

## Character Sprites

Player: animations needed: (a) running (b) falling

↳ "Merkules"



spiky brown hair

(c) jumping (d) swimming

(e) flying (f) climbing

(g) swinging (h) jump attack

## Weapons

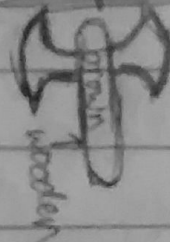
can also jump on heads

wings



- dragonlike

↳ must flap for flying



frag. metallic  
melee

double sided  
axe



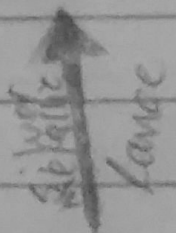
fireball → projectile  
orange/yellow



throwing

trident

OR:



- "level quirks" → what changes in each level

Level 1: underwater → blue tint over sprite

weapon: trident only

Level 2: forest →

weapon: jump attack, axe, trident

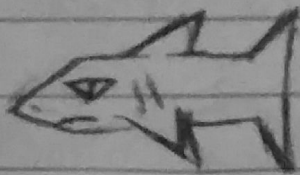
Level 3: castle → gains wings

weapon: jump attack, axe, fireball (no trident)

→ for humanoid, feel free to reuse player's body & replace head

## ② Enemies:

### Level ①:

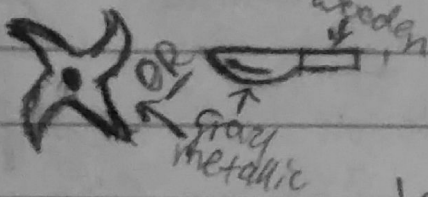


### Shark

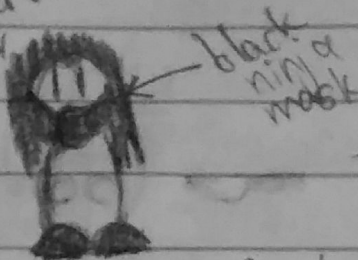
- "generic" gray/white shark

- "Swimming" animation

### Level ②:



dagger  
brown hair

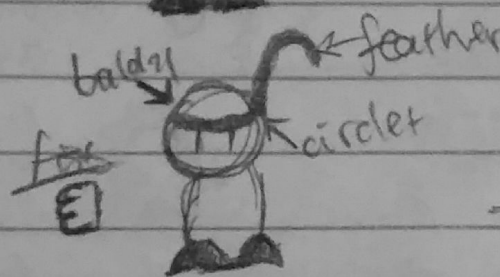


black  
ninja  
mask

### Rise Clone/Ninja

- walking animation

- throws ninjastar/daggers



bald

feather

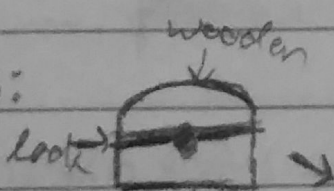
circlet

### Putt Bunchers/Monks

- walking animation

- punching animation  
(for attacking)

