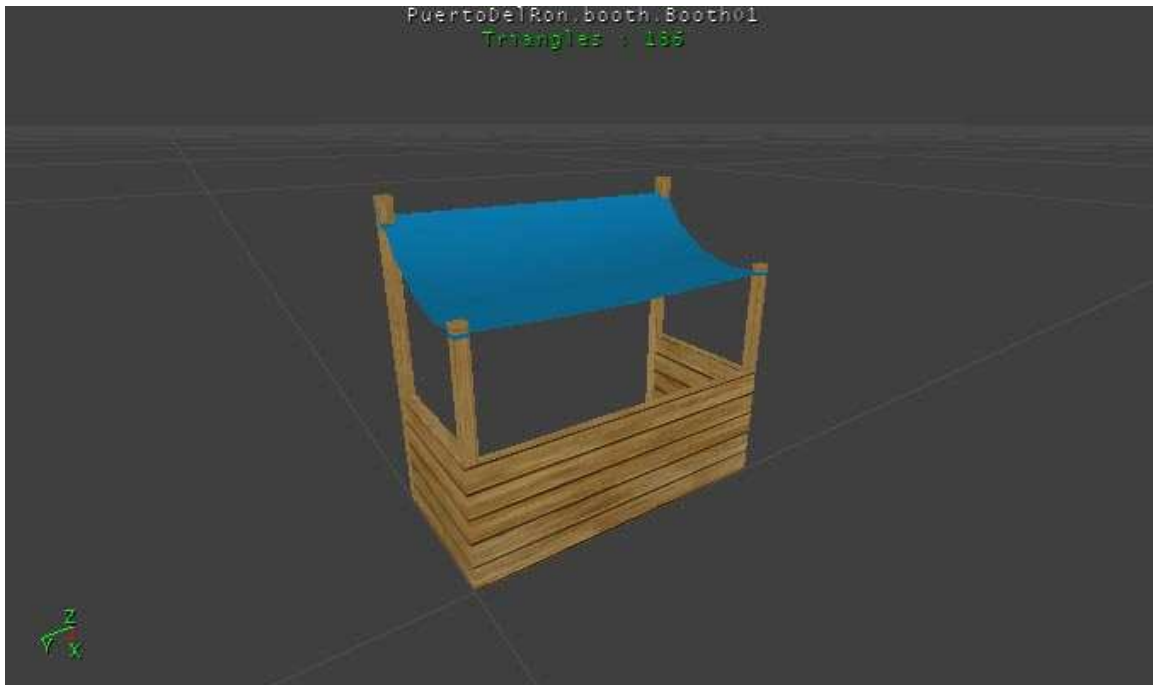
Chimney_1

Description

A small chimney that rests on the roofs of the buildings of Puerto Del Ron. The chimney is made of gray and bronzed metal. It has two small smokestacks that jet out of the top of it.

ID Number

126

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Decoration for Puerto Del Ron

Texture(s)

A single texture with metal and bronze (MED).

Reference(s)
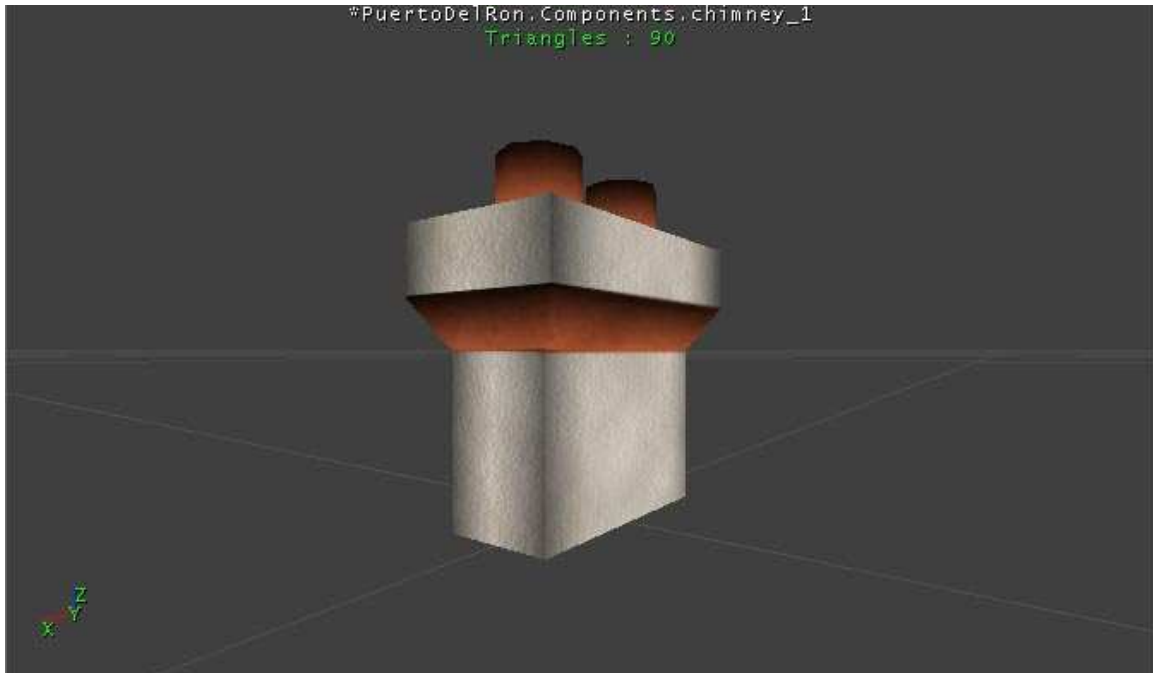
RAN_building_church

Description

Large 17th century Spanish church that is the focal point of Puerto Del Ron. It will have stained glass windows and the architectural style will be that of a mid 17th century Spanish church. It will mainly be made of stucco with a stone steeple and a bronze bell.

ID Number

127

Required Detail Level

Foreground – high detail level.

Intended Use(s)

The focal point of Puerto Del Ron. Players are not able to enter the church so no inside is needed.

Texture(s)

Three textures: One for the church and stained glass windows (LARGE), one for the stone steeple (LARGE), and one for the bronze bell (MED).

Reference(s)

Corner_1

Description

A piece of the modular buildings that joins the corners. The corner is made of stucco and is designed to fit between buildings pieces so that they can fit together at different angles.

ID Number

128

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Texture(s)

A single stucco texture (MED).

Reference(s)

RAN_building_door

Description

Medium wooden door. The door is made from dark old wood that shows obvious age and wear and tear. The handle is made of a dark metal.

ID Number

129

Required Detail Level

Foreground – high detail level.

Intended Use(s)

May or may not be opened by players depending on the building.

Texture(s)

A single wooden texture (MED).

Reference(s)

Floor_*x*

Description

Floor section for the modular creation of buildings. One section of floor is made to take up ¼ of a regular sized square building. The floor is made of old wood with the upper side being slightly brighter and the lower being dark and dirtier looking. There are a total of 4 floor sections to accommodate stairs, bare floors, floors with beams, and a small piece to join floor pieces together.

ID Number

130

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Area that players walk on for the buildings of Puerto Del Ron.
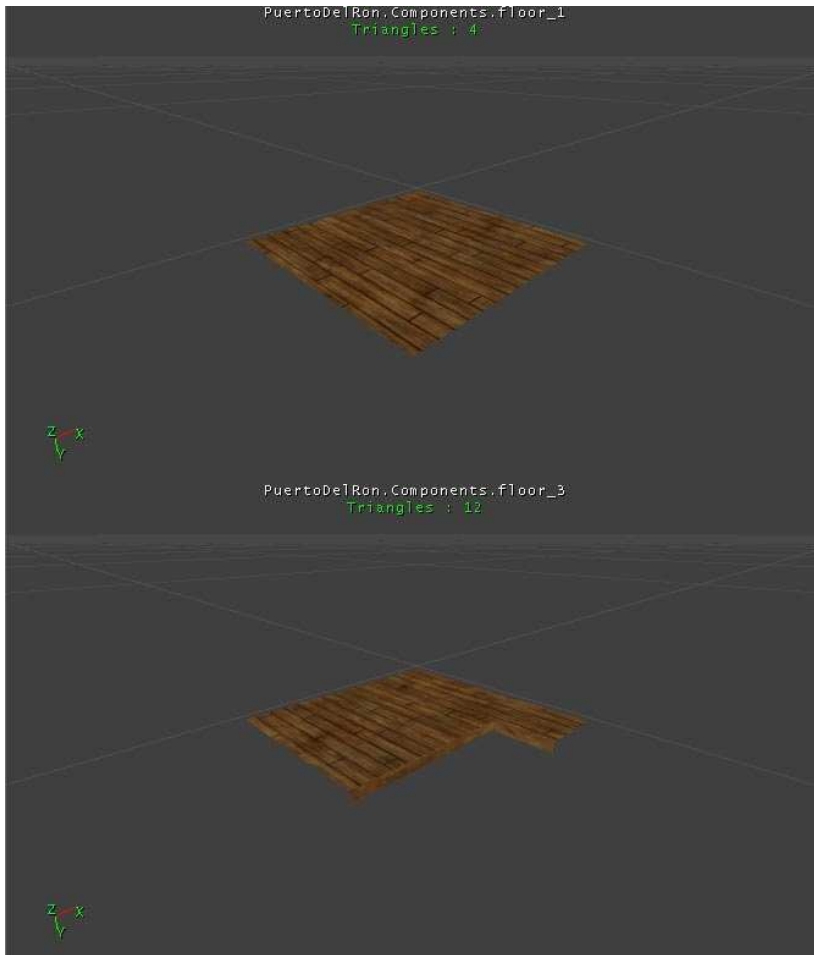
Texture(s)

A single wooden texture (MED).

Reference(s)

Flour_bag*xx*

Description

The flour bags are cloth sacks with flour in them. Each bag has two textures: a light and a dark texture. One bag is laying flat on the ground, the second is leaning slightly against an object, and the third is leaning almost vertical against an object.

ID Number

131

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Decoration for Puerto Del Ron.

Texture(s)

Two cloth textures: a light cloth texture (MED) and a dark cloth texture (MED).

Reference(s)

Fountain

Description

A large dried up fountain made of dark bronze. The fountain looks as though it has been dry for quite some time and seems to be made up of a dull rusted metal.

ID Number

132

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Decoration for Puerto Del ron

Texture(s)

A single metal texture (MED).

Reference(s)
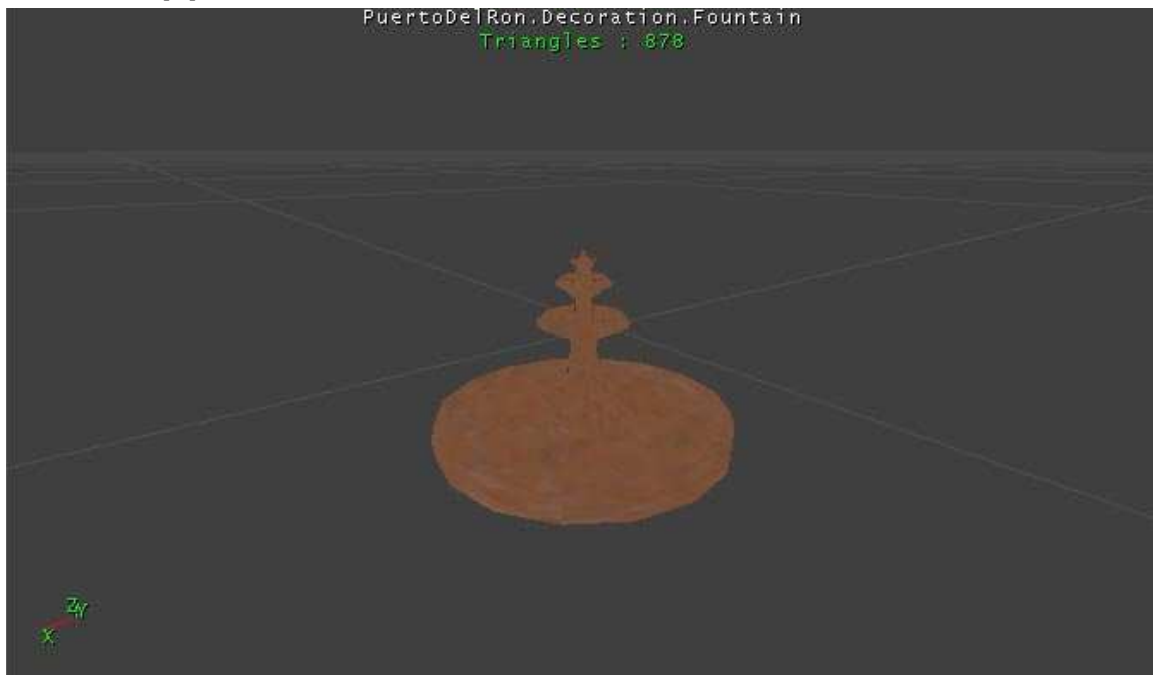
Lantern02

Description

A small hanging lantern that provides light inside of buildings. The metal is a dull dark black metal and has very dirty burnt glass that can only be seen through the middle.

ID Number

133

Required Detail Level
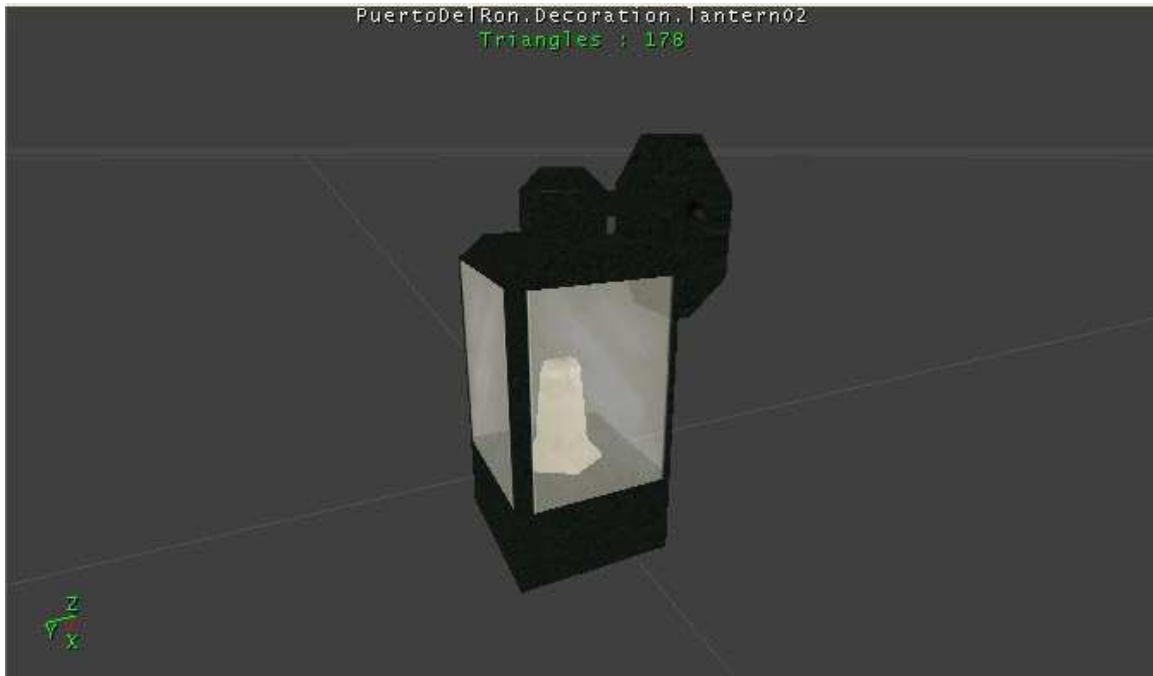
Background – mid level detail.

Intended Use(s)

Decoration for the inside of buildings with a fire emitter inside of it.

Texture(s)

A single metal and glass texture with a fire emitter (SMALL).

Reference(s)

Railing_1

Description

Brass railing that runs along the top of the guild halls. The railing is made of bright brass, curved at the top, and has two brass support bars running across it.

ID Number

134

Required Detail Level

Background – mid level detail.

Intended Use(s)

Decoration for Puerto Del Ron.

Texture(s)

A single brass texture (SMALL).

Reference(s)
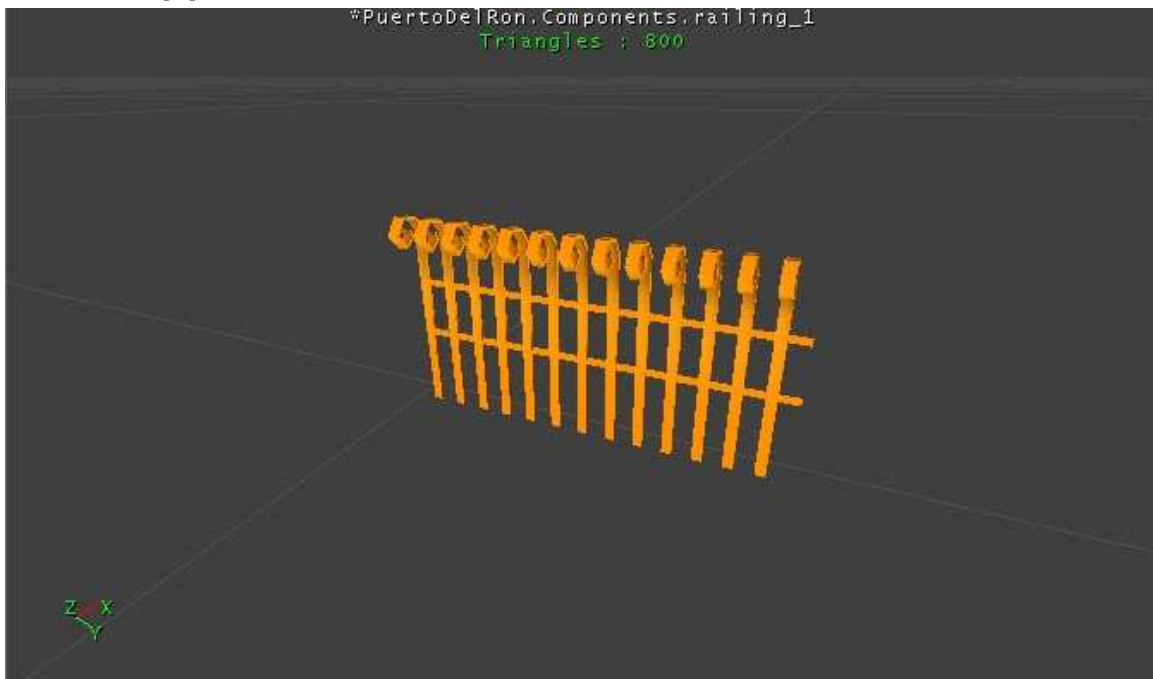
Roof_*x*

Description

Terra cotta roof used in modular creation of buildings in Puerto Del Ron and a place that players may walk on. These shingles are more arched than normal shingles and are bright orange. The player should know that they are walking on a bumpy object when they run across these roofs. There are three different types of roofs to fit the different building shapes.

ID Number

135

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Used to cover buildings and high ground for players to walk on.

Texture(s)

Orange shingles that cover the roof (SMALL).

Reference(s)
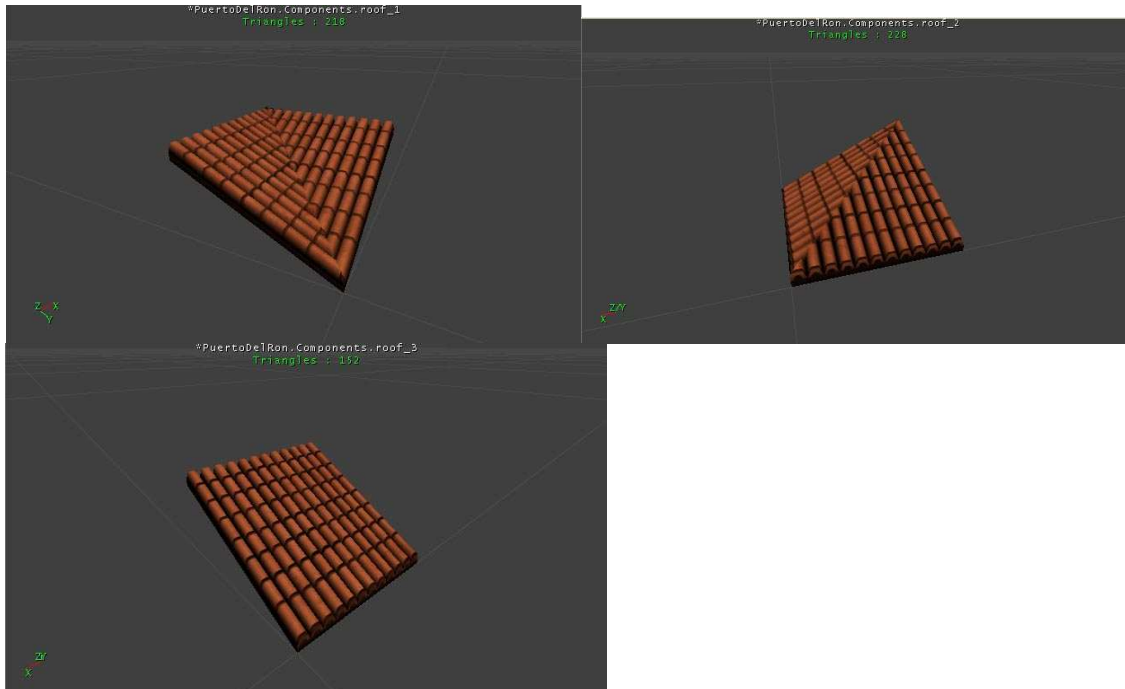
Rope_hanging

Description

An old roped that has been coiled up and hangs on an object. The rope is made of dark fine strings that are tightly twisted together and frayed slightly on the ends.

ID Number

136

Required Detail Level

Background – low level detail.

Intended Use(s)

Decoration piece that the players cannot interact with.

Texture(s)

A single rope texture (SMALL).

