**The Sarge Universe**

**MSG’s MVP**

**(3D Animations & 2D Sprites)**

In order for us to move to our next step, we need to turn my 3D Characters & Buildings (which have already been rigged) and add some animations where needed. (I.e. soldiers shooting, dying, etc).

Here is the complete list of our MSG’s MVP Gaming Assets:

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| **Artwork – Table of Gaming Assets** |
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| **Buildings** |
| **Production Buildings: x 4** |
| HQ |
| Barracks |
| Training Camp |
| Builder |
| **Resource Buildings: x 7** |
| Power Plant |
| Power Storage (empty) |
| Power Storage (full) |
| Supply Drop (empty) |
| Supply Drop (full) |
| Supply Storage (empty) |
| Supply Storage (full) |
| **Defensive Towers: x 3** |
| Watch Tower |
| Rocket Turret |
| Motor |
| **Defensive Buildings: x 3** |
| Wall (lvl1) |
| Wall (lvl2) |
| Wall (lvl3) |
| **Traps:** |
| Trap (active) |
| Trap (cutter) |
| Trap (standby) |
| Mine |
|  |
| **Units x**  **Grenadiers** |
| GDF (lvl 1-2) |
| GDF (lvl 3-4) |
| GDF (lvl 5-6) |
| MEA (lvl 1-2) |
| TEF (lvl 3-4) |
| UNE (lvl 5-6) |
| **Machine Gunners** |
| GDF (lvl 1-2) |
| GDF (lvl 3-4) |
| GDF (lvl 5-6) |
| **Heroes** |
| Sarge |

