Art Style Guide

Items in red apply to ONLY the test level that we are making.

1. Overall tone and Feel:
   1. The game will have a dank and dark feel to it, much like *Castlevania I.* 
      1. The environments will be typical underground indoor fare, such as muddy cave, large cavern, catacombs, and the underside of graveyards.
   2. Adjectives for the visuals include:
      1. Decrepit
      2. Sorrowful
      3. Wet
      4. Foreboding
      5. Unwelcoming
      6. Dark
   3. The resolution and detail level of the game will be similar to titles like [Wizorb](http://www.wizorb.com/) and [Cave Story](http://www.cavestory.org/info_about.php).
      1. Not as high resolution as Cave Story, and not as bright or cheery as either.
   4. For the test level, this level will be right beneath a church, in the basement.
      1. Relevant décor includes crates and storage
2. Assets Required for Sample level -Statics

*All assets should be 64 x 64px. This size is referred to from now on as a “Unit”*

* 1. Spikes
     1. Standard steel spikes. The tips should be bright to differentiate them from the background.
  2. Stairs
     1. Standard stone stairs. Should be two types here, facing left and right.
  3. Crates
     1. Standard wooden crate, size of the character.
     2. There will be 2 alternate crate types, differing slightly in appearance but not in size or function.
  4. Platforms

All platforms will be tile-able. For the test level, all platforms will be stone in type for ease of design.

* + 1. Wooden platform
       1. Should resemble rotted wooden planks
    2. Brick flooring
       1. Base ground. Should be grey-brown tile flooring.
    3. Stone flooring
    4. Stone wall
    5. Stone corners,
       1. Upper left
       2. Upper right
       3. Lower left
       4. Lower right
    6. Stone ceiling
  1. Background
     1. The background should consist of large (4x4 units) tile-able backdrops, or alternatively, a simple 1 unit repeating tile.
     2. Large background pieces are encouraged, but unlikely to fit in current scope. This section will be edited later on if this changes.

1. Assets Required for Sample level –Sprites

“Sprites” in this context define anything that moves or can be interacted with; anything not “Static” in the level.

* 1. Character
     1. The main character will have a walking animation that varies depending on what state of decay he is in, but will always have an 8-frame walking animation. In addition, they will have an animation for each of the following actions:
        1. Jumping
           1. Pushing off of the ground
        2. Falling
           1. Shown when the player is both ascending and decending
        3. Landing
           1. Shown at the end of a fall
        4. Fighting
           1. Shows as a forward thrust with a sword-less hand.
           2. The sword is treated as a separate sprite.
        5. Dying
           1. This is a 4 frame animation in which the character falls to the ground, dropping their sword, and landing face-down.
     2. Character decay

The Main character will begin the game with clean, bright clothing and armor, which will over time be rendered dirtier, tattered and worn as the game progresses, in the form of 5 stages. The stages are described as follows:

* + - 1. The character has a helmet covering his face, and is garbed in clean white clothing with a red insignia resembling the red cross of the templars.
      2. The white clothing has gotten a shade darker, and is no longer bright. Very minor wear is shown on the metal armor, and his walk animation strides are no longer as wide.
      3. The character is now very worn down. His clothing, while still distinct from the brown/red/black background, has become grey and stained with blood and tattered. He has lost his helmet, revealing his face. His shield is in bad shape.
      4. The character's tunic is now in shreds, revealing his chain undershirt. His face has scars on it, and his posture is unsteady at best. Only half of his shield remains.
      5. The character is almost crawling at this point. It's a wonder that he isn't dead yet. His tunic is completely gone, as is most of his chain undershirt, revealing a cut chest. His face is bleeding profusely, and is cut so horribly that it's unlikely he will ever smile again. His shield is long gone, and his sword appears as though it's about to snap in two. Parts of his chain mail are dangling free."
  1. Destructible crate
     1. This crate can be destroyed to reveal secrets.
     2. It looks identical to either of the standard crate skins, save a noticeable rotted plank in the middle to mark it.
     3. Upon destruction, a 4-frame cloud of dust should replace it momentarily as a death animation.

*Subject to massive addition*

*-Steven*