Reference(s)

PuertoDelRon.Decoration.rope_hanging
Triangles : 70
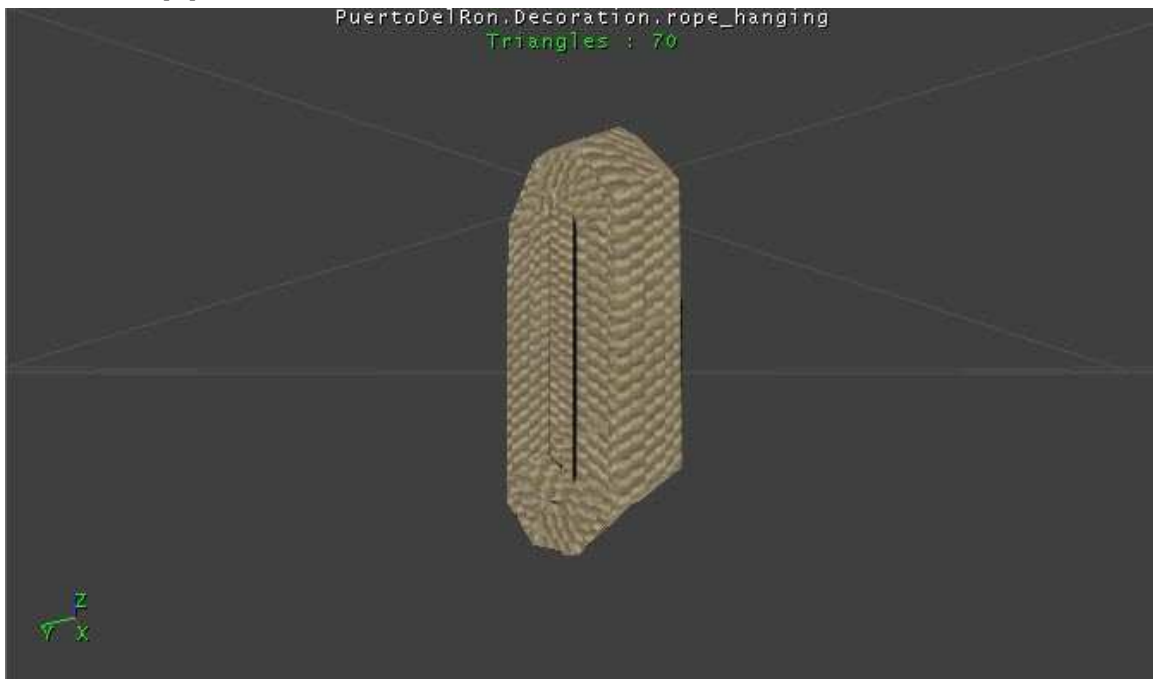
Rope_pile

Description
An old rope that has been coiled and laid on the ground. The rope is made of dark fine strings that are tightly twisted together and frayed slightly on the ends.

ID Number
137

Required Detail Level
Background – low level detail.

Intended Use(s)
Decoration piece that the players can interact with.

Texture(s)
A single rope texture (SMALL).

Reference(s)
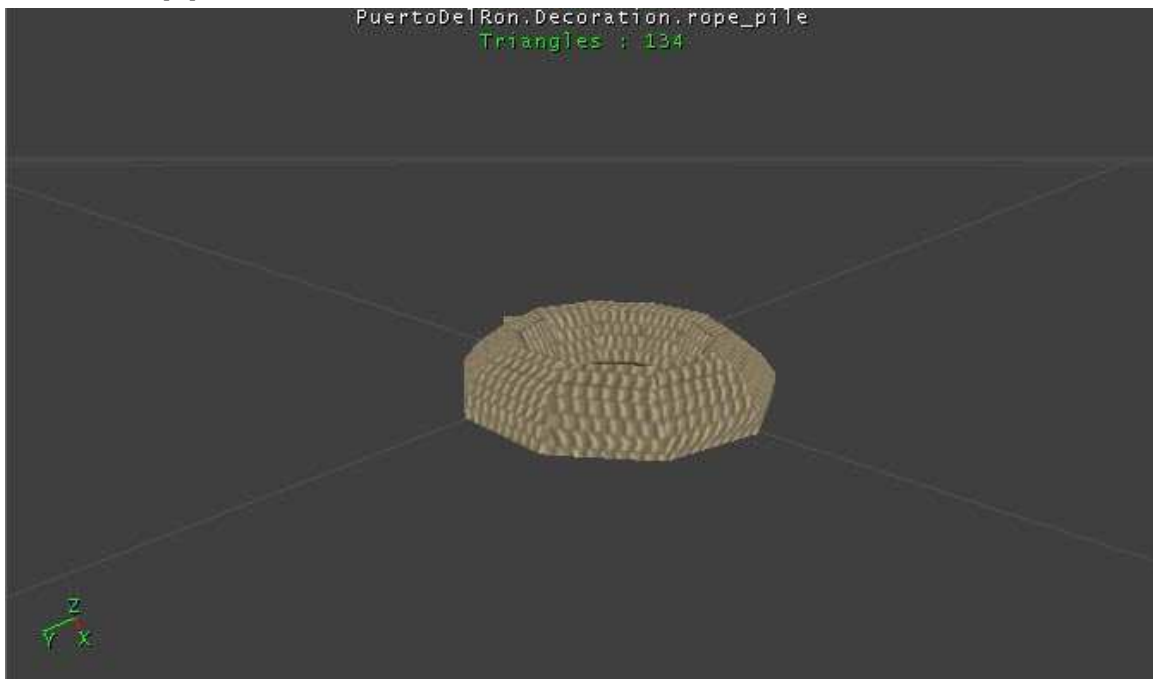
sign

Description

A wooden sign that hangs above the entrance to the docks and the exit of the city. The sign above the docks entrance says "El Puerto" in burnt letters on the wood and the sign above the city exit says "Puerto Del Ron" in the same type of letters.

ID Number

138

Required Detail Level

Foreground – high level of detail

Intended Use(s)

Decoration piece that the players cannot interact with.

Texture(s)

Two wood textures: One that reads "El Puerto" (MED) and one that reads "Puerto Del Ron" (MED).

Reference(s)

Sky_dome

Description

The dome serves as the skybox for Puerto Del Ron. It's a dome mesh that has a star field texture on it.

ID Number

139

Required Detail Level

Background – low level detail.

Intended Use(s)

Skybox

Texture(s)

A single night sky texture (LARGE).

Reference(s)
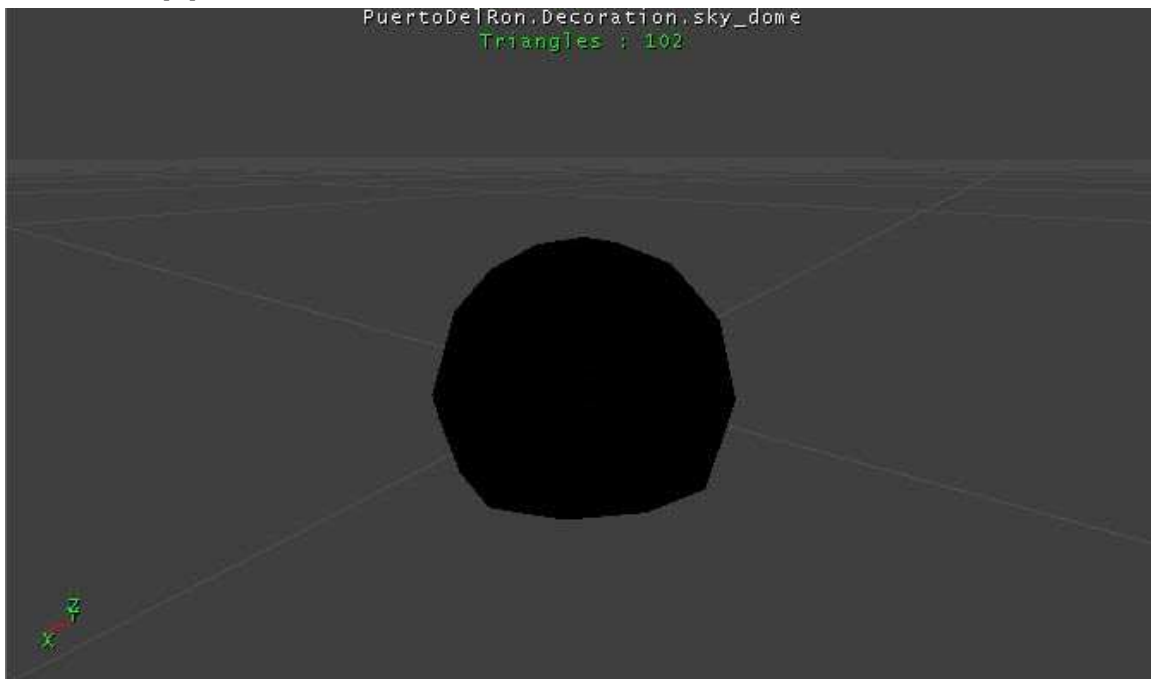
Sky_plane

Description

A textured plane of a moon. The sky_plane fits inside the skybox and has a moon texture on it to make it look as though there's a moon in the sky.

ID Number

140

Required Detail Level

Background – low level detail.

Intended Use(s)

Skybox

Texture(s)

One moon texture with an alpha channel around it (MED).

Reference(s)
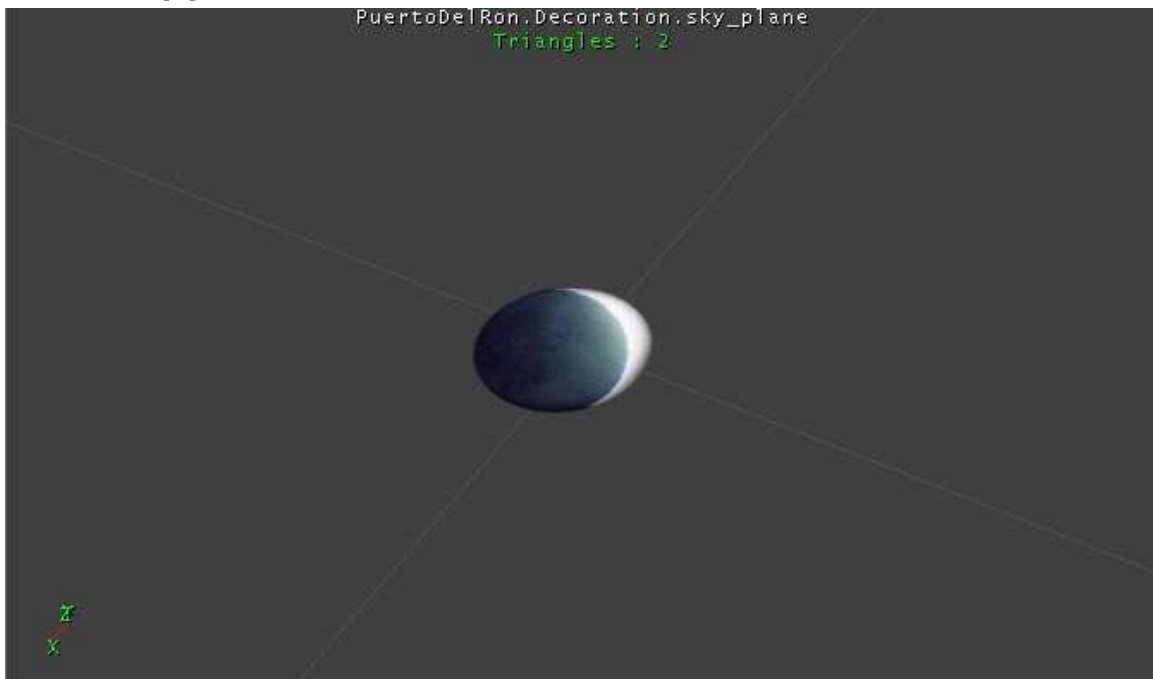
Stocks

Description

Empty wooden stocks. The stocks are made of normal wood with two smaller holes on either sides for someone's hands and a large hole in the middle of someone's head. The stocks stand on a large wooden pole sticking up from the ground.

ID Number

141

Required Detail Level

Background – low level detail.

Intended Use(s)

Decoration piece that the players can interact with.

Texture(s)

A single wooden texture (MED).

Reference(s)

Thin

Description

The outside shell of a thin building in Puerto Del Ron. The building is made of stucco and a combination of the modular wall pieces and is used for blocking purposes only.

ID Number

142

Required Detail Level

Foreground – High level detail

Intended Use(s)

Player area for the player

Texture(s)

A single stucco texture (LARGE).

Reference(s)
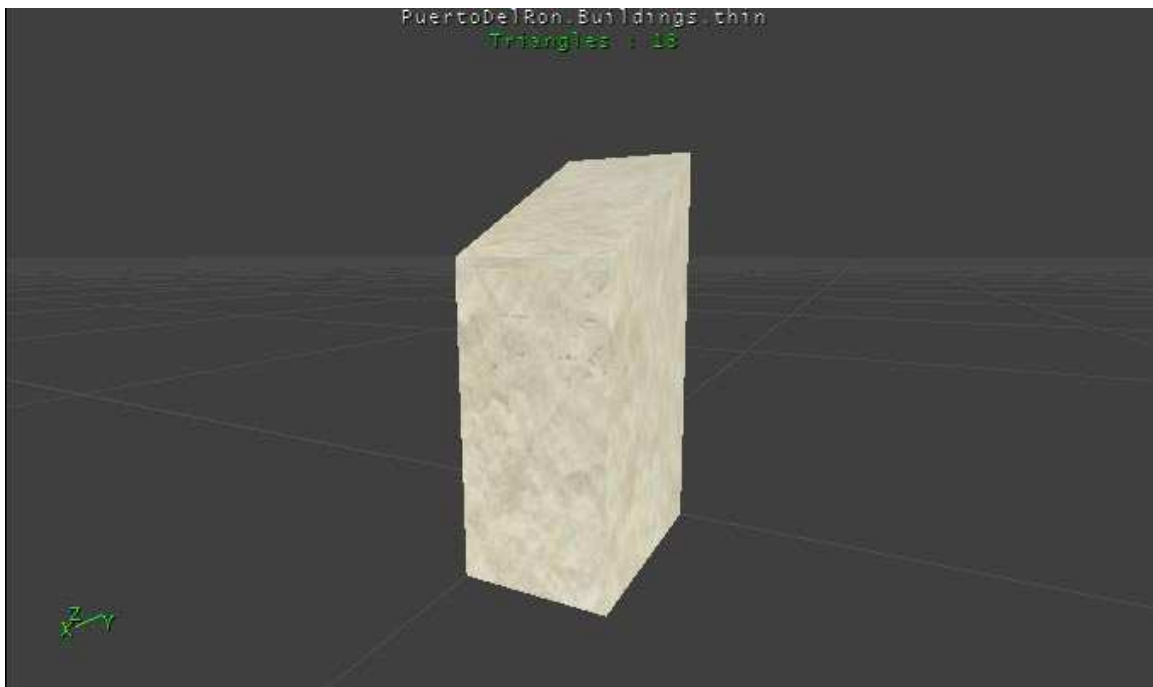
Wall_*x*

Description

The modular wall pieces of the buildings of Puerto Del Ron. There are a total of 7 wall pieces with the doors and windows in various places of various sizes. The doorframes and window frames all have wood paneling.

ID Number

143

Required Detail Level

Foreground – High level detail

Intended Use(s)

Modular piece that makes up the player area of Puerto Del Ron

Texture(s)

A single stucco and wood texture for each piece (LARGE).

Reference(s)

Wood_stairs_left

Description

Wooden stairs that are placed inside buildings so players may go to the second and third floors of buildings. The stairs are made of old beaten and worn wood that shows obvious wear and tear on the areas that people step and slightly less on the areas people normally don't step.

ID Number

144

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Allows players to go to the second and third floors of buildings.

Texture(s)

A single wooden texture (LARGE).

Reference(s)

Wood_stairs_right

Description

Wooden stairs that are placed inside buildings so players may go to the second and third floors of buildings. The stairs are made of old beaten and worn wood that shows obvious wear and tear on the areas that people step and slightly less on the areas people normally don't step.

ID Number

145

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Allows players to go to the second and third floors of buildings.

Texture(s)

A single wooden texture (LARGE).

Reference(s)
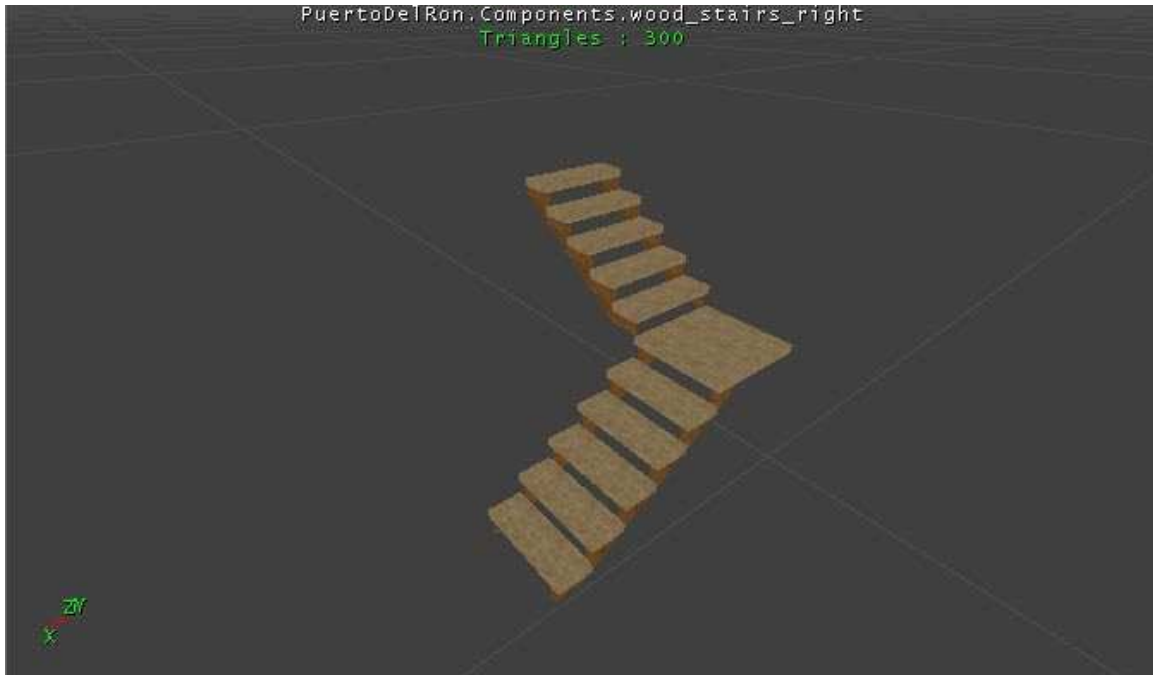
Decoration Meshes

All meshes in ran_decoration_s make up the various decorations of Ransacked!.

Anchor_crank

Description

A wooden crank with a wheel on top. The anchor crank is made of wood and has spokes coming out of the wheel on top so that someone would be able to turn the crank to wind up rope.

ID Number

146

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Decoration that players can interact with.

Texture(s)

A single wooden texture (LARGE).

Reference(s)

Apple

Description

A juicy red apple. The apple is bright red and has a small stem coming off the top of it.

ID Number

147

Required Detail Level

Foreground – Mid detail level.

Intended Use(s)

Decoration that players cannot interact with

Texture(s)

A single texture of an apple (SMALL).

Reference(s)

Barrel

Description

A small wooden barrel. The barrel looks very similar to the wine barrel object but it is small and does not have a spigot, cork, or anything painted on it. The barrel bulges in the middle, made of many small wooden planks, and has several dark metal bands going around it.

ID Number

148

Required Detail Level

Background – low level detail.

Intended Use(s)

Decoration piece that the players can interact with.

Texture(s)

A single wooden texture (SMALL).

Reference(s)

\\
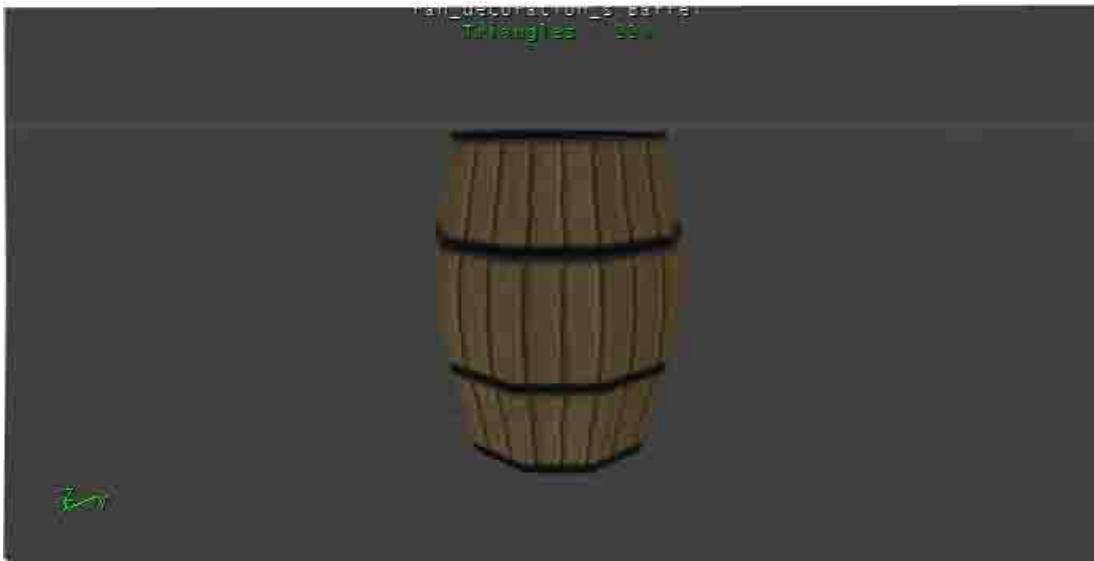
Barrel02

Description

A small wooden barrel. The barrel looks very similar to the wine barrel object but it is small and does not have a spigot, cork, or anything painted on it. The barrel bulges in the middle, made of many small wooden planks, and has several dark metal bands going around it.

ID Number

149

Required Detail Level

Background – low level detail.

Intended Use(s)

Decoration piece that the players can interact with.

Texture(s)

A single wooden texture (SMALL).

Reference(s)

Bench

Description

A small wooden bench that can be used inside of the tavern or outside in the park area. The bench is made of slightly worn wood and is supported on either side by a wooden support.

ID Number

150

Required Detail Level

Background – low level detail.

Intended Use(s)

Decoration piece that the players can interact with.

Texture(s)

A single wooden texture (SMALL).

Reference(s)

Boot

Description

A man's black leather boot. The boot is made of black leather and should reach up to a mans knee. The top of the boot is folded over and has a small heal.