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| **Artwork – Animations Needed** |
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| **Buildings** |
| **Production Buildings: x 4** |
| HQ   1. Upgrade – lights turn on at windows + some glowing light rising from floor to the top of the building (like most upgrading animation visuals) 2. Destroyed – building blows up and leaves a small amount of rubble |
| Barracks   1. Default – flag moves (as if it was slightly windy) 2. Upgrade – some glowing light rising from floor to the top of the building (like most upgrading animation visuals) 3. Producing Troops – doors open and lights turn on (to show the building is building troops) 4. Destroyed – building blows up and leaves a small amount of rubble |
| Training Camp   1. Default – flag moves (as if it was slightly windy) 2. Upgrade – some glowing light rising from floor to the top of the building (like most upgrading animation visuals) 3. Troops Waiting for Deployment – just have whatever troops the player has produced, stand around and move from space to space (until they have been deployed) 4. Destroyed – building blows up and leaves a small amount of rubble |
| Builder Hut   1. Default – Robot Builder is “turned off” whilst sitting in its “building pod” 2. Building – Robot Builder turned on and hovers over to the builder and raising both hands whilst electric sparks shoot out his hands (like in a car/mechanics garage) 3. Destroyed – building blows up and leaves a small amount of rubble |
| **Resource Buildings: x 7** |
| Power Plant   1. Resource Collecting – Circle window light flashes on and off to show power is being generated somehow 2. Resource collector full – Light remains on constantly 3. Destroyed – building blows up and leaves a small amount of rubble |
| Power Storage (empty)   1. Empty – Power Storage is at its lowest level 2. Destroyed – building blows up and leaves a small amount of rubble |
| Power Storage (full)   1. Semi-Full – Power Storage raises slightly and you can see a light of electricity within the storage 2. Fully-full – Power Storage raises to full height and you can see a light of electricity that are far brighter than before (so it is easy to see once its full) 3. Destroyed – building blows up and leaves a small amount of rubble |
| Supply Drop (empty)   1. Default – flag moves (as if it was slightly windy) 2. Destroyed – building blows up and leaves a small amount of rubble |
| Supply Drop (full)   1. Semi-full – has 1-2 crates on top of it (which land from a parachute) 2. Fully-full – has 3 create on top of it (which land from a parachute) 3. Destroyed – building blows up and leaves a small amount of rubble |
| Supply Storage (empty)   1. Empty platform – no animations needed 2. Destroyed – building blows up and leaves a small amount of rubble |
| Supply Storage (full)   1. Semi-full – has a handful of crates on the platform – no animations needed 2. Fully-full – has a full box of crates on the platform – no animations needed 3. Destroyed – building blows up and leaves a small amount of rubble |
| **Defensive Towers: x 3** |
| Watch Tower   1. Default – has machine gunner scouting around, walking from the N,W,S,E windows of the watch tower until it locks onto a target 2. Shooting – machine gunner stands at the top side of which is it shooting from and follows same animations as stated below. 3. Destroyed – building blows up and leaves a small amount of rubble |
| Rocket Turret   1. Default – rocket turret randomly spins from N,W,S,E until it locks onto a target 2. Shooting – rocket turret turns to target and starts firing missiles from its turrets at its target 3. Destroyed – building blows up and leaves a small amount of rubble |
| Motor   1. Default – motor randomly spins from N,W,S,E until it locks onto a target 2. Shooting – motor turns to target and starts firing motor shells from its turret at its target 3. Destroyed – building blows up and leaves a small amount of rubble |
| **Defensive Buildings: x 3** |
| Wall (lvl1)   1. No animations needed 2. Destroyed – building blows up and leaves a small amount of rubble |
| Wall (lvl2)   1. No animations needed 2. Destroyed – building blows up and leaves a small amount of rubble |
| Wall (lvl3)   1. No animations needed 2. Destroyed – building blows up and leaves a small amount of rubble |
| **Traps:** |
| Trap Door (standby)   1. Default – trap door is closed with the lid on |
| Trap Door (activated)   1. Active – trap door opens downwards and troops fall into spikes, then it closes again quickly |
| Mine (standby)   1. Default – top of mine is bleeping red (to show the mine is armed)   Mine (activated)   1. Active – bleeping red light starts flashing faster and then it explodes |
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| **Units x**  **Grenadiers** |
| GDF (lvl 1-2)   1. Idle – needs to look: N,NW,W,SW,S,SE,E,NE 2. Walk – needs to walk: N,NW,W,SW,S,SE,E,NE 3. Attacks – needs to throw a grenade: N,NW,W,SW,S,SE,E,NE 4. Die – needs to die: N,NW,W,SW,S,SE,E,NE |
| GDF (lvl 3-4)   1. Idle – needs to look: N,NW,W,SW,S,SE,E,NE 2. Walk – needs to walk: N,NW,W,SW,S,SE,E,NE 3. Attacks – needs to throw a grenade: N,NW,W,SW,S,SE,E,NE 4. Die – needs to die: N,NW,W,SW,S,SE,E,NE |
| GDF (lvl 5-6)   1. Idle – needs to look: N,NW,W,SW,S,SE,E,NE 2. Walk – needs to walk: N,NW,W,SW,S,SE,E,NE 3. Attacks – needs to throw a grenade: N,NW,W,SW,S,SE,E,NE 4. Die – needs to die: N,NW,W,SW,S,SE,E,NE |
| MEA (lvl 1-2)   1. Idle – needs to look: N,NW,W,SW,S,SE,E,NE 2. Walk – needs to walk: N,NW,W,SW,S,SE,E,NE 3. Attacks – needs to throw a grenade: N,NW,W,SW,S,SE,E,NE 4. Die – needs to die: N,NW,W,SW,S,SE,E,NE |
| TEF (lvl 3-4)   1. Idle – needs to look: N,NW,W,SW,S,SE,E,NE 2. Walk – needs to walk: N,NW,W,SW,S,SE,E,NE 3. Attacks – needs to throw a grenade: N,NW,W,SW,S,SE,E,NE 4. Die – needs to die: N,NW,W,SW,S,SE,E,NE |
| UNE (lvl 5-6)   1. Idle – needs to look: N,NW,W,SW,S,SE,E,NE 2. Walk – needs to walk: N,NW,W,SW,S,SE,E,NE 3. Attacks – needs to throw a grenade: N,NW,W,SW,S,SE,E,NE 4. Die – needs to die: N,NW,W,SW,S,SE,E,NE   **Machine Gunner** |
| GDF (lvl 1-2)   1. Idle – needs to look: N,NW,W,SW,S,SE,E,NE 2. Walk – needs to walk: N,NW,W,SW,S,SE,E,NE 3. Attacks – needs to shoot machine gun: N,NW,W,SW,S,SE,E,NE 4. Die – needs to die: N,NW,W,SW,S,SE,E,NE |
| GDF (lvl 3-4)   1. Idle – needs to look: N,NW,W,SW,S,SE,E,NE 2. Walk – needs to walk: N,NW,W,SW,S,SE,E,NE 3. Attacks – needs to shoot machine gun: N,NW,W,SW,S,SE,E,NE 4. Die – needs to die: N,NW,W,SW,S,SE,E,NE |
| GDF (lvl 5-6)   1. Idle – needs to look: N,NW,W,SW,S,SE,E,NE 2. Walk – needs to walk: N,NW,W,SW,S,SE,E,NE 3. Attacks – needs to shoot machine gun: N,NW,W,SW,S,SE,E,NE 4. Die – needs to die: N,NW,W,SW,S,SE,E,NE |
| **Heroes** |
| **Global Defence Force:** |
| Sarge   1. Idle – needs to look: N,NW,W,SW,S,SE,E,NE 2. Walk – needs to walk: N,NW,W,SW,S,SE,E,NE 3. Attacks – needs to shoot machine gun: N,NW,W,SW,S,SE,E,NE 4. Die – needs to die: N,NW,W,SW,S,SE,E,NE 5. Special Ability – Hero begins to glow Green as he shoots 4 grenade launcher bullets at its target |