Triaged Graphics List: Chibi Fighter

Background

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

Props

- brass knuckles
- <mark>Heart pickup (3 frames)</mark>
- <mark>hit effect (3 frames)</mark>
- <mark>blocked hit effect (3 frames)</mark>
- <mark>kicking up dust (3 frames)</mark>

Player

- <mark>Idle (4 frames)</mark>
- <mark>Run (8 frames)</mark>
- <mark>Punch Combo</mark>
  - <mark>Left (3 frames)</mark>
  - <mark>Right (3 frames)</mark>
  - <mark>Uppercut (3 frames)</mark>
- <mark>Kick/Knee (6 frames)</mark>
- <mark>Hurt (3 frames)</mark>
- <mark>Fall Over / Die (8 frames)</mark>
- <mark>Block (1 frame)</mark>
- <mark>Block hit (1 frame)</mark>
- 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)

Red Ninja

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