ID Number

151

Required Detail Level

Background – low level detail.

Intended Use(s)

Decoration piece that the players cannot interact with.

Texture(s)

A single black leather texture (SMALL).

Reference(s)

Bucket

Description

A small wooden bucket. The bucket is made up of many small wooden pieces that show obvious wear. The wooden pieces are supported by a metal band that goes around the buck.

ID Number

152

Required Detail Level

Background – low level detail.

Intended Use(s)

Decoration piece that the players cannot interact with.

Texture(s)

A single wooden texture (SMALL).

Reference(s)
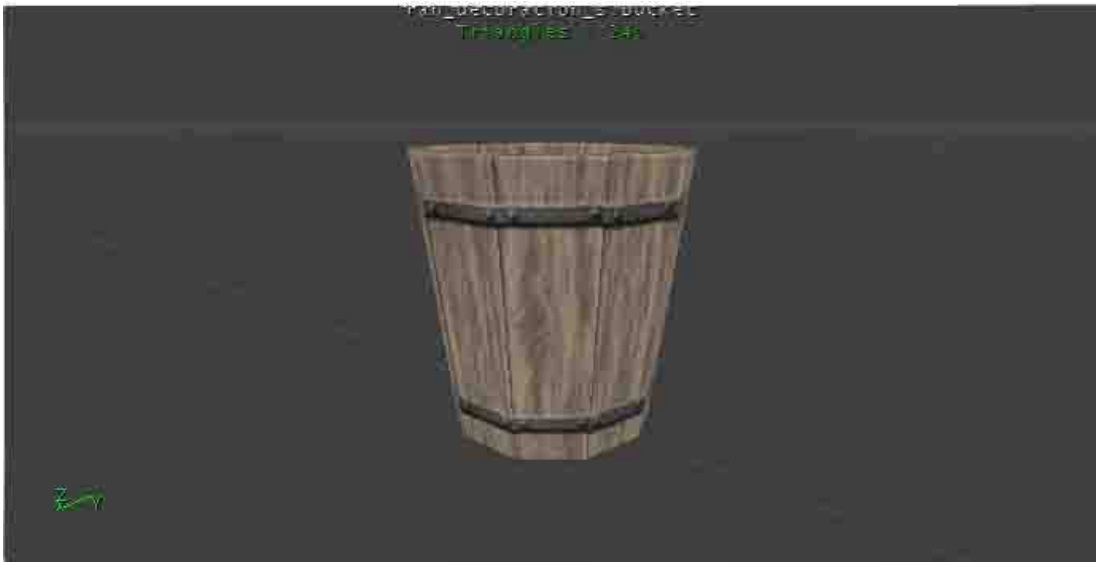
Bush0*x*

Description

A small green fern-like bush. The bush has large fern-like leaves and reaches about knee height of the player. The first bush is made to rest against the sides of an object and the second bush is made to be seen from all sides.

ID Number

153

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Decoration that players can interact with.

Texture(s)

A single leaf texture (MED).

Reference(s)

Chandelier

Description

A chandelier that hangs from the ceiling. The chandelier hangs from a chain that connects to the ceiling by a hook. The chandelier itself is made of dull black metal and has two main flat bands. Each band has candleholders with candles equally spaced around it.

ID Number

154

Required Detail Level

Background – low level detail.

Intended Use(s)

Decoration piece that the players cannot interact with.

Texture(s)

A metal texture and fire emitter (MED).

Reference(s)

Crate0*x*

Description

A large wooden crate used to store various materials. The crate is made of light wooden planks that run across it. The outside planks are wide and thick while the inside planks are smaller and thinner.   The crate is 32 units high so that players can step up them or stacked so that they block players.

ID Number

155

Required Detail Level

Background – low level detail

Intended Use(s)

Decoration that players can interact with and used to block areas off.

Texture(s)

A single wooden texture (SMALL).

Reference(s)

Crate_lid

Description

A lid of a crate. The crate lid is made up exactly like the crates but it is separate from them and can be made to lean against walls or rest on the ground.

ID Number

156

Required Detail Level

Background – low level detail

Intended Use(s)

Decoration that players cannot interact with.

Texture(s)

A single wooden texture (SMALL).

Reference(s)
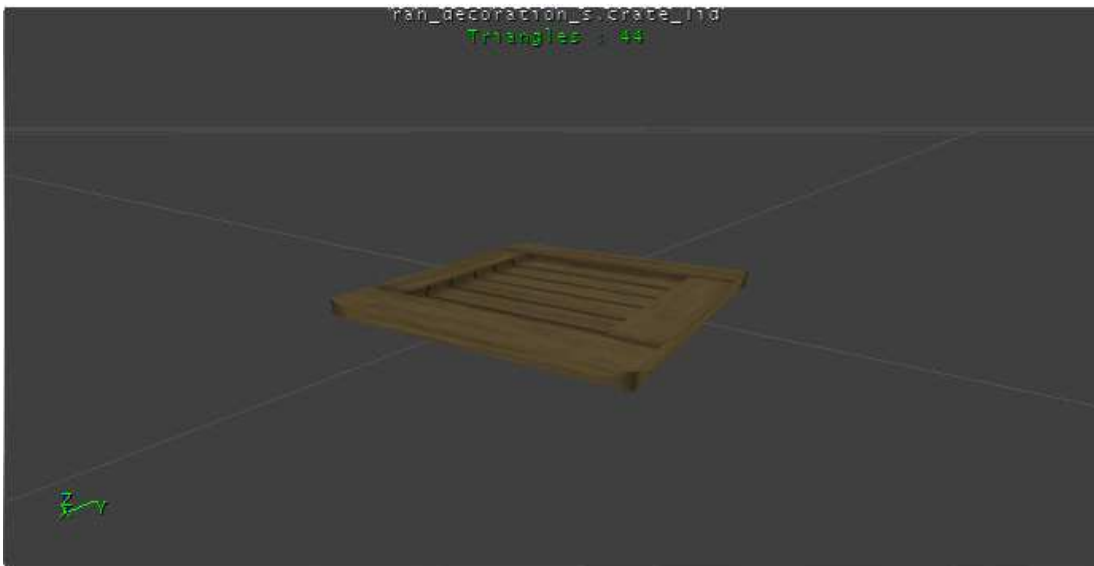
Crate_lobster

Description

The lobster crate is very similar to the other crates except that it's longer. It's made of wooden planks and is slightly shorter than the normal crates.

ID Number

157

Required Detail Level

Background – low level detail

Intended Use(s)

Decoration that players can interact with and used to block areas off.

Texture(s)

A single wooden texture (SMALL).

Reference(s)

Crate_open

Description

The open crate is very similar to the other crates except that it is missing the top. The inside is hollow so that things may fit inside of it, but is still too small for players to fit inside of.

ID Number

158

Required Detail Level

Background – low level detail

Intended Use(s)

Decoration that players can interact with and used to block areas off.

Texture(s)

A single wooden texture (SMALL).

Reference(s)

Flour_bag*xx*

Description

The flour bags are cloth sacks with flour in them. Each bag has two textures: a light and a dark texture. One bag is laying flat on the ground, the second is leaning slightly against an object, and the third is leaning almost vertical against an object.

ID Number

159

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Decoration for Puerto Del Ron.

Texture(s)

Two cloth textures: a light cloth texture (MED) and a dark cloth texture (MED).

Reference(s)

PuertoDelRon.Decoration.flour_bag
Triangles : 280

Flower_pot*x*

Description

A small flower pot that can be set in window seals. The pot is made of a light peach colored clay and is about as big as a human head. The low edge of the pot starts small and increases in width as the pot moves up and then has a small ledge for the rim of the pot. The inside of the pot is filled with dirt and either purple or yellow flours, depending on which of the two flowerpots are used.

ID Number

160

Required Detail Level

Background – low level detail.

Intended Use(s)

Decoration piece that the players can interact with.

Texture(s)

A single clay texture (SMALL).

Reference(s)

Guild_sign0*x*

Description

A sign that hangs on a building that has the guild seal painted on it. The sign is made of wood but clearly shows the guild seal painted on it so all players can easily recognize it.

ID Number

161

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Shows the players that the building the sign is hanging on is owned by that guild. No collision needed.

Texture(s)

Two textures with the different guild seals painted on them (MED).

Reference(s)

innSign

Description

A sign that hangs on the side of buildings to show that the building is an inn. The sign is made of metal and wood and the pain on the wood is dry and cracked.

ID Number

162

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Decoration that the players cannot interact with.

Texture(s)

A single texture of painted wood and metal (MED).

Reference(s)

Lantern*x*

Description

A small hanging lantern that provides light inside of buildings. The metal is a dull dark black metal and has very dirty burnt glass that can only be seen through the middle.   One lantern is meant to sit in the inside of buildings and the other is meant to be on the outside of buildings.

ID Number

163

Required Detail Level

Background – mid level detail.

Intended Use(s)

Decoration for the inside of buildings with a fire emitter inside of it.

Texture(s)

A single metal and glass texture with a fire emitter (SMALL).

Reference(s)

PuertoDelRon.Decoration.lantern02
Triangles : 178
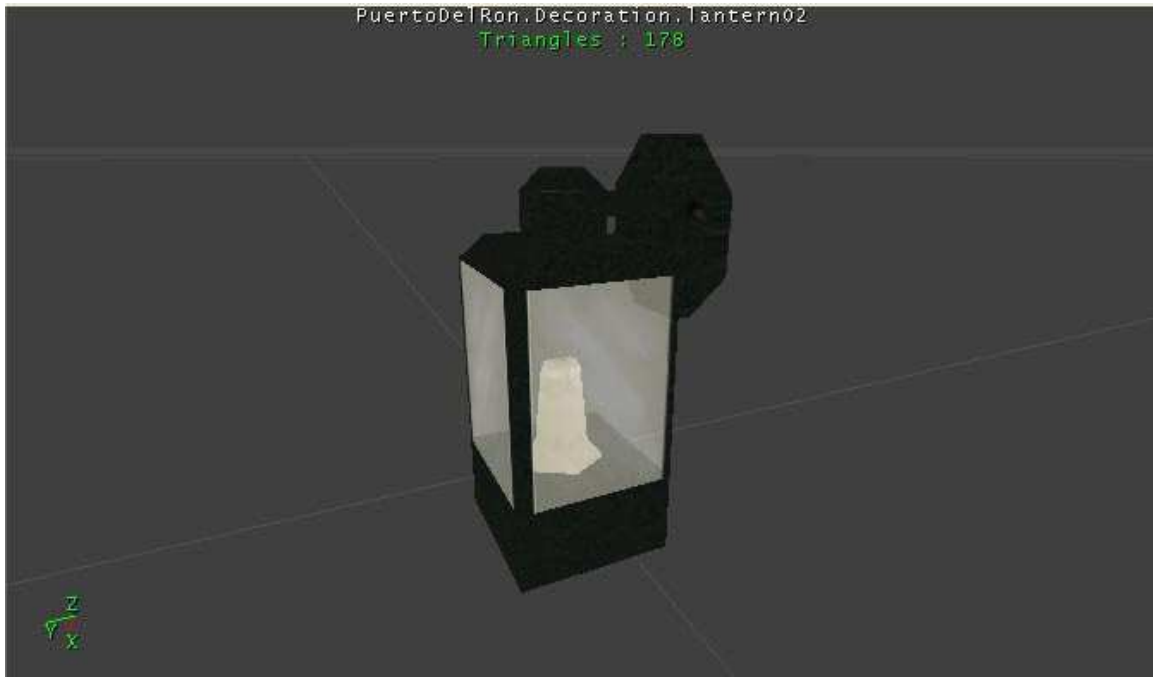
Merchant_sign

Description

A sign that sits on the outside of buildings that says "el Mercado" to say that the sign is a shop. The sign is made of wood with dry cracked paint and is held up by a metal pole that attaches to a wall.

ID Number

164

Required Detail Level

Background – mid level detail.

Intended Use(s)

Decoration that players cannot interact with.

Texture(s)

A single texture with painted wood and metal (MED).

Reference(s)

Orange

Description

An orange that can be placed in the world. The orange is a normal orange that is about the size of a persons fist.

ID Number

165

Required Detail Level

Background – mid level detail.

Intended Use(s)

Decoration that players cannot interact with.

Texture(s)

A single orange texture (SMALL).

Reference(s)
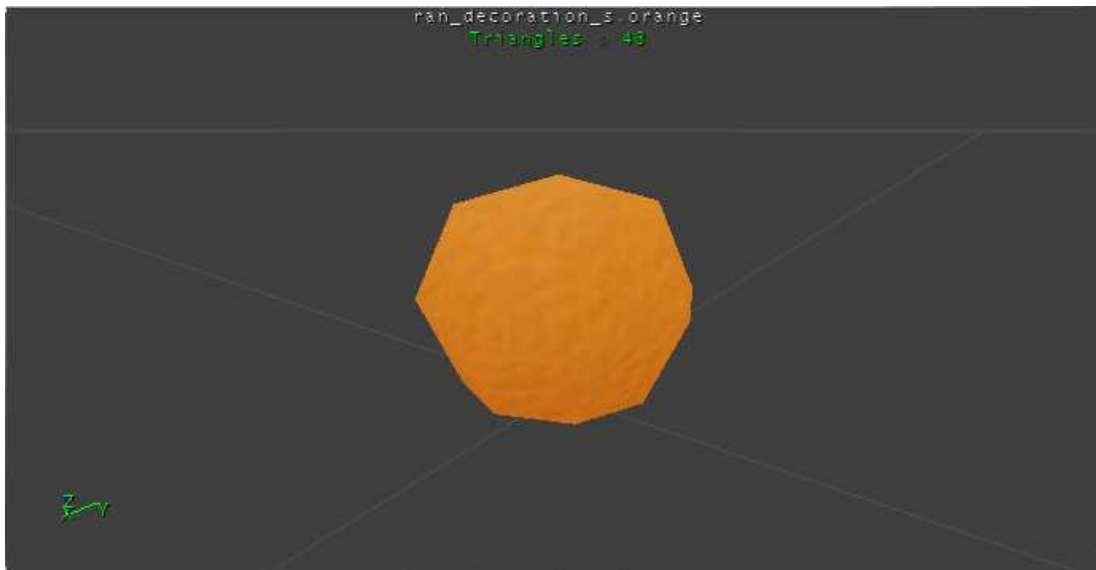
Pedestal_gold

Description

A small wooden pedestal that is painted gold that the gold guild seal sits on. The seal is about half as tall as the player and is made of wood and is painted gold.

ID Number

166

Required Detail Level

Foreground – High level detail

Intended Use(s)

Decoration that the guild seal sits on.

Texture(s)

A single texture with painted wood (MED).

Reference(s)
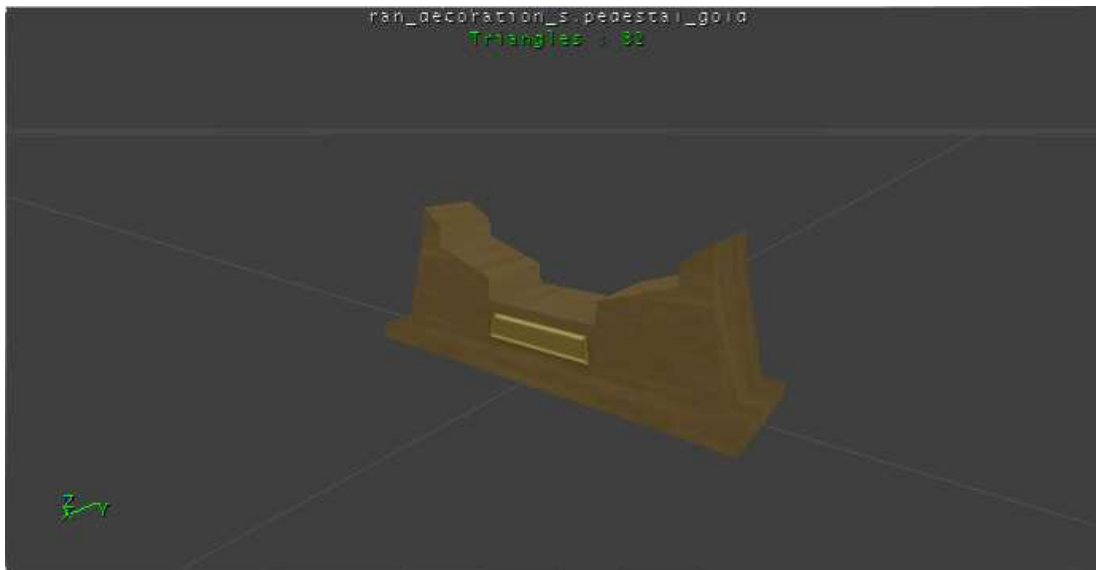
Pedestal_silver

Description

A small wooden pedestal that is painted silver that the silver guild seal sits on. The seal is about half as tall as the player and is made of wood and is painted silver.

ID Number

167

Required Detail Level

Foreground – High level detail

Intended Use(s)

Decoration that the guild seal sits on.

Texture(s)

A single texture with painted wood (MED).

Reference(s)
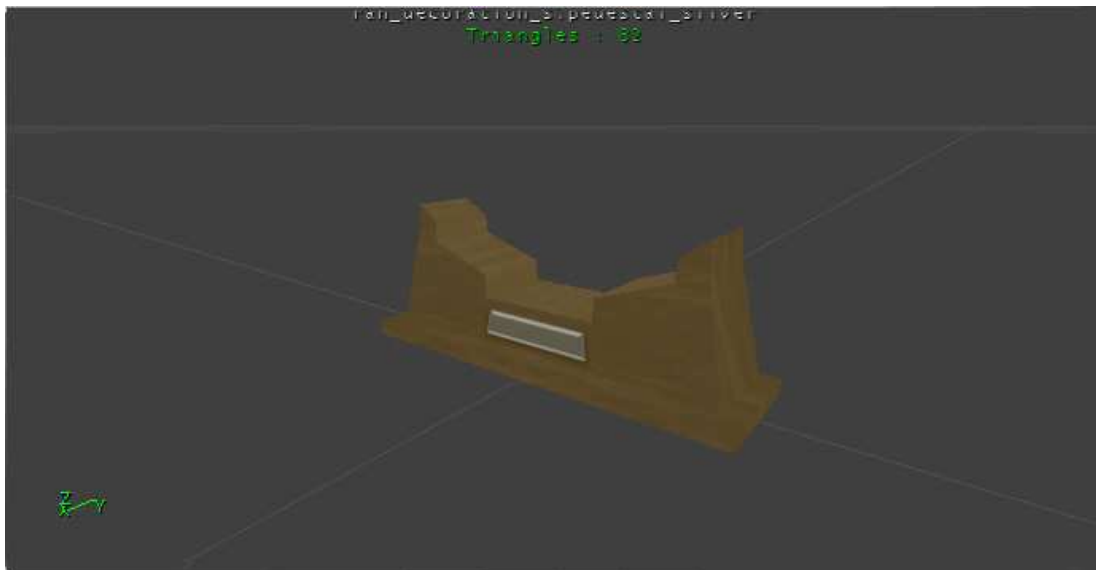
Pulley*x*

Description
A wooden pulley. The pulley has ropes connected to it and is used as decoration mainly on Los Galeones.

ID Number
168

Required Detail Level
Background – Mid level detail

Intended Use(s)
Decoration that players cannot interact with

Texture(s)
A single texture with wood and rope (MED).

Reference(s)

Rope

Description

A single straight piece of rope. The piece of rope is mainly used for decoration with other pieces and the pulley pieces.

ID Number

169

Required Detail Level

Background – low level detail.

Intended Use(s)

Decoration piece that the players can interact with.

Texture(s)

A single rope texture (SMALL).

Reference(s)
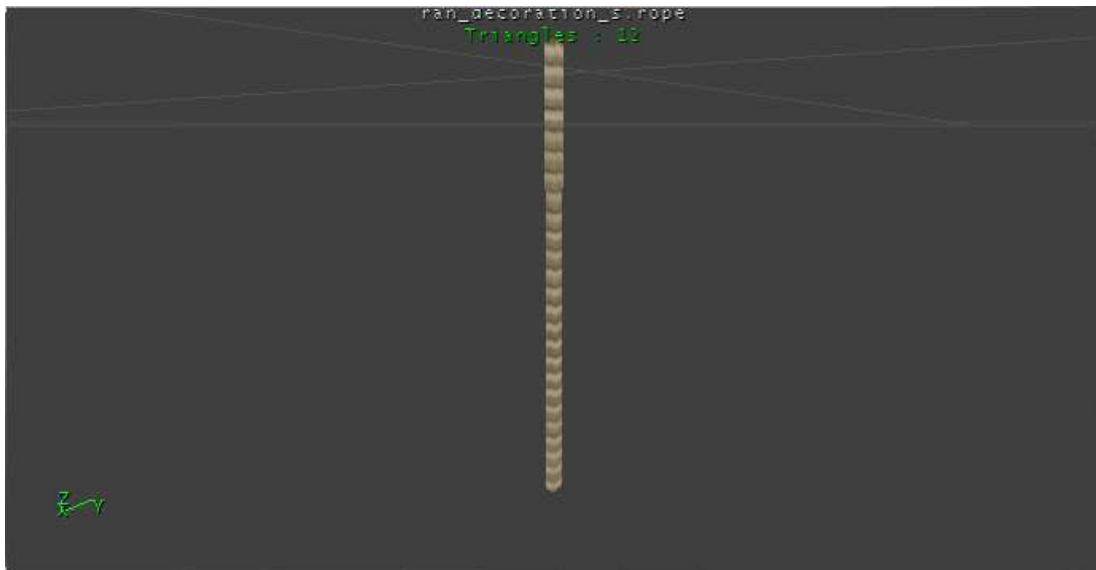
Rope_hanging

Description

An old roped that has been coiled up and hangs on an object. The rope is made of dark fine strings that are tightly twisted together and frayed slightly on the ends.

ID Number

170

Required Detail Level

Background – low level detail.

Intended Use(s)

Decoration piece that the players cannot interact with.

Texture(s)

A single rope texture (SMALL).

