

Triaged Graphics List: Chibi Fighter

Background

- various buildings
- street
- moving background (flickering neon light, etc) (4-8 frames)

Props

- brass knuckles
- Heart pickup (3 frames)
- weak hit effect (3 frames)
- strong hit effect (3 frames)
- kicking up dust (3 frames)

Player

- Idle (4 frames)
- Run (8 frames)
- Punch Combo
 - Left (3 frames)
 - Right (3 frames)
 - Uppercut (3 frames)
- Kick/Knee (6 frames)
- Hurt (3 frames)
- Fall Over / Die (8 frames)
- Block (1 frame)
- Block hit (1 frame)
- All with brass knuckle edit
 - Knuckle Idle (4 frames)
 - Knuckle Run (8 frames)
 - Knuckle Punch Combo
 - Knuckle Left (3 frames)
 - Knuckle Right (3 frames)
 - Knuckle Uppercut (3 frames)
 - Knuckle Kick/Knee (6 frames)
 - Hurt (3 frames)
 - Knuckle Fall Over / Die (8 frames)
 - Block (1 frame)
 - Block hit (1 frame)

Enemies

Cat Ninja Punk

- Idle (3 frames)
- Run (3 frames)
- Punch (3 frames)
- Hurt (3 frames)
- Fall Over / Die (6 frames)
- Taunt / Hair Flip (6 frames)

Bull Bruiser

- Idle (3 frames)
- Run (3 frames)
- Punch (6 frames)
- Hurt (3 frames)
- Fall Over / Die (6 frames)
- Taunt / Suave Smirk (6 frames)

Dragon Swordsman Boss

- Idle (4 frames)
- Run (6 frames)
- Sword 4 hit Combo (12 frames)
- Strong Slash (12 frames)
- Teleport In (6 frames)
- Teleport Out (6 frames)
- Hurt (3 frames)
- Fall Over / Die (12 frames)
- Taunt / Bow (12 frames)

UX/UI

Screens

- Start Screen
- Credits
- How to Play Screen
 - might make multiple
- Win Screen
- Death Screen

HUD

- Health Bar (Transparent)
 - Red Bar that goes down as health decreases
- Boss Health Bar (Transparent)
 - Red Bar that goes down as health decreases

Soundwork

Teammate is doing all sound work