Here is a gif of our current gameplay: [https://gyazo.com/cc2b24bc1c12ed6defa6276fceb93a57](https://www.facebook.com/l.php?u=https%3A%2F%2Fgyazo.com%2Fcc2b24bc1c12ed6defa6276fceb93a57&h=5AQGrhYdSAQHGtla0KDlIGGOgkc5SRK_ve2wMdz1Okr9cSw&enc=AZNlqteDDZTCATU4owqkdP8xE9wcicEoI20NkwI8yACWc-k32b5y1IzSW8OG4Vaozey0zoth6nd1no3QEcecptDwOFlATi-M4G5xwojxN1mMr3WFFJqbYOlPY-n7zvRv-w7GHeYHXRus-6VG8jit3hrkL6HzTOJ35Akqu_i9elwT2Q&s=1)

Here is the (awesome) online pixel art editor we've been using: [http://www.piskelapp.com/p/agxzfnBpc2tlbC1hcHByEwsSBlB…/edit](http://www.piskelapp.com/p/agxzfnBpc2tlbC1hcHByEwsSBlBpc2tlbBiAgIDYhYGMCAw/edit)

Here's the art we need:

Enemies:

- snowman (defeated)

- ice miniboss (walking, posing, attacking, defeated, victorious)

- ghost

- spooky miniboss

Weapons

- sword

- staffs (earth, water, fire, & air)

- sheild

- mace

- bow

- club

- battle ax

- sling shot

- the legendary sword (a stick)

Projectiles:

- snowball/iceball (can be recoloured)

- fireball

- boulder/stone (can be resized)

- whirlwind

- arrow

Walls tiles:

-winter wall tile

-winter corner tile

-winter solid tile

-haunted mansion wall tiles

-haunted mansion corner tiles

-haunted mansion solid tiles

\* these basic tiles can be rotated and layed out to form rooms.

@[Brendan](https://www.facebook.com/brendan.morgan.71) I hope this clears up what we need for art, feel free to get as liberal as you want to, even if that means dropping the pixel art style

@[Anthony](https://www.facebook.com/anthony.persico.33) see if you can implement entrances/exits to levels, namely using SceneManager.LoadScene

Questions?

Ideas for Dungeon Boss

* Dragon
* Giant Rat
* Scorpion
* Cyclopes