Reference(s)
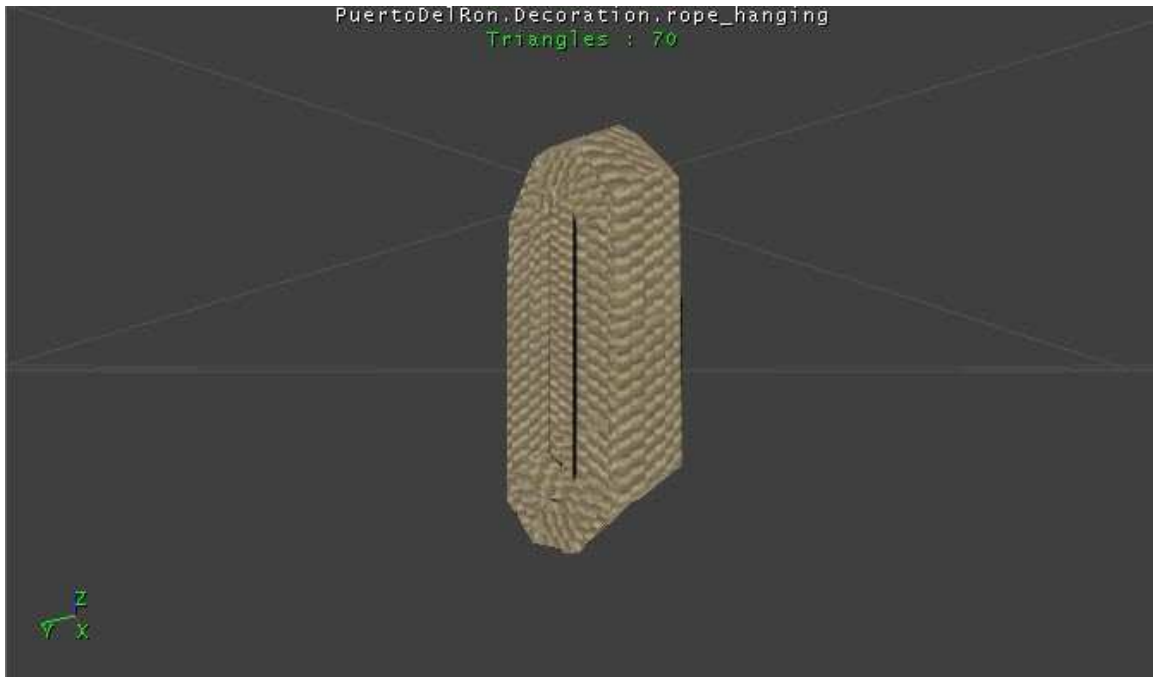
Rope_pile

Description

An old rope that has been coiled and laid on the ground. The rope is made of dark fine strings that are tightly twisted together and frayed slightly on the ends.

ID Number

171

Required Detail Level

Background – low level detail.

Intended Use(s)

Decoration piece that the players can interact with.

Texture(s)

A single rope texture (SMALL).

Reference(s)
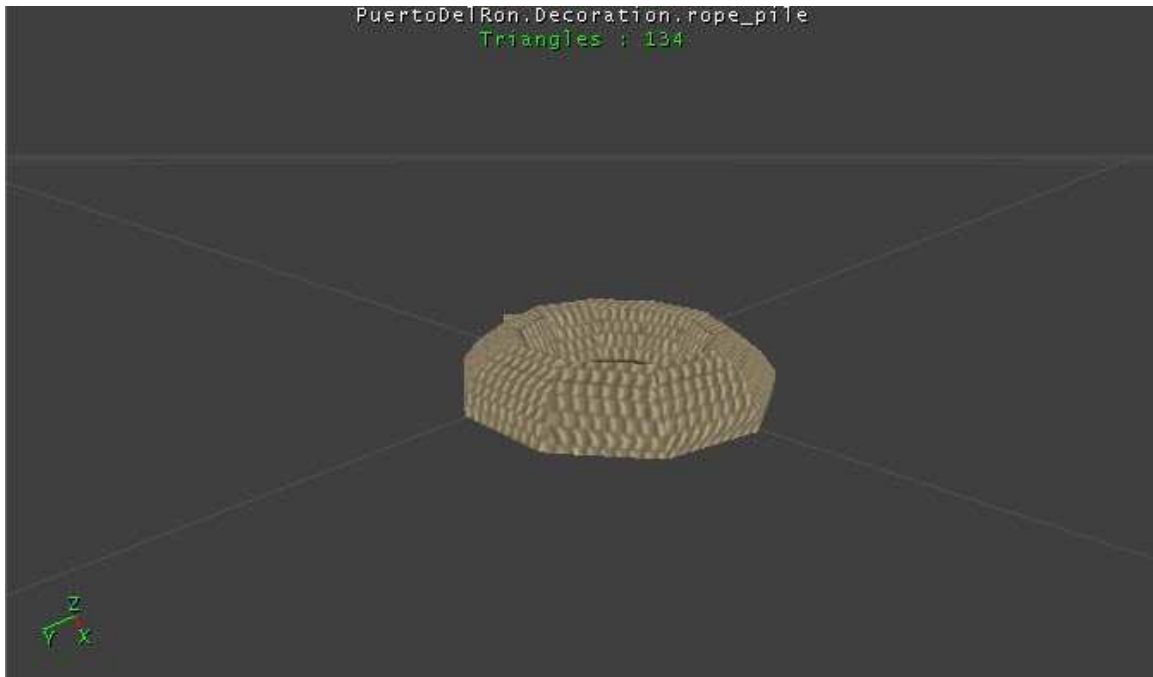
Shark

Description

A large shark that is used as a mover in the ocean. The shark should look like a large great white shark.

ID Number

172

Required Detail Level

Background – low level detail.

Intended Use(s)

Decoration piece that the players cannot interact with.

Texture(s)

A single shark texture (LARGE).

Reference(s)
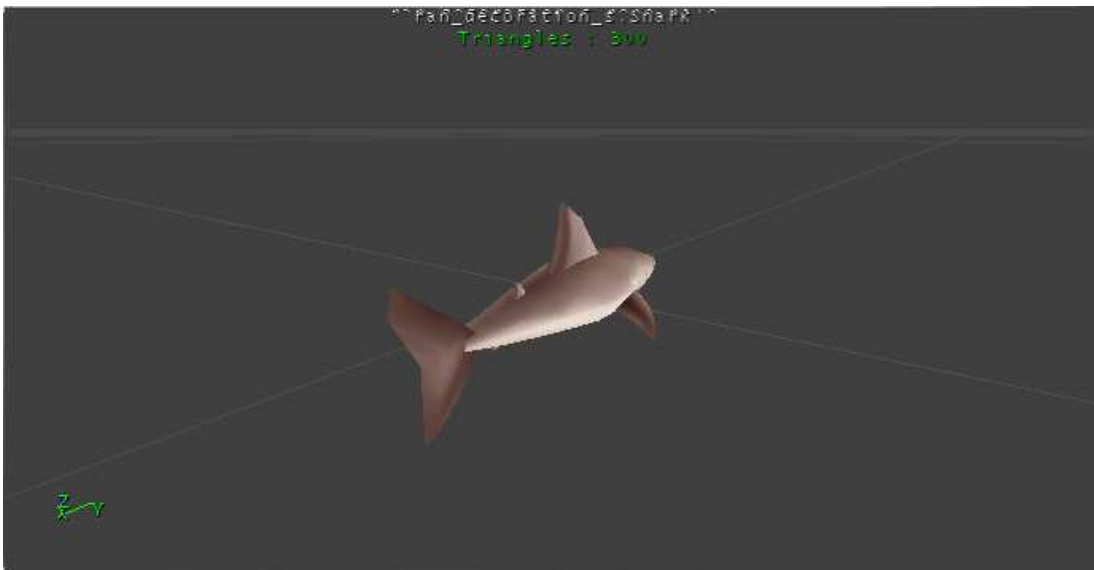
Shelf

Description

A small wooden shelf that hangs on walls. The shelf is made of old wood and is just big enough to hold small to medium bottles and cups.

ID Number

173

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Decoration for El Puerto

Texture(s)

A single wooden texture

Reference(s)

Ship_wheel

Description

The wheel of a galleon. The diameter of the wheel should be slightly larger than the player and have wooden spokes jetting out from it. The wood should be highly polished with gold trim on it.

ID Number

174

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Decoration for the ships

Texture(s)

A single wooden texture

Reference(s)

Table

Description

A medium sized wooden dinner table. The tabletop shows obvious wear and tear with various water marks, cuts, and very worn wood. The underside supports are made of dull dark black metal with a small star design on them. The leg supports connected at the short ends of the table are made of wood and have a wave like design on the bottom of them.

ID Number

175

Required Detail Level

Background – low level detail.

Intended Use(s)

Decoration piece that the players can interact with.

Texture(s)

A single wooden texture (MED).

Reference(s)

TavernSign

Description

A sign with painted wood that attaches to the sides of buildings. The sign is hung from the side of a building on a metal bar and has a wooden sign with dried cracked paint on it that shows the player the building is a tavern.

ID Number

176

Required Detail Level

Background – low level detail.

Intended Use(s)

Decoration piece that the players cannot interact with.

Texture(s)

A single wooden texture (MED).

Reference(s)

Item Meshes

All meshes in ran_items_s are the pickups for Ransacked! and are not used as decorations.

Buckler

Description

A steel shield that is small enough to strap on your arm. The front of the shield is decorated ornately and is made of polished silver.

ID Number

177

Required Detail Level

Foreground – high level detail

Intended Use(s)

Pickup

Texture(s)

A single metal texture (LARGE).

Reference(s)

Crossbow_bolt

Description

The bolt that is fire from the crossbow. The bolt is a small steel object that is fired from the crossbow that closely resembles an arrow.

ID Number

178

Required Detail Level

Foreground – high level detail

Intended Use(s)

Projectile

Texture(s)

A single metal texture (LARGE).

Reference(s)
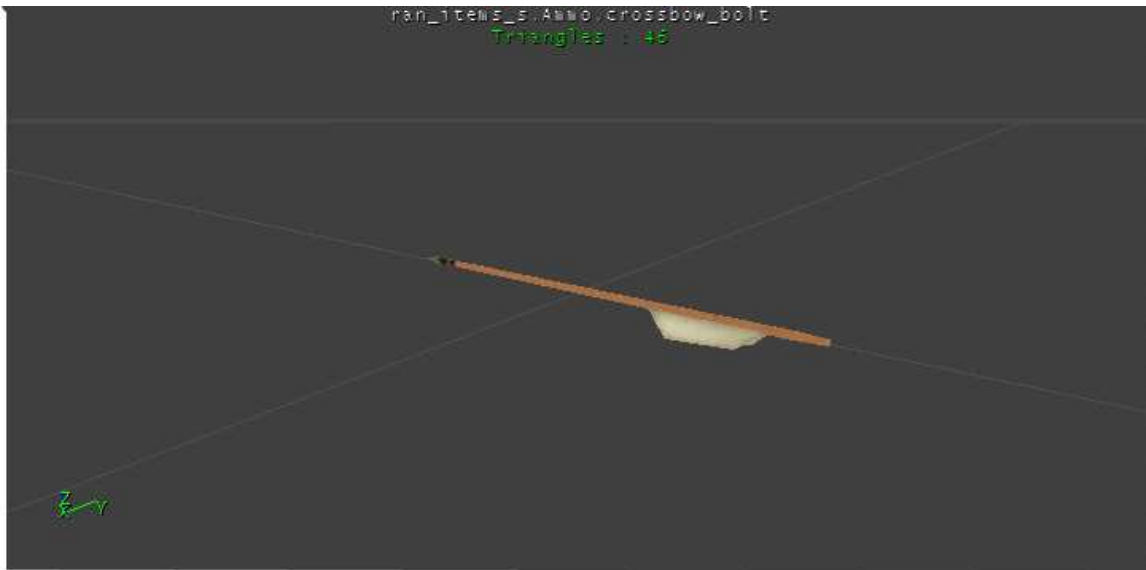
Curse_Pickup

Description

The curse pickup is a small silvery smoky orb. The orb has silver swirls in it and should look fairly mystical and magical.

ID Number

179

Required Detail Level

Foreground – high level detail

Intended Use(s)

Pickup

Texture(s)

A single texture (LARGE).

Reference(s)
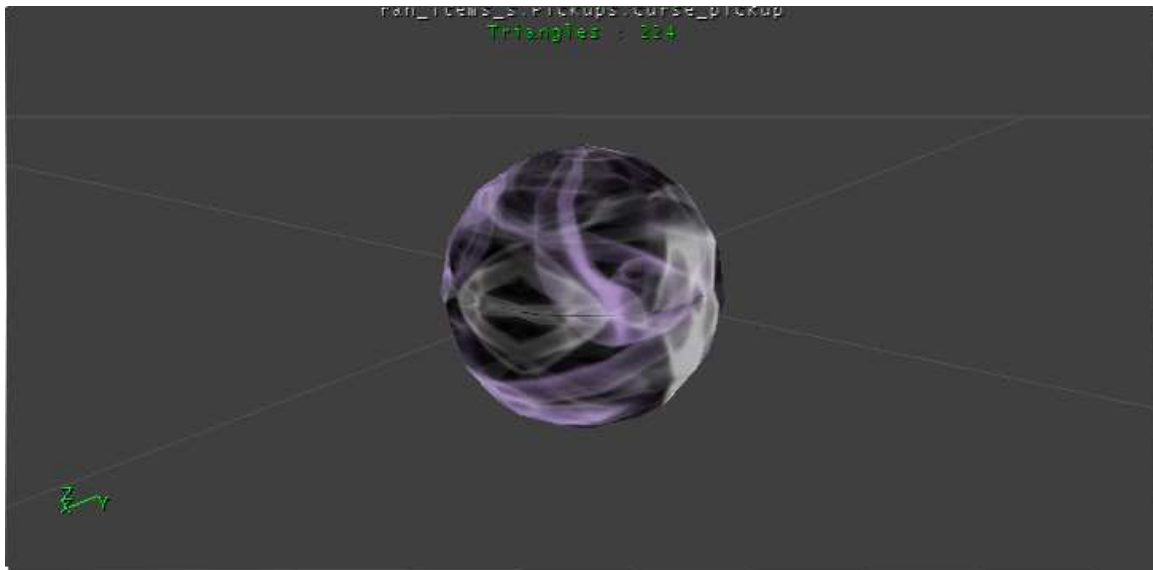
Gold_bag

Description

A cloth bag that looks as though it is carrying something heavy. The back is made of cloth and is tied at the top with a small string. It also has a gold tint to show that the bag belongs to the gold team.

ID Number

180

Required Detail Level

Foreground – high level detail

Intended Use(s)

Pickup

Texture(s)

A single cloth texture (LARGE).

Reference(s)
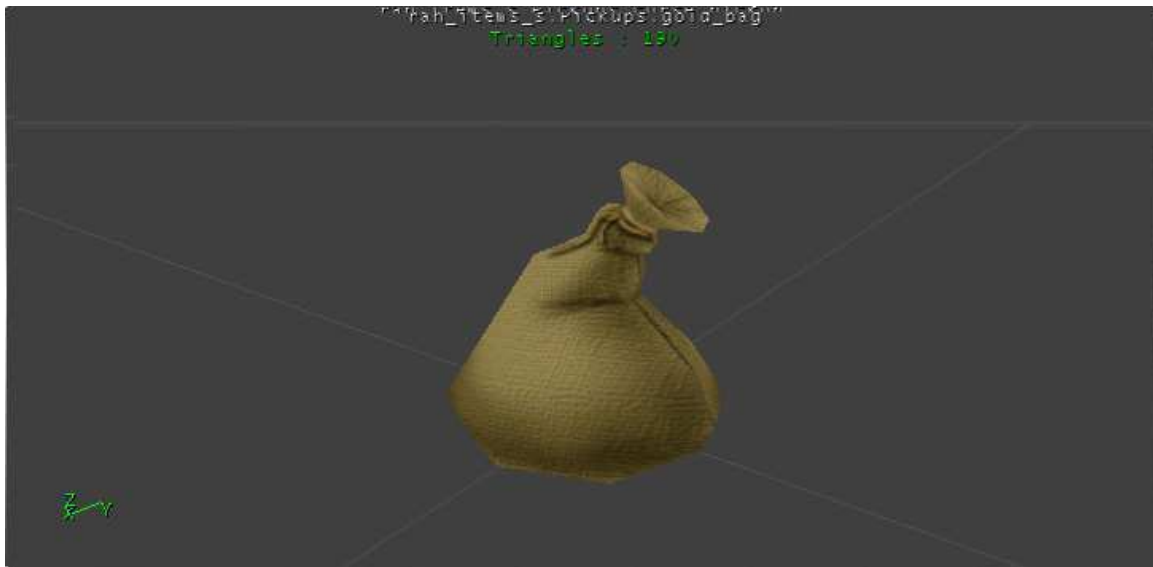
Quiver

Description

A quiver with several arrows in it. The quiver serves as the crossbow ammo pickup and is a small brown quiver with a strap and several crossbow bolts sticking out of it.

ID Number

181

Required Detail Level

Foreground – high level detail

Intended Use(s)

Pickup

Texture(s)

A single leather and cloth texture (LARGE).

Reference(s)
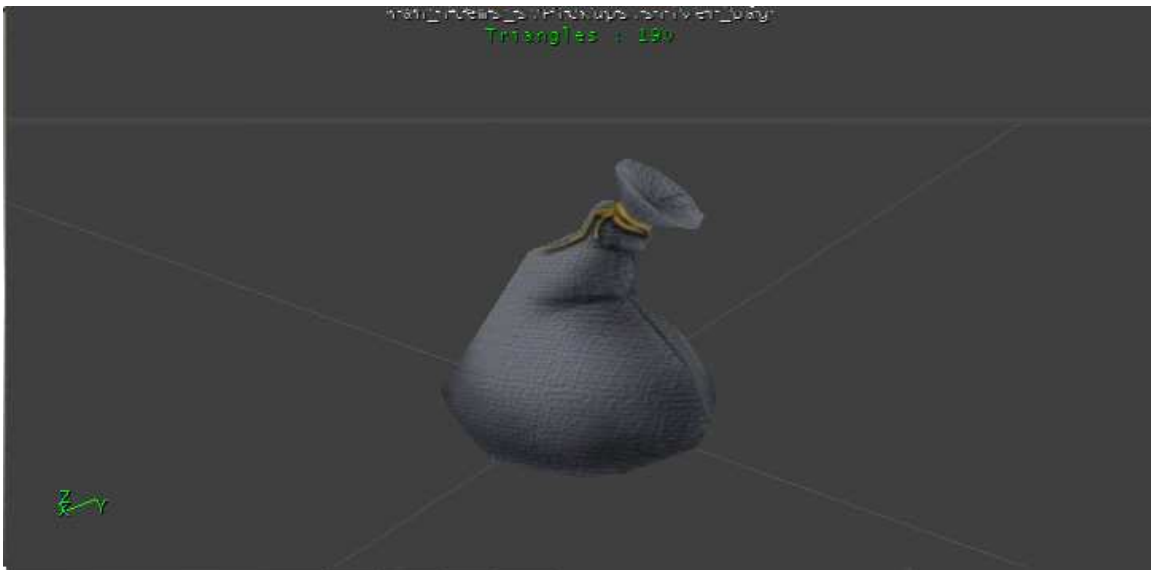
Seal_gold

Description

The gold team guild seal. The seal looks like a large coin (as wide as a player) with an ornate design and is made out of gold.

ID Number

182

Required Detail Level

Foreground – high level detail

Intended Use(s)

Pickup

Texture(s)

A single gold texture (LARGE).

Reference(s)

Seal_silver

Description

The silver team guild seal. The seal looks like a large coin (as wide as a player) with an ornate design and is made out of silver.

ID Number

183

Required Detail Level

Foreground – high level detail

Intended Use(s)

Pickup

Texture(s)

A single silver texture (LARGE).

Reference(s)

Silver_bag

Description

A cloth bag that looks as though it is carrying something heavy. The back is made of cloth and is tied at the top with a small string. It also has a silver tint to show that the bag belongs to the gold team.

ID Number

184

Required Detail Level

Foreground – high level detail

Intended Use(s)

Pickup

Texture(s)

A single cloth texture (LARGE).

Reference(s)
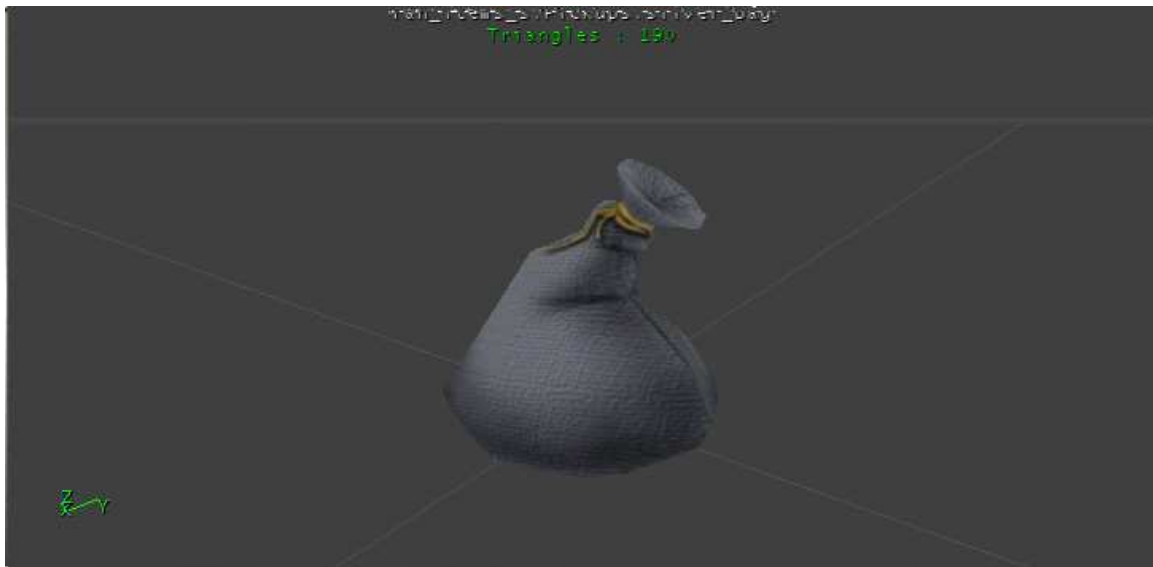
Los Galleones

All meshes in ran_ship_s are meshes that make up the level Los Galleones.

Anchor_crank

Description

A wooden crank with a wheel on top. The anchor crank is made of wood and has spokes coming out of the wheel on top so that someone would be able to turn the crank to wind up rope.

