This manual is for the list of animations in every parts

I also create a guide of the exact frames of every animation, you can use it as your reference. check below.

Take note: The size per frame was 70 x 60 px and the character size was 22 x 38 px

Part-1 Anim list:

- **IDLE**
- **RUN**
- **ATTACK**
- **CARRY IDLE**
- **CARRY RUN**

Part-2 Anim list:

- **CHOPPING WOOD**
- **MINING MINERALS**
- **TILLING SOIL**
- **WATERING CROPS**
- **COLLECT WATER**

Part-3 Anim list:

- **HARVEST CROPS**
- **HURT**
- **DIE**

In the game engine I used (Godot) sprite-sheet starts with "0" but in Aseprite it starts with "1" so I add both just in case you need it.

PART-1

IDLE:	FRAME NUM: if start with 0	FRAME NUM: if start with 1
Down	0 – 4	1 – 5
Up	8 – 12	9 – 13
Side	16 – 20	17 – 21
RUN:		
Down	24 – 31	25 – 32
Up	32 – 39	33 – 40
Side	40 – 47	41 – 48
ATTACK:		
Down	48 – 52	49 – 53
Up	56 – 60	57 – 61
Side	64 – 68	65 – 69
CARRY/IDLE:		
Down	72 – 76	73 – 77
Up	80 – 84	81 – 85
Side	88 – 92	89 – 93
CARRY/RUN:		
Down	96 – 103	97 – 104
Up	104 – 111	105 – 112
Side	112 – 119	113 – 120

PART-2

CHOPPING:		
Down	0 – 4	1 – 5
Up	8 – 12	9 – 13
Side	16 – 20	17 – 21
MINING:		
Down	24 – 28	25 – 29
Up	32 – 36	33 – 37

Side	40 – 44	41 – 45
TILLING SOIL:		
Down	48 – 52	49 – 53
Up	56 – 60	57 – 61
Side	64 – 68	65 – 69
WATERING CROPS:		
Down	72 – 79	73 – 80
Up	80 – 87	81 – 88
Side	88 – 95	89 – 96
COLLECT WATER:		
Down	96 – 103	97 – 104
Up	104 – 111	105 – 112
Side	112 – 119	113 – 120

PART-3

HARVEST CROPS:		
Down	0 – 4	1 – 5
Up	8 – 12	9 – 13
Side	16 – 20	17 – 21
HURT/GET_HIT:		
Down	24 – 26	25 – 27
Up	32 – 34	33 – 35
Side	40 – 42	41 – 43
DEAD/OVER:		
Down	48 – 53	49 – 54
Up	56 - 61	57 – 62
Side	64 - 69	65 – 70

IF YOU WANT TO ADD PLANTING ANIMATION USE SOME FRAMES FROM "HARVEST CROPS BELOW!

HARVEST CROPS(as planting crops):		
Down	0, 1, 2, 1	1, 2, 3, 2
Up	8, 9, 10, 9	9, 10, 11, 10
Side	16, 17, 18, 17	17, 18, 19, 18

I HOPE THIS HELPS YOU

GOOD LUCK TO YOUR DREAM GAME!