**Graphics Requirements.**

* Player – Spritesheet (Multiple images).
  + Idle/moving/jumping.
* Enemy – Spritesheet (Multiple images).
  + Idle/moving.
* Scrap – Multiple.
* Ground.
* Platforms.
  + Long/short.
  + Spikes.
  + Falling.
* Background – repeat.
* Projectiles – Trailing and transparent.
* HUD/health.
* Menu.
* Power-ups.