ID Number

185

Required Detail Level

Foreground – high detail level.

Intended Use(s)

Decoration that players can interact with.

Texture(s)

A single wooden texture (LARGE).

Reference(s)

Lantern02

Description

A small hanging lantern that provides light inside of buildings. The metal is a dull dark black metal and has very dirty burnt glass that can only be seen through the middle.

ID Number

186

Required Detail Level

Background – mid level detail.

Intended Use(s)

Decoration for the inside of buildings with a fire emitter inside of it.

Texture(s)

A single metal and glass texture with a fire emitter (SMALL).

Reference(s)

PuertoDelRon.Decoration.lantern02
Triangles : 178

RAN_crows_nest

Description

The crows nest of a Spanish Galleon. The crows nest is made of wood and should be just large enough for two players to move on.

ID Number

187

Required Detail Level

Foreground – High level detail.

Intended Use(s)

Makes up part of the play area for Los Galleones

Texture(s)

A single wood texture (LARGE).

Reference(s)

RAN_door

Description

A wooden door that leads to the gallery of the galleon. The door is made up of wooden planks with a metal support on the top and bottom and a door handle in the middle right.

ID Number

188

Required Detail Level

Foreground – High level detail.

Intended Use(s)

Door

Texture(s)

A single wood texture (LARGE).

Reference(s)

RAN_foremast_deco

Description

A piece of the foremast of a galleon. The foremast deco is made of long wooden planks.

ID Number

189

Required Detail Level

Foreground – High level detail.

Intended Use(s)

Makes up part of the play area for Los Galleones

Texture(s)

A single wood texture (LARGE).

Reference(s)

RAN_foremast_hold

Description

A piece of the foremast of a galleon. The foremast hold is made of long wooden planks.

ID Number

190

Required Detail Level

Foreground – High level detail.

Intended Use(s)

Makes up part of the play area for Los Galleones

Texture(s)

A single wood texture (LARGE).

Reference(s)

RAN_hammock

Description

A cloth hammock made to go on the inside of the galleons. The mid section of the hammock is made of durable looking cloth and has strings jetting out from either side to keep the hammock in place.

ID Number

191

Required Detail Level

Foreground – High level detail.

Intended Use(s)

Decoration that players can interact with.

Texture(s)

A single cloth texture (LARGE).

Reference(s)
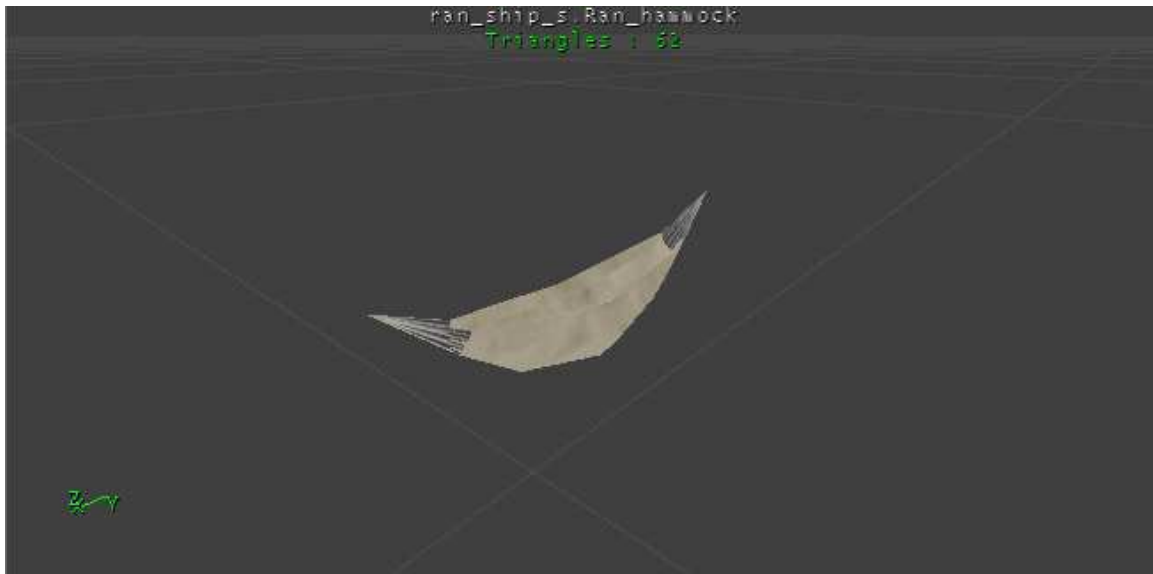
RAN_Lifeboat

Description

A lifeboat that hangs from the side of the galleons. The lifeboat is made of dark wooden planks and has enough room to seat 4 people.

ID Number

192

Required Detail Level

Foreground – High level detail.

Intended Use(s)

Makes up part of the play area for Los Galleones

Texture(s)

A single wood texture (LARGE).

Reference(s)

RAN_map

Description

A 17th century world map that can hang on the wall. The map should be a view of the world in two halves of what people thought the world looked like in the 17th century.

ID Number

193

Required Detail Level

Foreground – High level detail.

Intended Use(s)

Decoration that players cannot interact with.

Texture(s)

A single wood texture (LARGE).

Reference(s)
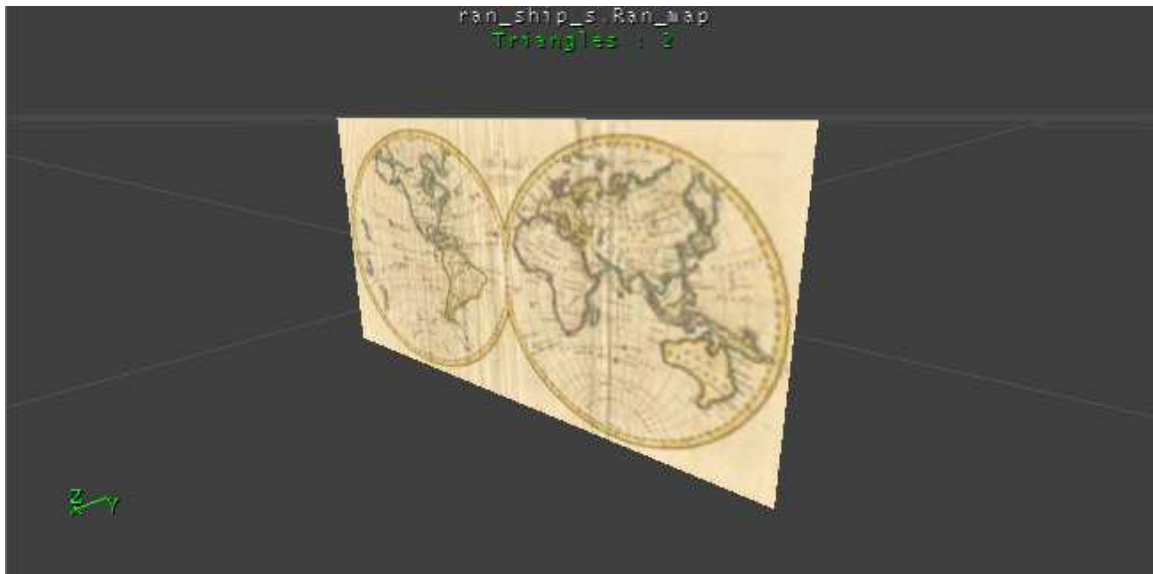
RAN_mast_support

Description

A large piece of metal that supports the galleons masts. The support should look like it is made of durable metal and be wider than the mast with a piece jetting out the front.

ID Number

194

Required Detail Level

Foreground – High level detail.

Intended Use(s)

Decoration that the players can interact with.

Texture(s)

A single metal texture (LARGE).

Reference(s)

RAN_masts

Description

The masts of a galleon. There are a total of 5 pieces that make up this mesh and all are long wooden beams of various sizes that hold the sails of the galleon. The three middle masts stand almost vertical while the outside smaller two masts are almost horizontal.

ID Number

195

Required Detail Level

Foreground – High level detail.

Intended Use(s)

Makes up part of the play area for Los Galleones

Texture(s)

A single wood texture (LARGE).

Reference(s)

RAN_module

Description

Pieces of the galleon that make up the rooms in the ships compartments. The modules form the walls that the hammocks hang on and the sailors sleeping quarters. They are made of wood and make a bracket shape.

ID Number

196

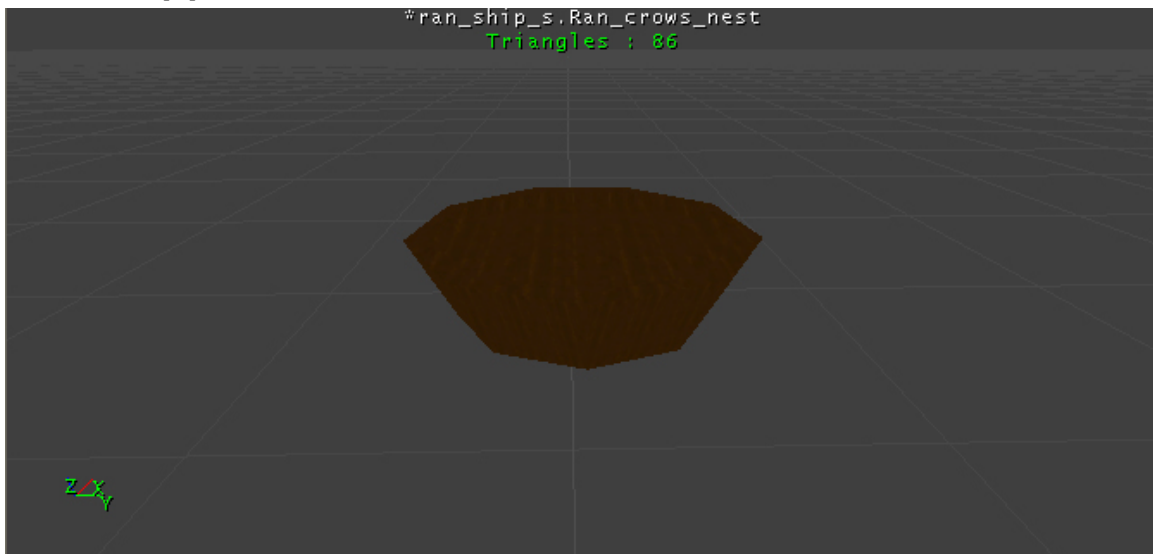## Required Detail Level

Foreground – High level detail.

Intended Use(s)

Makes up part of the play area for Los Galleones

Texture(s)

A single wood texture (LARGE).

Reference(s)

RAN_netting

Description

Rope netting that hangs off the masts of the galleons. The ropes are weaved together to make a net that the players can run down so they gap between the rops should not be too large that the player falls through them.

ID Number

197

Required Detail Level

Foreground – High level detail.

Intended Use(s)

Makes up part of the play area for Los Galleones

Texture(s)

A single rope texture (LARGE).

Reference(s)
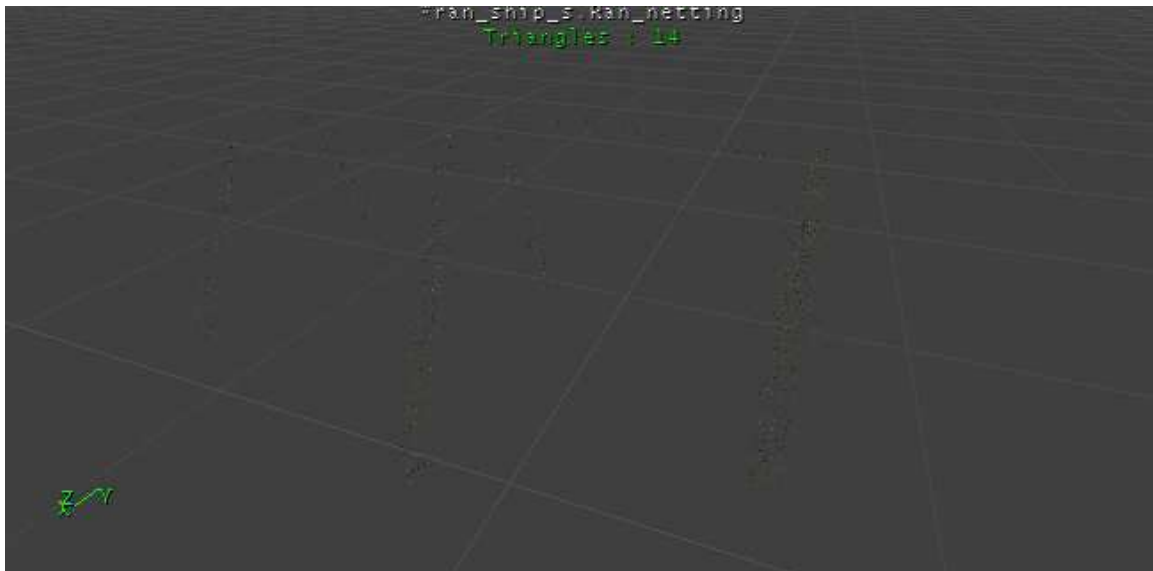
RAN_parchment

Description

A rolled up piece of parchment. The parchment is made of old looking paper that is rolled up and can be placed on a table. The paper is rolled around a black object and the paper appears to be blank.

ID Number

198

Required Detail Level

Foreground – Mid level detail.

Intended Use(s)

Decoration that the players cannot interact with.

Texture(s)

A single parchment texture (LARGE).

Reference(s)

RAN_plank

Description

A long wooden plank that connects the two galleons in Los Galleones. The plank stretches between the two ships and is wide enough for players to walk across without too much diffictulty.

ID Number

199

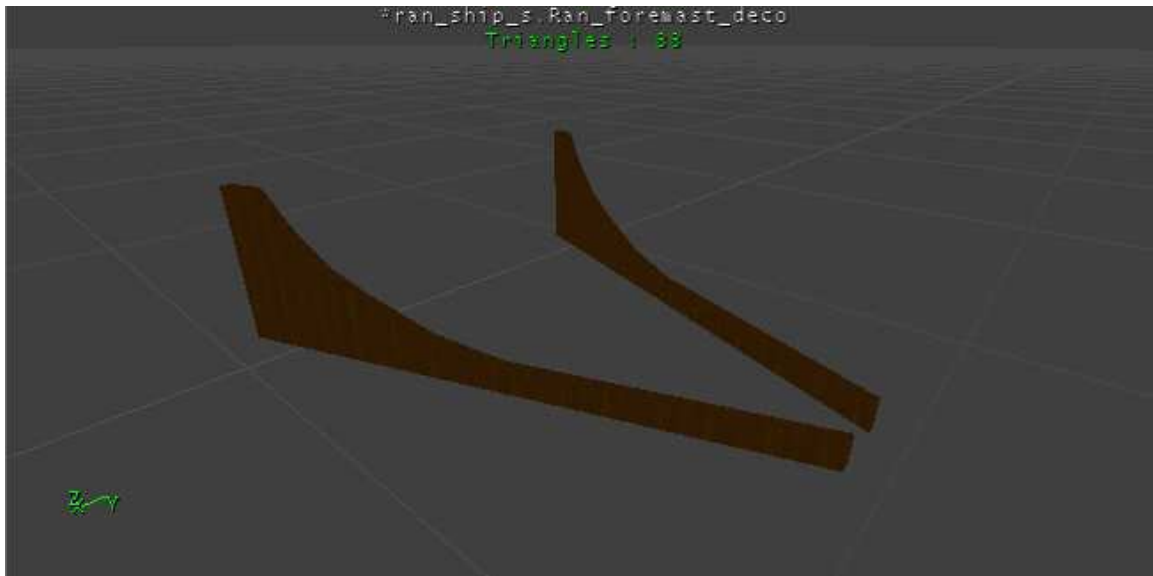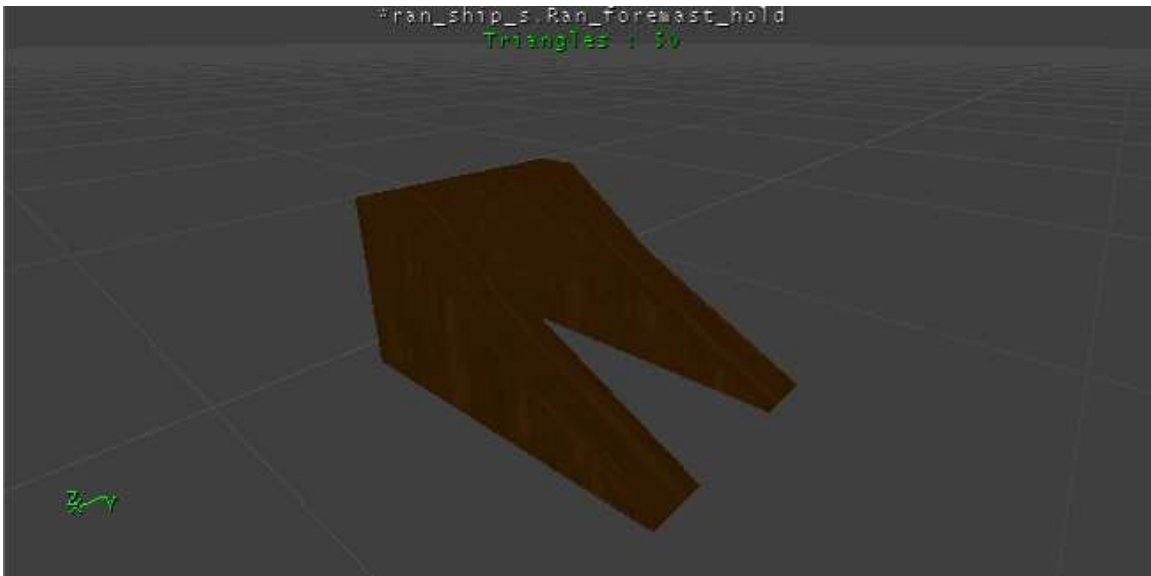**Required Detail Level**

Foreground – High level detail.

Intended Use(s)

Makes up part of the play area for Los Galleones

Texture(s)

A single wood texture (LARGE).

Reference(s)
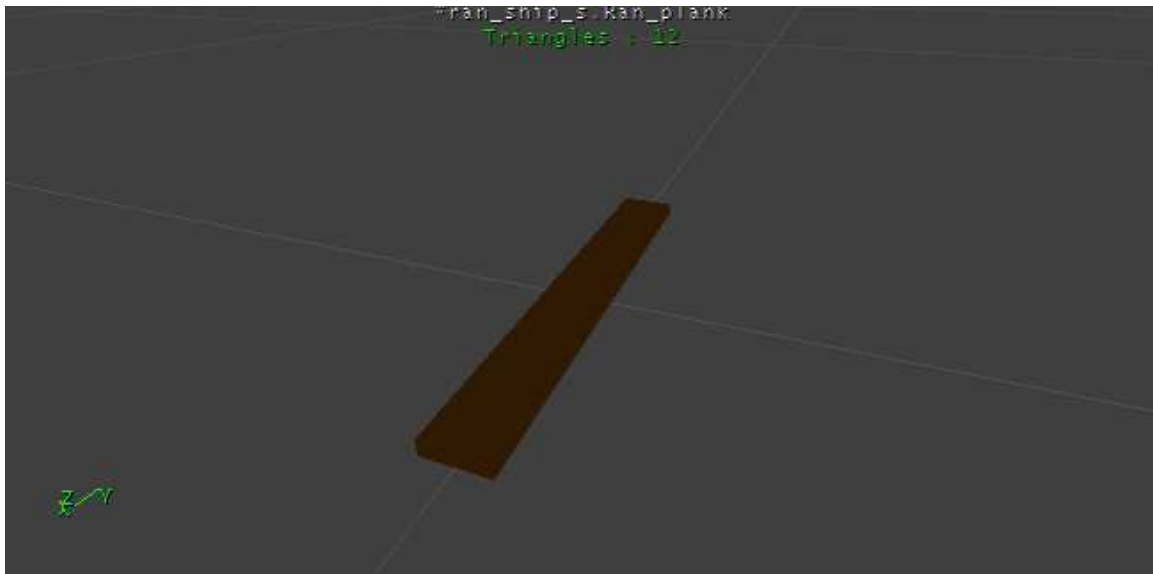
RAN_porthole

Description

A small window in the side of the galleon. The porthole is made of fogged glass with a small design on the glass. The glass is attached by a metal border with screws fastened into the ship.

ID Number

200

Required Detail Level

Foreground – High level detail.

Intended Use(s)

Decoration that players cannot interact with.

Texture(s)

A single glass and metal texture (LARGE).

Reference(s)
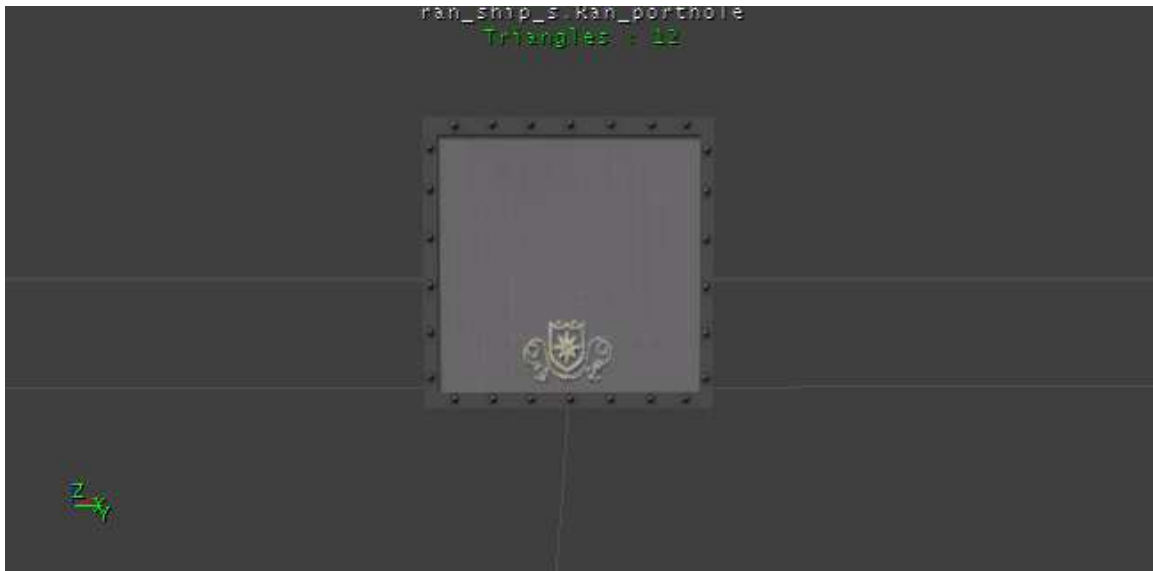
RAN_railing

Description

The railing of the galleon. The railing is made up of a large wooden plank supported by many smaller beams attached to the ship. The railings should be tall enough so that the players can just barely not jump over them.