### Level 2&3:



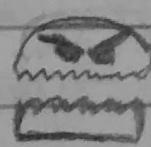
wooden

lock

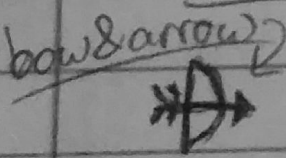
### Mimic

- treasure chest

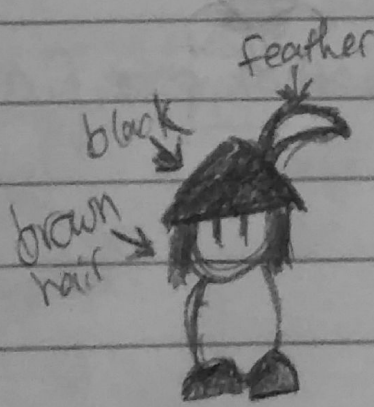
- "bites" for mawing



### Level ③:



bow & arrow



black

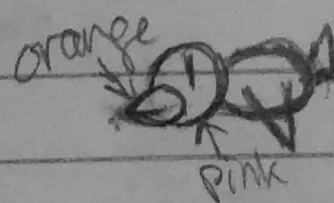
brown  
hair

feather

### Archer/Cafferus → self sprite

- walking animation

- uses bow & arrow for weapon



orange

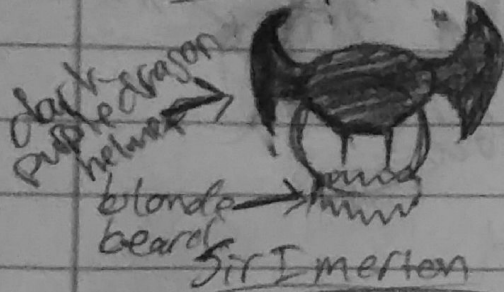
pink

### Parrot

- flying animation

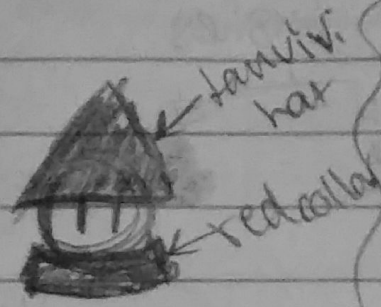
### ③ Friendlys

• head popups



Sir Imeron

- dazing dragon knight
- wears dragon helmet
- has blonde beard



Sonderon the Wise

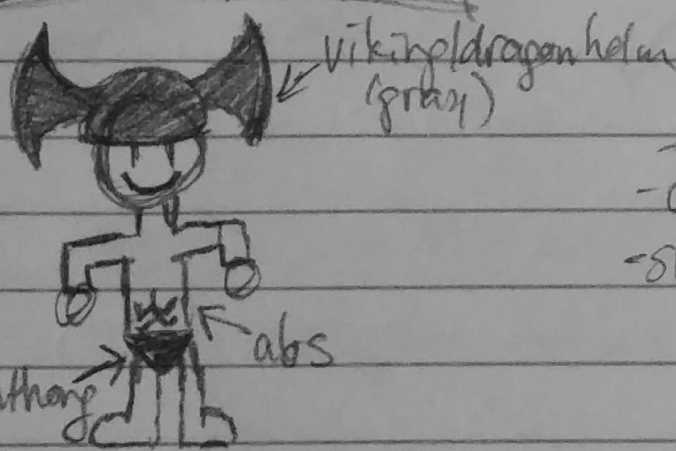
- grand wizard
- has pointy "vivi" hat
- garb is red black mage robe



Megami the Mermaid

- mermaid
- think Ariel
- have detailed you want to get

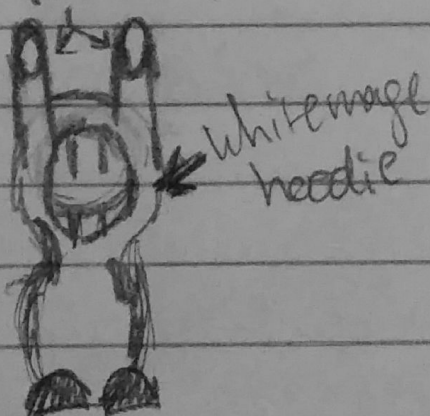
### Animated / full body



Anthon

- dancing animation
- shows up at end of game & dances

pink bunny ears

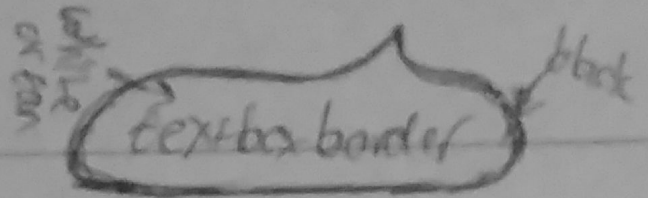


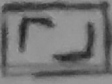
Terabera


- walks up when player or appears loses all lives or dies
- revives player




## Shared Environment



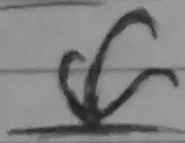
 platform tiles: green or tan/brown (level 1 & 2)  
gray/stone (level 3)

 ladder - wooden (brown)

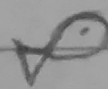
 - ginger cookie ("revive" token)

- sky background - clouds, light blue

### Level 1:



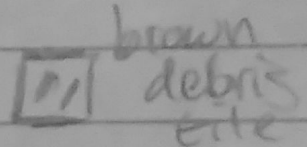
- coral - pink



- gold decoration  
fishies



- water level/sea foam

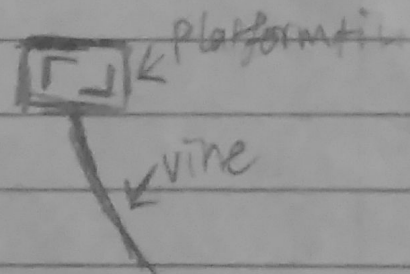


- watery background tiles

### Level 2:

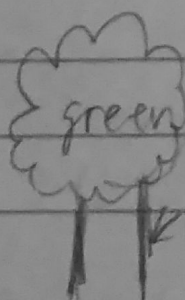


- green bush



Platform tile

vine



- generic tree

- foresty (green) filler  
tiles

brown

## General Descriptions

Level 1: Underwater level with sharks (enemies), pink coral and goldfishies (decoration), green arfan platform tiles

Level 2: Forest level with vines, trees, bushes

Level 3: Castle Level - so mostly need stoney-tiles