ID Number

201

Required Detail Level

Foreground – High level detail.

Intended Use(s)

Makes up part of the play area for Los Galleones

Texture(s)

A single wood texture (LARGE).

Reference(s)
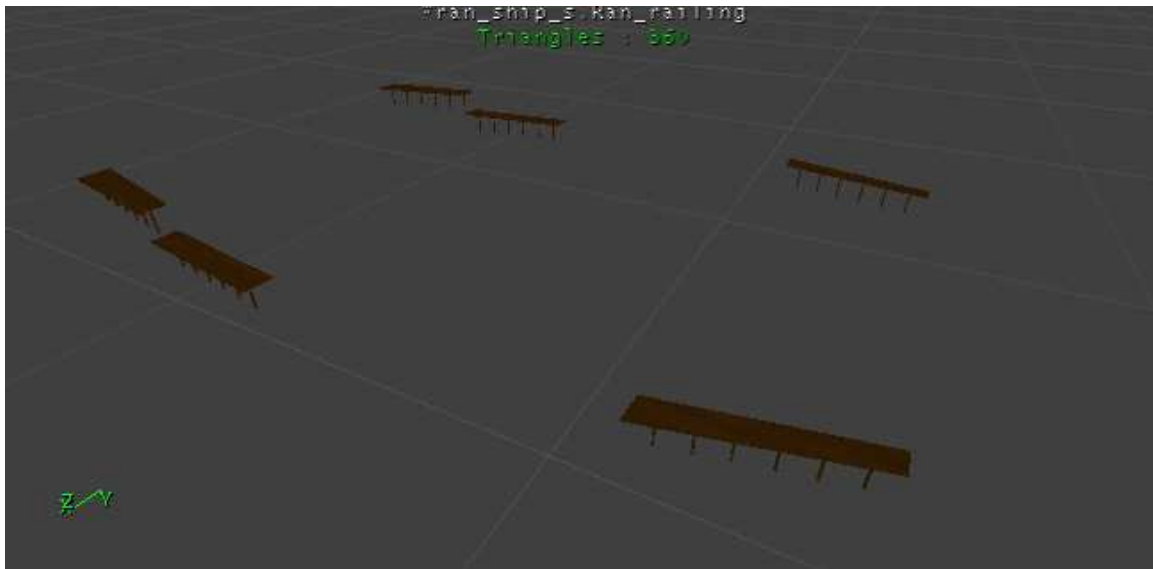
RAN_Rope

Description

A single straight piece of rope. The piece of rope is mainly used for decoration with other pieces and the pulley pieces.

ID Number

202

Required Detail Level

Background – low level detail.

Intended Use(s)

Decoration piece that the players can interact with.

Texture(s)

A single rope texture (SMALL).

Reference(s)
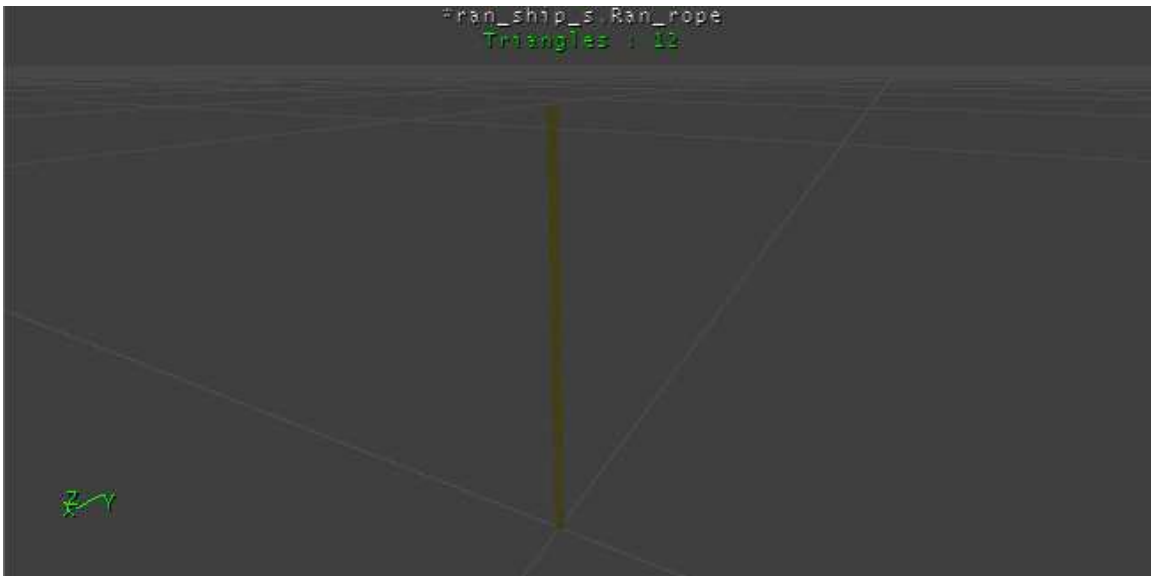
RAN_Rope_knot

Description

A rope tied in a knot around a circle. The rope should appear to be wrapped around a circular object and then tied off at one end.

ID Number

203

Required Detail Level

Background – low level detail.

Intended Use(s)

Decoration piece that the players can interact with.

Texture(s)

A single rope texture (SMALL).

Reference(s)
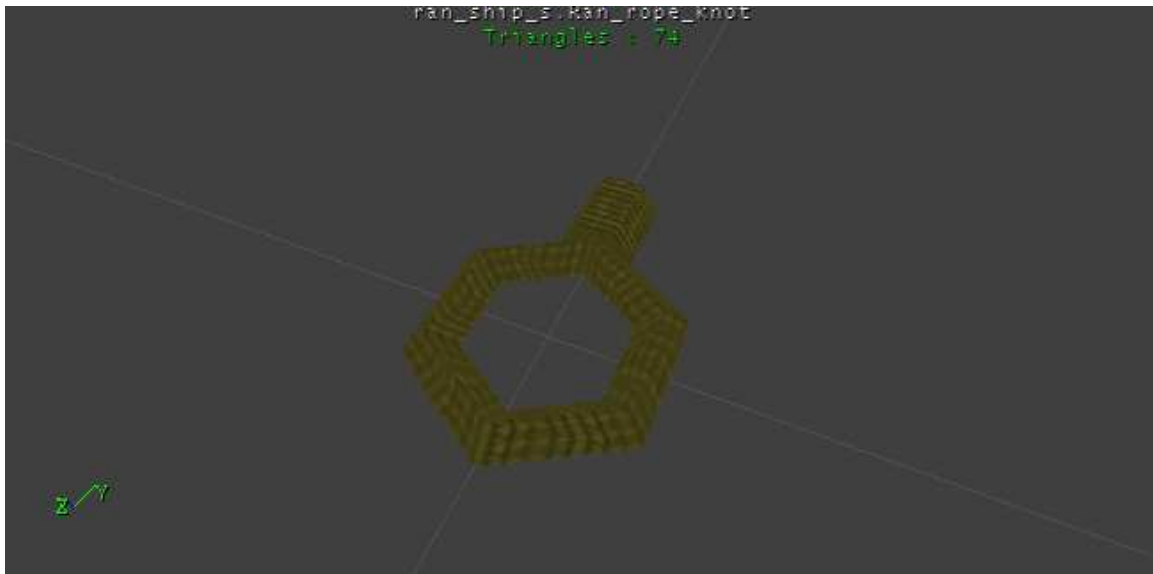
RAN_Rope_tug

Description
A piece of wood that ropes are attacked to. The tug is a small light wood beam that rope would be wrapped around attached to a darker wooden plank at the bottom.

ID Number
204

Required Detail Level
Background – low level detail.

Intended Use(s)
Decoration piece that the players can interact with.

Texture(s)
A single rope wood (MED).

Reference(s)
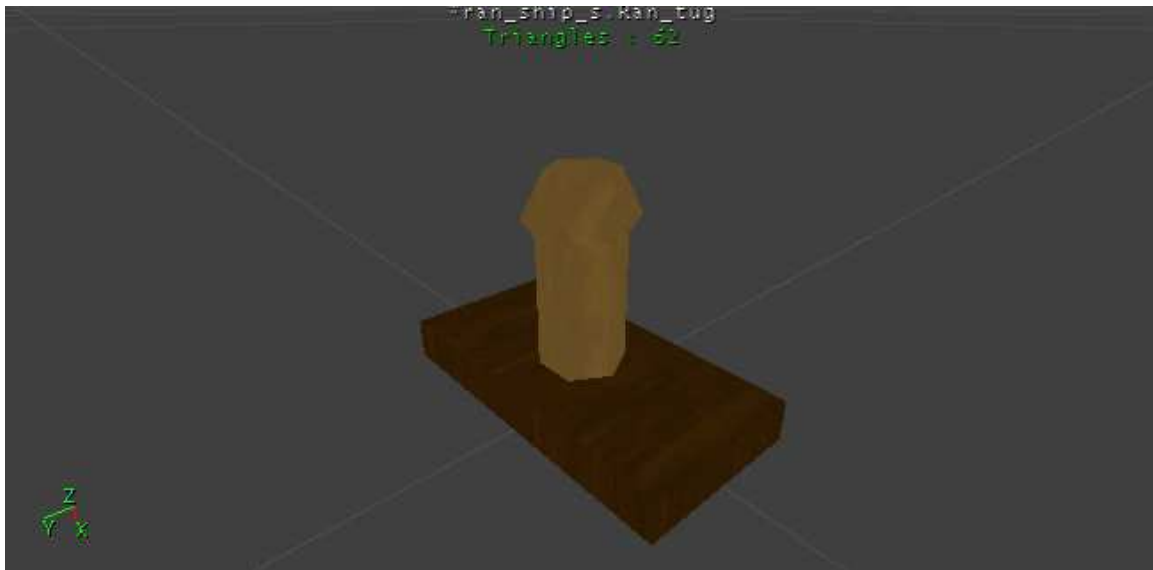
RAN_netting

Description

Rope netting that hangs off the masts of the galleons. The ropes are weaved together to make a net that the players can run down so they gap between the rops should not be too large that the player falls through them.

ID Number

205

Required Detail Level

Foreground – High level detail.

Intended Use(s)

Makes up part of the play area for Los Galleones

Texture(s)

A single rope texture (LARGE).

Reference(s)
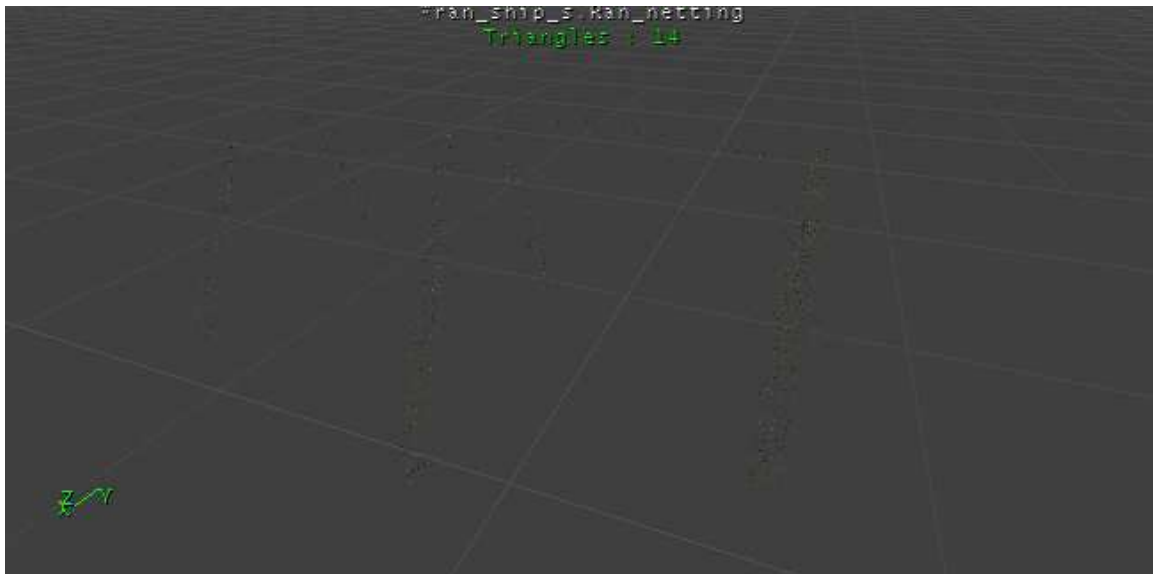
RAN_insides

Description

The inside area of the galleon. RAN_insides makes up the inside play area of the galleons and should mainly be made of light wood that looks as though it has been walked on a great deal. The decks are made of wooden planks and should have gaps in them to lead to the various other floors of the ship.

ID Number

206

Required Detail Level

Foreground – High level detail.

Intended Use(s)

Makes up part of the play area for Los Galleones

Texture(s)

A single Wood texture (LARGE).

Reference(s)
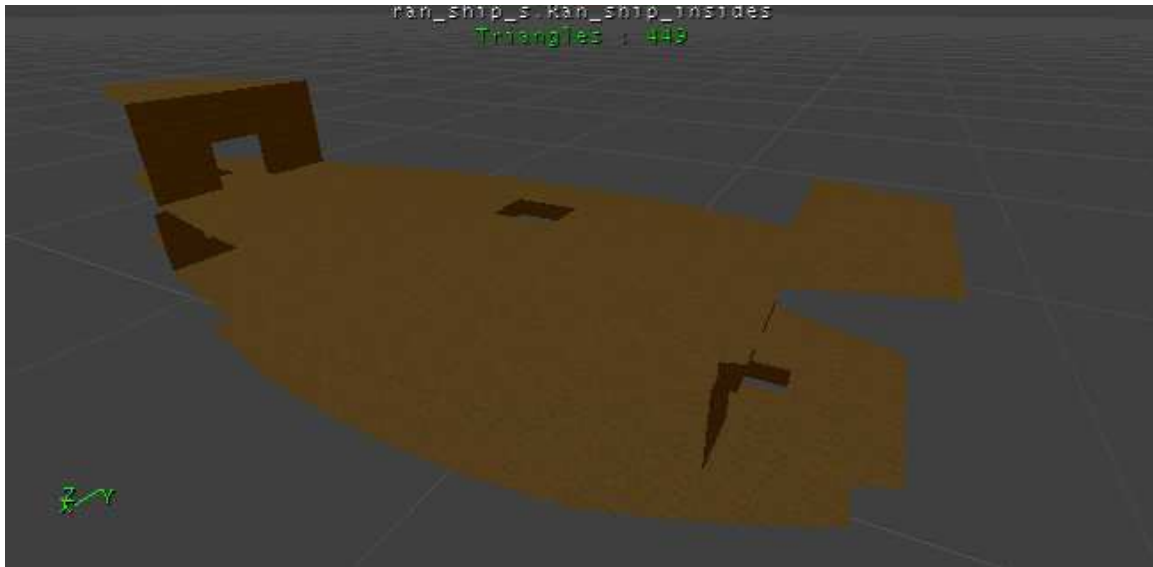
RAN_shell

Description

The outside area of the galleon. RAN_shell makes up the walls of the galleons that keep the player in bounds. It is made of long dark wooden planks and forms the hull of the galleon.

ID Number

207

## Required Detail Level

Foreground – High level detail.

Intended Use(s)

Makes up part of the play area for Los Galleones

Texture(s)

A single Wood texture (LARGE).

Reference(s)
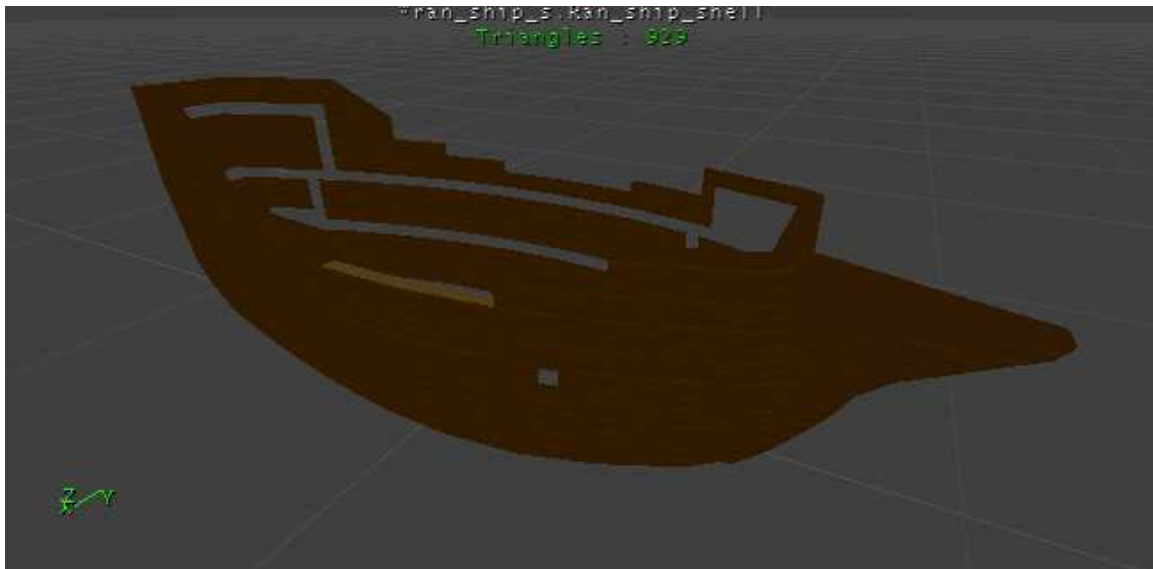
RAN_shipsign

Description

A sign that hangs above the doors to the gallery. The sign has two textures: one for each team. The texture will either be a gold or silver design that tells the player what side of the map they are on. The sign is made of painted wood with either gold or silver trim.

ID Number

208

Required Detail Level

Foreground – High level detail

Intended Use(s)

Decoration piece that the players cannot interact with

Texture(s)

Two painted wood textures (MED).

Reference(s)

RAN_stairs_cargo

Description

Wooden stairs that let the player move from different levels of the galleon. The stairs are made up of small wooden planks with runners going up either side made of the same type of wood. The stairs are very steep in order to save room.

ID Number

209

Required Detail Level

Foreground – high Level detail

Intended Use(s)

Stairs

Texture(s)

A single wood texture (SMALL).

Reference(s)

RAN_stairs_deck

Description

Wooden stairs that let the player move from different levels of the galleon. The stairs are made up of small wooden planks and are solid on all sides.

ID Number

210

Required Detail Level

Foreground – high Level detail

Intended Use(s)

Stairs

Texture(s)

A single wood texture (SMALL).

Reference(s)
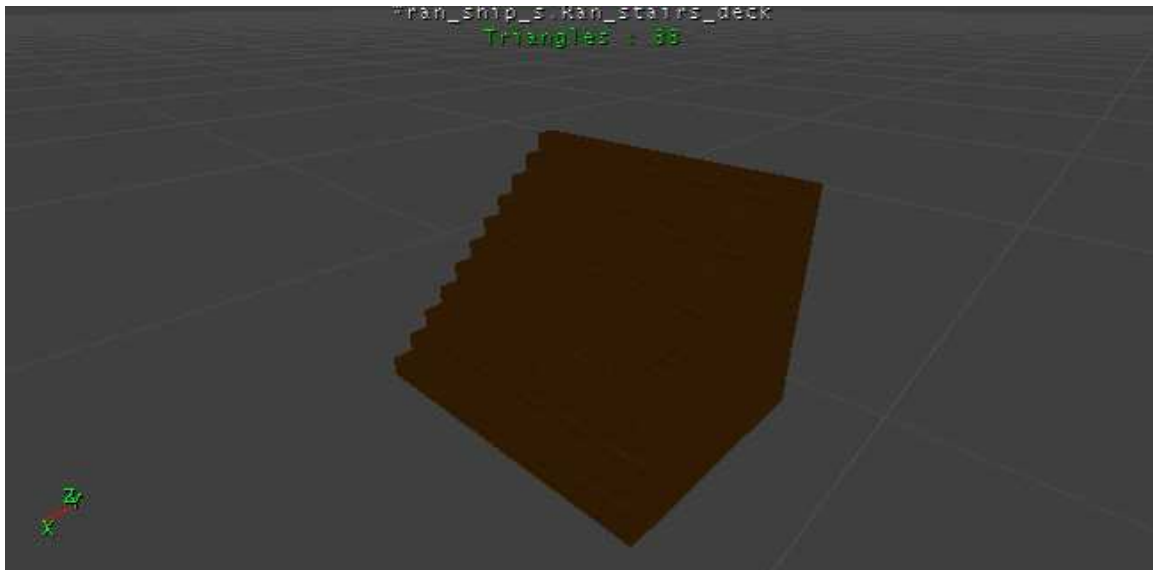
RAN_stairs_deck_gallery

Description

Wooden stairs that let the player move from different levels of the galleon. The stairs are made up of small wooden planks that are solid on all sides and leads the players on top of the gallery. There are two sets of stairs that sit on either side of the gallery and sit at a 45 degree angle to each other.

ID Number

211

Required Detail Level

Foreground – high Level detail

Intended Use(s)

Stairs

Texture(s)

A single wood texture (SMALL).

Reference(s)
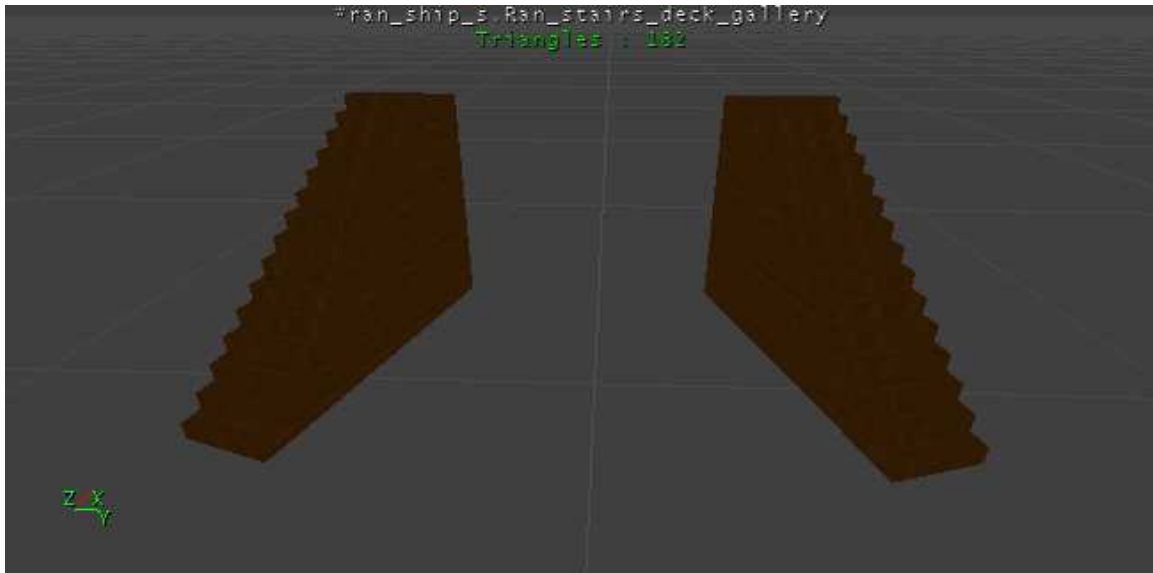
RAN_stairs_gallery

Description

Wooden stairs that let the player move from different levels of the galleon. The stairs are made up of small wooden planks with runners going up either side made of the same type of wood. The stairs are very steep in order to save room.

ID Number

212

Required Detail Level

Foreground – high Level detail

Intended Use(s)

Stairs

Texture(s)

A single wood texture (SMALL).

Reference(s)

RAN_stairs_quarters

Description

Wooden stairs that let the player move from different levels of the galleon. The stairs are made up of small wooden planks with runners going up either side made of the same type of wood. The stairs are very steep in order to save room.

ID Number

213

Required Detail Level

Foreground – high Level detail

Intended Use(s)

Stairs

Texture(s)

A single wood texture (SMALL).

Reference(s)
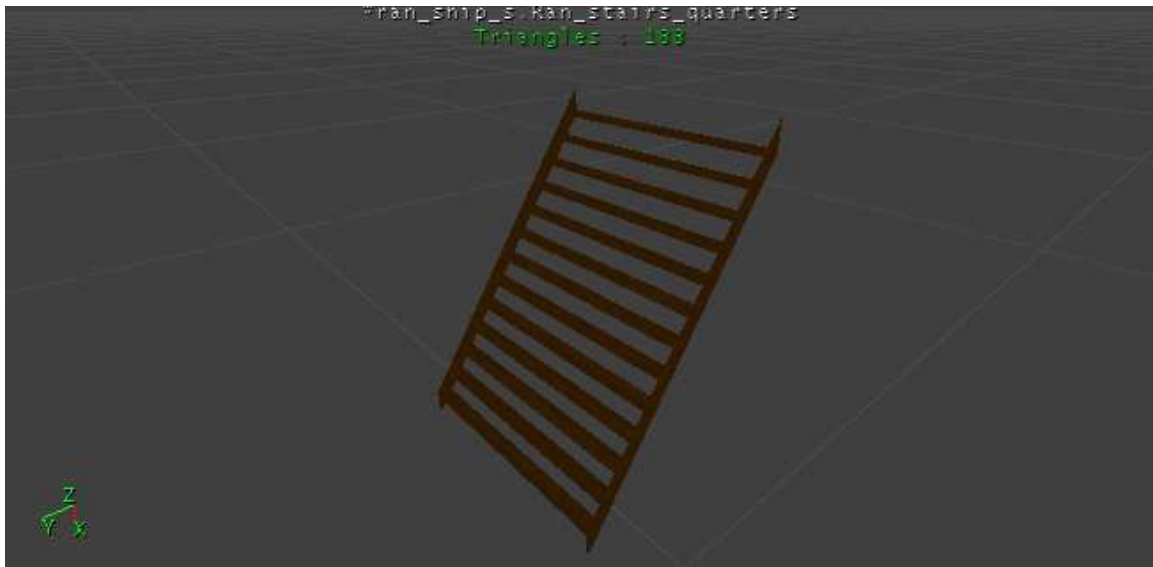
RAN_support

Description

A large wooden vertical support beam. The beam serves as support on the inside of the galleon and is a large wooden beam. Beam should be taller than the player and as tall as the distance between the floors of the inside of the galleon.

ID Number

214

Required Detail Level

Foreground – high Level detail

Intended Use(s)

Stairs

Texture(s)

A single wood texture (SMALL).

Reference(s)

RAN_ tug

Description

A piece of wood that ropes are attacked to. The tug is a small light wood beam that rope would be wrapped around attached to a darker wooden plank at the bottom.

ID Number

215

## Required Detail Level

Background – low level detail.

Intended Use(s)

Decoration piece that the players can interact with.

Texture(s)

A single rope wood (MED).

Reference(s)
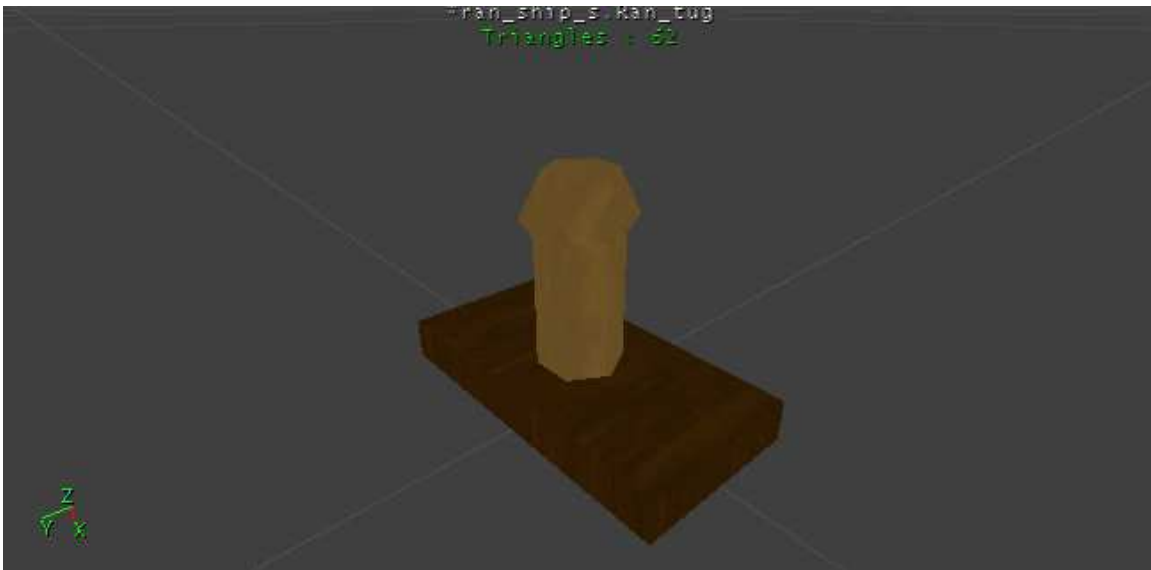
Sky_cylinder

Description

The cylinder section of the skybox is a simple cylinder that will have a semi-transparent texture on it to act as the horizon for the skybox. There will be a daybreak, day, and night horizon and they all will be semi-transparent. The bottom of these will be the most filled and they will become more transparent as the cylinder goes up to simulate a believable horizon.

ID Number

216

Required Detail Level

Background – low level detail.

Intended Use(s)

Skybox

Texture(s)

One semi-transparent texture of the morning sky (MED).

Reference(s)
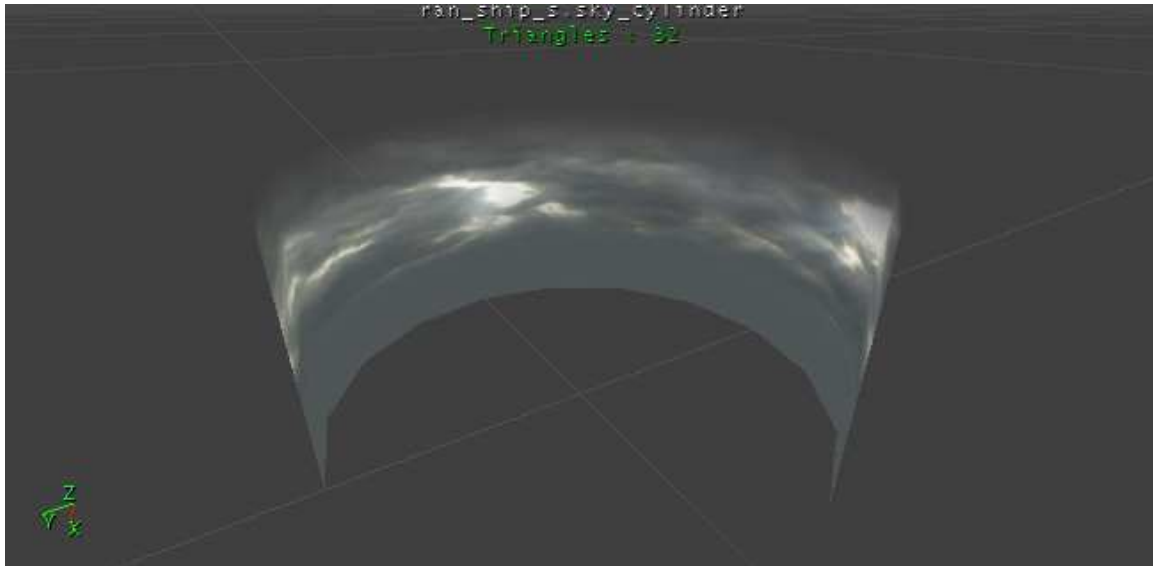
Sky_dome

Description

The dome serves as the sky part of the skybox. It will contain a texpanner for the clouds and then a stationary sky beneath it that will vary depending on the time of the day. The day and daybreak textures will both have the sun in them at different spots with the daybreak sun being an orange color and the day sun being more yellow. The sky for the daybreak will be a cool orange, purple, and blue while the day texture will be a blue sky. The night sky will have a moon and a deep blue background.

ID Number

217

Required Detail Level

Background – low level detail.

Intended Use(s)

Skybox

Texture(s)

One morning sky texture (MED).

Reference(s)
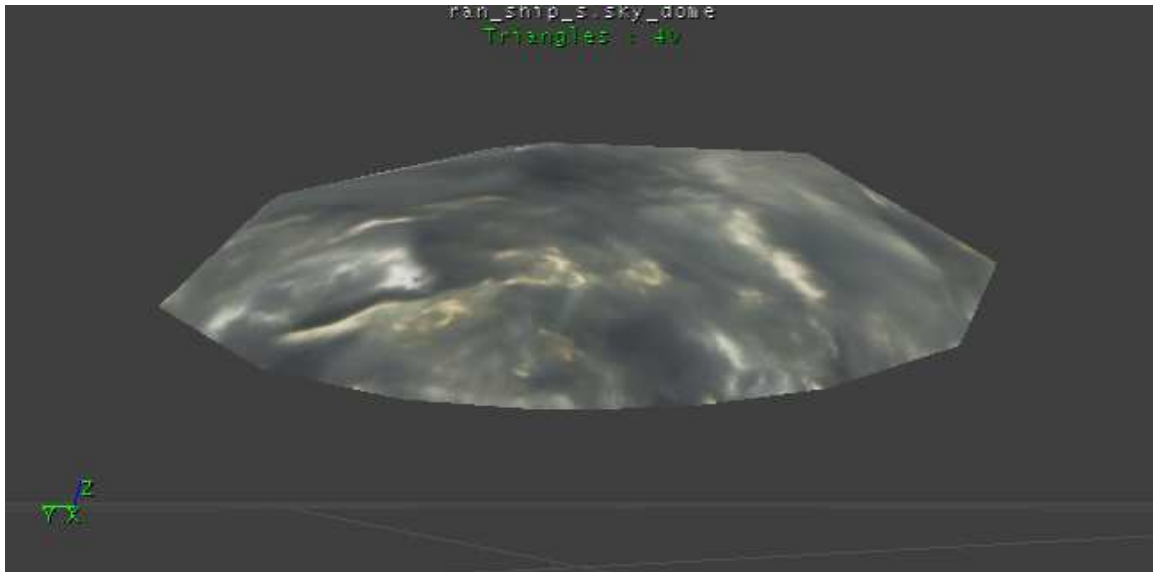
Textures

All textures will be located in */Ransacked/textures/ and will have the *.utx file extension.

The textures are split into three categories:
- Stone
  - Textures used for stone walkways and walls
- Wood
  - Wood textures
- Other
  - All other environmental textures

All textures may be found in the package ran_environment.

Textures may be quickly found by finding their ID number in the complete asset list and then searching for ID their number.

Stone Textures

The stone textures are used for the walkways in El Puerto and Puerto Del Ron and the walls that border Puerto Del Ron.

Cobblestone

Description

A tiled cobblestone texture used for the walking surfaces of Puerto Del Ron and its port. The texture should have a mixture of large and small stones.

ID Number

300

Tiling Texture (Yes)

Surface Size

The texture itself covers a 16x16 foot area but it can tile to cover a much larger area if needed.

Required Detail Level

Foreground – high level of detail.

Intended Use(s)

Walkways of Puerto Del Ron and El Puerto

Reference(s)

Stonewall

Description

A tiled stonewall texture. The stones should be varying sizes but all fairly close in size in relation to each other. They should also be a dark brown color with gray concrete holding them together.

ID Number

301

Tiling Texture (Yes)

Surface Size

The texture itself covers a 16x16 foot area but it can tile to cover a much larger area if needed.

Required Detail Level

Foreground – high level of detail.

Intended Use(s)

Stonewall that borders Puerto Del Ron

Reference(s)

Wood Textures

Because of the 17th century Spanish theme, there is a large amount of wood textures needed. These textures make up the majority of the assets in Ransacked! in one way or the other.

Wood*x*

Description
A set of 5 varying wood textures with varying colors and age.

ID Number
302

Tiling Texture (Yes)

Surface Size
The texture itself covers a 4x4 foot area but it can tile to cover a much larger area if needed.

Required Detail Level
Foreground – high level of detail.

Intended Use(s)
Any texture that just needs a wooden surface.

Reference(s)

Woodh*x*

Description

A set of 5 varying wood textures with varying colors and age. These are the same textures as the wood*x* series but turned horizontal.

ID Number

303

Tiling Texture (Yes)

Surface Size

The texture itself covers a 4x4 foot area but it can tile to cover a much larger area if needed.

Required Detail Level

Foreground – high level of detail.

Intended Use(s)

Any texture that just needs a wooden surface.

Reference(s)

Woodnails*x*

Description
A set of 4 varying textures of wooden planks with nails in the end of them.

ID Number
304

Tiling Texture (Yes)

Surface Size
The texture itself covers a 4x4 foot area but it can tile to cover a much larger area if needed.

Required Detail Level
Foreground – high level of detail.

Intended Use(s)
Any texture that needs wooden planks with nails in the ends.

Reference(s)

Woodnailsh*x*

Description

A set of 4 varying textures of wooden planks with nails in the end of them. These are the same textures in the woodnails*x* series just turned horizontal.

ID Number

305

Tiling Texture (Yes)

Surface Size

The texture itself covers a 4x4 foot area but it can tile to cover a much larger area if needed.

Required Detail Level

Foreground – high level of detail.

Intended Use(s)

Any texture that needs wooden planks with nails in the ends.

Reference(s)
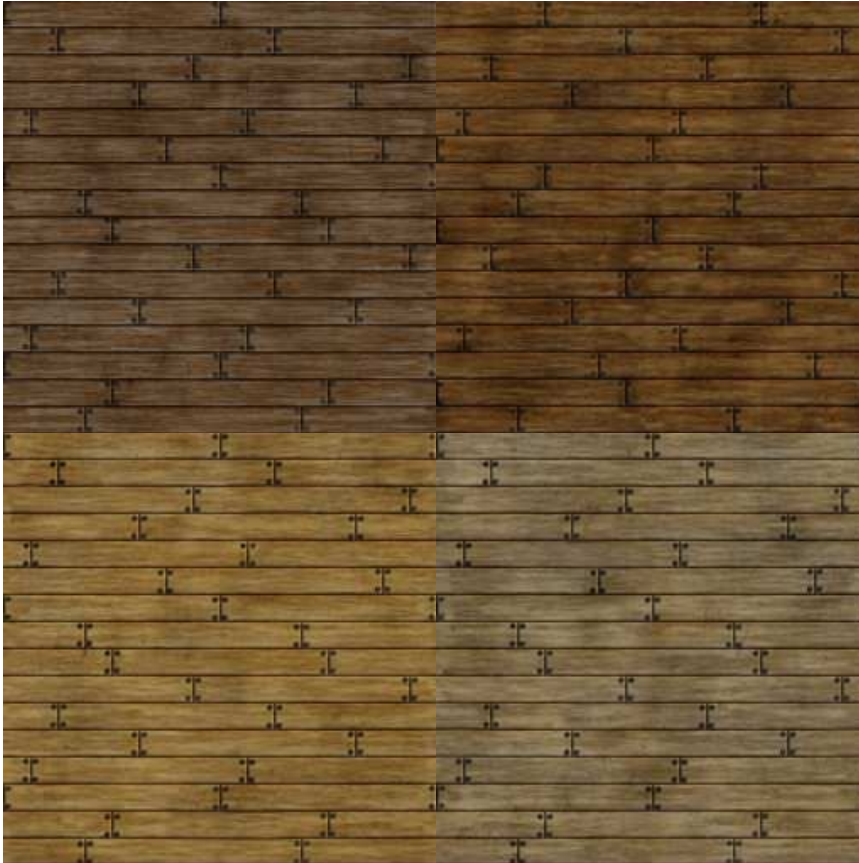
Woodplanksnoend*x*

Description
A set of 3 varying textures of wooden planks without ends.

ID Number
306

Tiling Texture (Yes)

Surface Size
The texture itself covers a 4x4 foot area but it can tile to cover a much larger area if needed.

Required Detail Level
Foreground – high level of detail.

Intended Use(s)
Any texture that needs wooden planks without ends.

Reference(s)

Woodplanksnoendh*x*

Description

A set of 3 varying textures of wooden planks without ends. These are the same textures as the woodplanks*x* series, just turned horizontal.

ID Number

307

Tiling Texture (Yes)

Surface Size

The texture itself covers a 4x4 foot area but it can tile to cover a much larger area if needed.

Required Detail Level

Foreground – high level of detail.

Intended Use(s)

Any texture that needs wooden planks without ends.

Reference(s)

Woodplanks*x*

Description
A set of 4 varying textures of wooden planks without nails in the end of them.

ID Number
308

Tiling Texture (Yes)

Surface Size
The texture itself covers a 4x4 foot area but it can tile to cover a much larger area if needed.

Required Detail Level
Foreground – high level of detail.

Intended Use(s)
Any texture that needs wooden planks without nails in the ends.

Reference(s)

Woodplanksh*x*

Description

A set of 4 varying textures of wooden planks without nails in the end of them. These are the same textures as the woodplanks*x* series, just turned horizontal.

ID Number

309

Tiling Texture (Yes)

Surface Size

The texture itself covers a 4x4 foot area but it can tile to cover a much larger area if needed.

Required Detail Level

Foreground – high level of detail.

Intended Use(s)

Any texture that needs wooden planks without nails in the ends.

Reference(s)
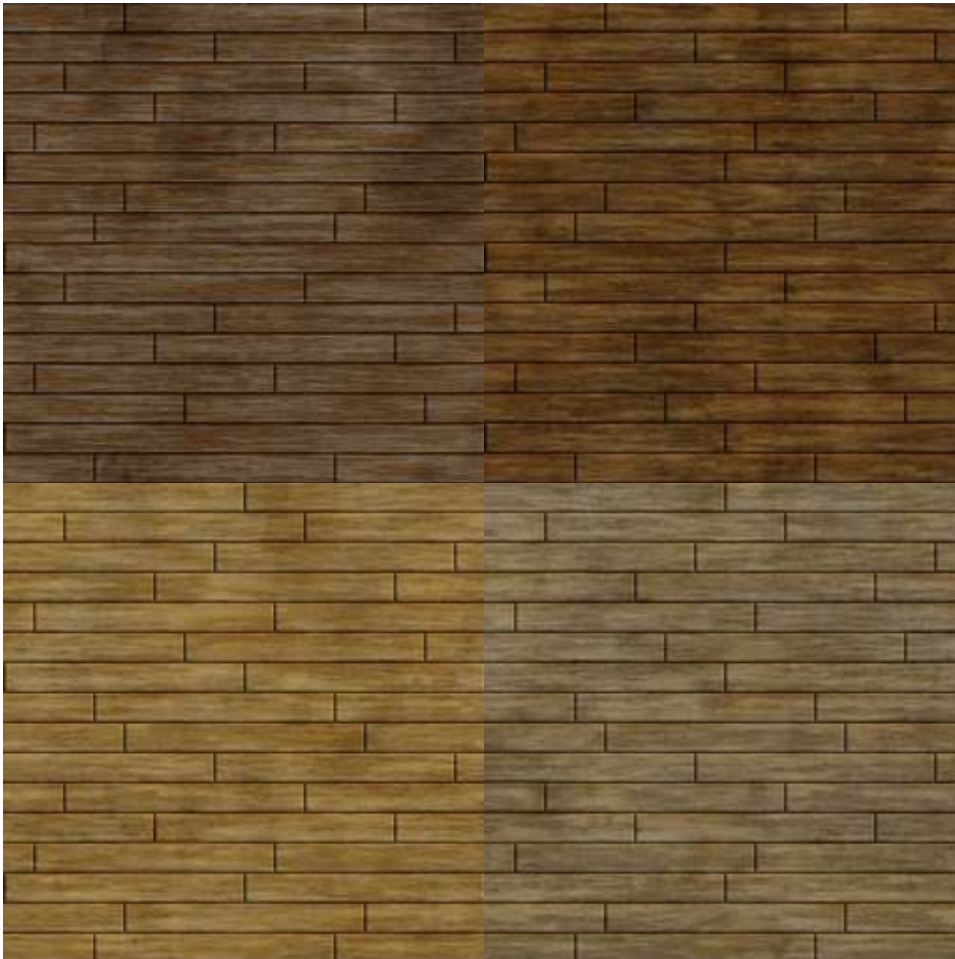
Other Textures

All other textures in the ran_environment package.

grass*x*

Description

A set of 5 tiling grass textures or various sizes. All the textures are the same textures, just different sizes. The texture should be of a grassy field and should tile.

ID Number

310

Tiling Texture (Yes)

Surface Size

The texture itself covers a 4x4 foot area but it can tile to cover a much larger area if needed.

Required Detail Level

Foreground – high level of detail.

Intended Use(s)

Any area covered by grass.

Reference(s)

Stucco

Description

The stucco texture for the majority of the buildings in Puerto Del Ron. The texture should be of a light stucco material and should be tiling.

ID Number

311

Tiling Texture (Yes)

Surface Size

The texture itself covers a 4x4 foot area but it can tile to cover a much larger area if needed.

Required Detail Level

Foreground – high level of detail.

Intended Use(s)

All buildings of Puerto Del Ron.

Reference(s)
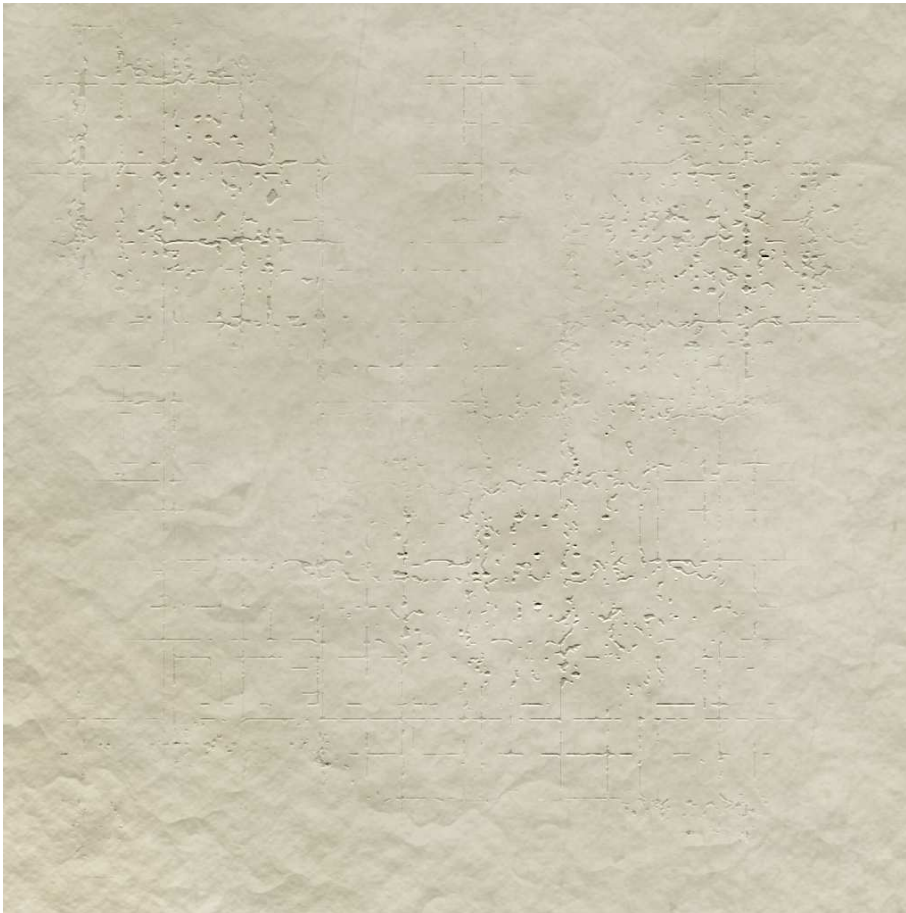
Sounds

All sounds and music will be located in */Ransacked/Animation/ and will have the *.uax file extension.

Sounds may be quickly found by finding their ID number in the complete asset list and then searching for ID their number.

Dock Sounds

These are the sounds that are in the package Docks.uax and are found in the level El Puerto.

Gulls

Description

The sound of seagulls' squawking.

ID Number

400

Required Detail Level

Foreground – high level detail.

Duration

2 seconds

Intended Use(s)

Whenever a player gets near a static mesh that has the gulls sound attached to it.

Reference(s)

Seagulls squawking.

Ocean_edge

Description
The sound of water washing on the beach shore

ID Number
401

Required Detail Level
Foreground – high level detail.

Duration
0.5 seconds

Intended Use(s)
All along the shore of El Puerto

Reference(s)
Beach tide coming in.

Seagulls

Description

The sound of seagulls' squawking.

ID Number

402

Required Detail Level

Foreground – high level detail.

Duration

2 seconds

Intended Use(s)

Whenever a player gets near a static mesh that has the gulls sound attached to it.

Reference(s)

Seagulls squawking.

Puerto Del Ron Sounds

These are the sounds that are in the package PDR_sounds.uax and are found in the level Puerto Del Ron.

Crickets

Description

The sound of crickets chirping. The sound should be fairly soft and only noticeable when the player isn't in an intense action situation.

ID Number

403

Required Detail Level

Foreground – high level detail.

Duration

2 seconds

Intended Use(s)

Whenever the player is a grassy area of Puerto Del Ron

Reference(s)

Crickets chirping

Ship Sounds

These are the sounds that are in the package ship_sounds.uax and are found in the level Los Galleones.

Ropes

Description

The sound of ropes creaking. The sound is a creaking sound that the player hears whenever they are near ropes.

ID Number

404

Required Detail Level

Foreground – high level detail.

Duration

0.5 seconds

Intended Use(s)

Whenever the player is near the ropes of one of the galleons

Reference(s)

Ropes creaking

Sails

Description

The sound of flapping of sails in the wind. The sound is about a 1.5 second sound that loops continually to make the player feel like the ship is moving in the wind on a windy day in the ocean.

ID Number

405

Required Detail Level

Foreground – high level detail.

Duration

1.5 seconds

Intended Use(s)

Played everywhere in Los Galleones

Reference(s)

Strong wind blowing across cloth.

Seashore

Description

The sound of the ocean hitting against something. The sound should sound like a wave is crashing against the hull of the galleon.

ID Number

406

Required Detail Level

Foreground – high level detail.

Duration

2 seconds

Intended Use(s)

Plays every few seconds around the sides of the galleons

Reference(s)

Ocean waves breaking.

Waves

Description

The gentle sound of the ocean. The sound should be that of the water moving with a wave breaking in the distance every few seconds.

ID Number

407

Required Detail Level

Foreground – high level detail.

Duration

5 seconds

Intended Use(s)

Plays constantly throughout the level.

Reference(s)

The sound of the ocean.

Character and Weapon Sounds

These are the sounds that are in the package rSounds.uax and used by characters, weapons, and announcements.

Arrow

Description

A quick whizzing sound. The sound should sound like something is moving through the air very quickly

ID Number

408

Required Detail Level

Foreground – high level detail.

Duration

1 seconds

Intended Use(s)

Whenever a player fires the crossbow

Reference(s)

An object moving very quickly through the air.

Curse

Description

The sound of something being thrown on the ground. The sound should sound like something heavy is being dropped on the ground.

ID Number

409

Required Detail Level

Foreground – high level detail.

Duration

1 seconds

Intended Use(s)

Whenever a player uses the gypsy curse

Reference(s)

A heavy cloth-like object being dropped on the ground.

Knife

Description

The sound of a knife being used. The sound should sound like a knife being scraped against a sharpening stone or some kind of metal.

ID Number

410

Required Detail Level

Foreground – high level detail.

Duration

1 seconds

Intended Use(s)

Whenever a player uses the knife.

Reference(s)

A knife quickly being run across a sharpening stone.

RAN_dark_seal_dropped

Description

The announcement that the dark seal has been dropped. The sound should be a males voice telling the player that the dark seal has been dropped in an Spanish accent.

ID Number

411

Required Detail Level

Foreground – high level detail.

Duration

1 seconds

Intended Use(s)

Drops the dark seal

Reference(s)

Inigo Montoya from The Princess Bride

RAN_dark_seal_returned

Description

The announcement that the dark seal has been returned. The sound should be a males voice telling the player that the dark seal has been returned in an Spanish accent.

ID Number

412

Required Detail Level

Foreground – high level detail.

Duration

1 seconds

Intended Use(s)

Whenever a player returns the dark seal.

Reference(s)

Inigo Montoya from The Princess Bride

RAN_dark_seal_taken

Description

The announcement that the dark seal has been taken. The sound should be a males voice telling the player that the dark seal has been taken in an Spanish accent.

ID Number

413

Required Detail Level

Foreground – high level detail.

Duration

1 seconds

Intended Use(s)

Whenever a player takes the dark seal.

Reference(s)

Inigo Montoya from The Princess Bride

RAN_dark_team_takes_goooold

Description

The announcement that the dark team has taken a bag of gold. The announcer should have a Spanish accent and draw out the word gold like a soccer announcer yelling "Goooooooal."

ID Number

414

Required Detail Level

Foreground – high level detail.

Duration

1 seconds

Intended Use(s)

Whenever a player takes the dark teams gold

Reference(s)

Spanish soccer anouncer

RAN_gypsy_got_gold

Description

The announcement that a player hears when they are a gypsy and they have stolen a bag of gold. The announcement should be a females voice and in Spanish.

ID Number

415

Required Detail Level

Foreground – high level detail.

Duration

1 seconds

Intended Use(s)

Whenever a gypsy player steals a bag of gold.

Reference(s)

A female Inigo Montoya from the Princess Bride

RAN_gypsy_got_seal

Description

The announcement that a player hears when they are a gypsy and they have stolen the seal. The announcement should be a females voice and in Spanish.

ID Number

416

Required Detail Level

Foreground – high level detail.

Duration

1 seconds

Intended Use(s)

Whenever a gypsy player steals a seal.

Reference(s)

A female Inigo Montoya from the Princess Bride

RAN_light_seal_dropped

Description

The announcement that the light seal has been dropped. The sound should be a males voice telling the player that the light seal has been dropped in an Spanish accent.

ID Number

417

Required Detail Level

Foreground – high level detail.

Duration

1 seconds

Intended Use(s)

Whenever a player drops the light seal

Reference(s)

Inigo Montoya from The Princess Bride

RAN_light_seal_returned

Description

The announcement that the light seal has been returned. The sound should be a males voice telling the player that the light seal has been returned in an Spanish accent.

ID Number

418

Required Detail Level

Foreground – high level detail.

Duration

1 seconds

Intended Use(s)

Whenever a player returns the light seal.

Reference(s)

Inigo Montoya from The Princess Bride

RAN_light_seal_taken

Description

The announcement that the light seal has been taken. The sound should be a males voice telling the player that the light seal has been taken in an Spanish accent.

ID Number

419

Required Detail Level

Foreground – high level detail.

Duration

1 seconds

Intended Use(s)

Whenever a player takes the light seal.

Reference(s)

Inigo Montoya from The Princess Bride

RAN_light_team_takes_goooold

Description

The announcement that the light team has taken a bag of gold. The announcer should have a Spanish accent and draw out the word gold like a soccer announcer yelling "Gooooooal."

ID Number

420

Required Detail Level

Foreground – high level detail.

Duration

1 seconds

Intended Use(s)

Whenever a player takes a light teams gold

Reference(s)

Spanish soccer anouncer

RAN_swash_got_gold

Description

The announcement that a player hears when they are a swashbuckler and they have stolen a bag of gold. The announcement should be a males voice and in Spanish.

ID Number

421

Required Detail Level

Foreground – high level detail.

Duration

1 seconds

Intended Use(s)

Whenever a swashbuckler player steals a bag of gold.

Reference(s)

Inigo Montoya from the Princess Bride

RAN_swash_got_seal

Description
The announcement that a player hears when they are a swashbuckler and they have stolen the seal. The announcement should be a voice and in Spanish.

ID Number
422

Required Detail Level
Foreground – high level detail.

Duration
1 seconds

Intended Use(s)
Whenever a swashbuckler player steals a seal.

Reference(s)
Inigo Montoya from the Princess Bride

Rum_fire

Description

The sound that is made when a player uses a bottle of rum. The sound should be much like the sound of liquid moving in a large jug.

ID Number

423

Required Detail Level

Foreground – high level detail.

Duration

1 seconds

Intended Use(s)

Whenever a swashbuckler uses a bottle of rum

Reference(s)

Liquid being moved in a large bottle

Rum_up

Description

The sound that is made when a player selects the bottle of tum. The sound should be much like the sound of liquid moving in a large jug.

ID Number

424

Required Detail Level

Foreground – high level detail.

Duration

1 seconds

Intended Use(s)

Whenever a swashbuckler selects the bottle of rum

Reference(s)

Liquid being moved in a large bottle

Complete Asset List

Below is the complete asset list compiled into tables separated by the type of object listed. After the desired object has been found in a table, use the ID Number to find its full description in the document. The first number of the ID Number is for the type of object and the remaining two numbers are the objects personal number.

Characters   = 000
Static Meshes   = 100
Textures   = 300
Sounds   = 400

Characters

Ransacked! Character List	
ID Num	**Character**
001	Female Gypsy
002	Male Swashbuckler
003	Rats

Static Meshes

Ransacked! Static Mesh List					
ID				**Located In**	
Number	**Object**	**Package**	**Puerto Del Ron**	**El Puerto**	**Los Galleones**
146	Anchor_crank	ran_decorations_s	-	x	-
186	Anchor_crank	ran_ship_s	-	-	x
147	apple	ran_decorations_s	x	x	x
122	Arch_1	PuertoDelRon	x	-	-
148	Barrel	ran_decorations_s	x	x	x
149	Barrel02	ran_decorations_s	x	x	x
150	Bench	ran_decorations_s	x	-	-
151	Boot	ran_decorations_s	x	-	x
125	Booth01	PuertoDelRon	x	-	-
152	Bucket	ran_decorations_s	x	x	x
177	Buckler	ran_items_s	x	x	x
153	Bush0x	ran_decorations_s	x	-	-
154	Chandelier	ran_decorations_s	x	x	-
126	Chimney_1	PuertoDelRon	x	-	-
128	Corner_1	PuertoDelRon	x	-	-
156	Crate_lid	ran_decorations_s	x	x	x
157	Crate_lobster	ran_decorations_s	x	x	x
158	Crate_open	ran_decorations_s	x	x	x
155	Crate0x	ran_decorations_s	x	x	x
178	Crossbow_bolt	ran_items_s	x	x	x
179	Curse_Pickup	ran_items_s	x	x	x
100	DPlank_1024	DockMeshes	-	x	-
101	DPlank_256	DockMeshes	x	x	-
102	DPlank_256B	DockMeshes	-	x	-
103	DPlank_256B2	DockMeshes	-	x	-
104	DPlank_512	DockMeshes	-	x	-
105	DPlank_768	DockMeshes	-	x	-
130	Floor_x	PuertoDelRon	x	-	-
131	Flour_bagxx	PuertoDelRon	x	-	-
159	Flour_bagxx	ran_decorations_s	x	x	x
160	Flower_potx	ran_decorations_s	x	-	-
132	Fountain	PuertoDelRon	x	-	-
180	Gold_bag	ran_items_s	x	x	x
161	Guild_sign0x	ran_decorations_s	x	x	-
162	innSign	ran_decorations_s	x	-	-
133	Lantern02	PuertoDelRon	x	-	-
187	Lantern02	ran_ship_s	-	-	x
163	Lanternx	ran_decorations_s	x	x	-
164	Merchant_sign	ran_decorations_s	x	-	-
165	Orange	ran_decorations_s	x	-	x
166	Pedestal_gold	ran_decorations_s	x	x	x
167	Pedestal_silver	ran_decorations_s	x	x	x
168	Pulleyx	ran_decorations_s	-	-	x
181	Quiver	ran_items_s	x	x	x

134	Railing_1	PuertoDelRon	x	-	-
216	RAN_ tug	ran_ship_s	-	-	x
123	RAN_building_balcony	PuertoDelRon	x	-	-
124	RAN_building_basex	PuertoDelRon	x	-	-
106	RAN_Building_bell	DockMeshes	-	x	-
127	RAN_building_church	PuertoDelRon	x	-	-
107	RAN_Building_church_steeple	DockMeshes	-	x	-
129	RAN_building_door	PuertoDelRon	x	-	-
188	RAN_crows_nest	ran_ship_s	-	-	x
108	Ran_Decoration_Bar	DockMeshes	-	x	-
109	RAN_Decoration_shelf01	DockMeshes	-	x	-
110	RAN_Dock_Door	DockMeshes	-	x	-
111	RAN_Dock_Lifeboat	DockMeshes	-	x	-
112	RAN_Dock_TavernShutter	DockMeshes	-	x	-
114	RAN_Dock_TBoard_512	DockMeshes	-	x	-
115	RAN_Dock_Water	DockMeshes	-	x	-
116	RAN_Docks_cranearm	DockMeshes	-	x	-
117	RAN_Docks_cranebase	DockMeshes	-	x	-
118	RAN_Docks_CraneLift	DockMeshes	-	x	-
119	RAN_Docks_pylon01	DockMeshes	-	x	-
120	RAN_Docks_pylon02	DockMeshes	-	x	-
189	RAN_door	ran_ship_s	-	-	x
190	RAN_foremast_deco	ran_ship_s	-	-	x
191	RAN_foremast_hold	ran_ship_s	-	-	x
192	RAN_hammock	ran_ship_s	-	-	x
207	RAN_insides	ran_ship_s	-	-	x
193	RAN_Lifeboat	ran_ship_s	-	-	x
194	RAN_map	ran_ship_s	-	-	x
195	RAN_mast_support	ran_ship_s	-	-	x
196	RAN_masts	ran_ship_s	-	-	x
197	RAN_module	ran_ship_s	-	-	x
198	RAN_netting	ran_ship_s	-	-	x
206	RAN_netting	ran_ship_s	-	-	x
199	RAN_parchment	ran_ship_s	-	-	x
200	RAN_plank	ran_ship_s	-	-	x
201	RAN_porthole	ran_ship_s	-	-	x
202	RAN_railing	ran_ship_s	-	-	x
203	RAN_Rope	ran_ship_s	-	-	x
204	RAN_Rope_knot	ran_ship_s	-	-	x
205	RAN_Rope_tug	ran_ship_s	-	-	x
208	RAN_shell	ran_ship_s	-	-	x
209	RAN_shipsign	ran_ship_s	-	-	x
210	RAN_stairs_cargo	ran_ship_s	-	-	x
211	RAN_stairs_deck	ran_ship_s	-	-	x
212	RAN_stairs_deck_gallery	ran_ship_s	-	-	x
213	RAN_stairs_gallery	ran_ship_s	-	-	x
214	RAN_stairs_quarters	ran_ship_s	-	-	x
215	RAN_support	ran_ship_s	-	-	x
113	RAN_TBoard_1024	DockMeshes	-	x	-
135	Roof_x	PuertoDelRon	x	-	-

169	Rope	ran_decorations_s	x	x	x
170	Rope_hanging	ran_decorations_s	x	x	x
136	Rope_hanging	PuertoDelRon	x	-	-
137	Rope_pile	PuertoDelRon	x	-	-
171	Rope_pile	ran_decorations_s	-	x	x
182	Seal_gold	ran_items_s	x	x	x
183	Seal_silver	ran_items_s	x	x	x
172	Shark	ran_decorations_s	-	-	x
173	Shelf	ran_decorations_s	x	x	x
174	Ship_wheel	ran_decorations_s	-	x	x
138	sign	PuertoDelRon	x	-	-
184	Silver_bag	ran_items_s	x	x	x
217	Sky_cylinder	ran_ship_s	-	x	x
139	Sky_dome	PuertoDelRon	x	-	-
218	Sky_dome	ran_ship_s	-	x	x
140	Sky_plane	PuertoDelRon	x	-	-
121	Steps_tavern	DockMeshes	-	x	-
141	Stocks	PuertoDelRon	x	-	-
175	Table	ran_decorations_s	-	x	-
176	TavernSign	ran_decorations_s	-	x	-
142	Thin	PuertoDelRon	x	-	-
185	Treasure_chest	ran_items_s	x	x	x
143	Wall_x	PuertoDelRon	x	-	-
144	Wood_stairs_left	PuertoDelRon	x	-	-
145	Wood_stairs_right	PuertoDelRon	x	-	-

Textures

Ransacked! Texture List					
ID			**Located In**		
Num	**Texture**	**Resolution**	**Puerto Del Ron**	**El Puerto**	**Los Galleones**
300	Cobblestone	256x256	x	x	-
310	grass*x*	256x256	x	-	-
301	stonewall	256x256	x	x	-
311	stucco	256x256	x	-	-
302	wood*x*	256x256	x	-	x
303	woodh*x*	64x64	x	-	x
304	woodnails*x*	64x64	-	-	x
305	woodnailshx	256x256	-	-	x
306	woodplanksnoendx	256x256	-	-	x
307	woodplanksnoendhx	256x256	-	-	x
308	woodplanksx	256x256	-	-	x
309	woodplankshx	256x256	-	-	x

Sounds

Ransacked! Sound List			Located In		
ID					
Num	**Sound**	**Looping**	**Puerto Del Ron**	**El Puerto**	**Los Galleones**
408	arrow	N	x	x	x
403	crickets	Y	x	-	-
409	curse	N	x	x	x
400	Gulls	Y	-	x	-
410	knife	N	x	x	x
401	ocean_edge	Y	-	x	-
411	RAN_dark_seal_dropped	N	x	x	x
412	RAN_dark_seal_returned	N	x	x	x
413	RAN_dark_seal_taken	N	x	x	x
414	RAN_dark_team_takes_goooold	N	x	x	x
415	RAN_gypsy_got_gold	N	x	x	x
416	RAN_gypsy_got_seal	N	x	x	x
417	RAN_light_seal_dropped	N	x	x	x
418	RAN_light_seal_returned	N	x	x	x
419	RAN_light_seal_taken	N	x	x	x
420	RAN_light_team_takes_goooold	N	x	x	x
421	RAN_swash_got_gold	N	x	x	x
422	RAN_swash_got_seal	N	x	x	x
404	ropes	Y	-	-	x
423	RUM_fire	N	x	x	x
424	Rum_up	N	x	x	x
405	sails	Y	-	-	x
402	seagulls	Y	-	x	-
406	seashore	Y	-	-	x
407	waves	Y	-	-	x