

# Graphic Request

1. For now 1 tile map w/ your choice of design based on our discussions. We will have different kinds of levels unless that is too much we don't want to overkill you. Maybe 3 different tilemaps that we can organize in different ways to combine and make a good amount of levels.
2. Primary background images. However many you can come up with.
3. Player walking animation in one direction - RIGHT
4. Jetpack of some sort possibly? If you don't like that idea we can do a double jump instead or jumping off walls
5. Grenade rolling in one direction - RIGHT and just 1 rotation
6. Any weapons you can dream up. It would help to see the theme of the game to get weapon ideas to match. Maybe we should wait on weapons other than primary ones.
7. Bullet and bullet at point of impact.
8. If the bullet does damage is there splatter? Of course all based on how much detail you want to go into it.
9. Rolling somewhat like the one I made with your touch to it.
10. Explosions for the grenade or other weapons
11. Spin animation in the air when the player jumps.
12. Just a note... What do you want the character to look like? I don't want to ruin any ideas you might have so don't let me if you have something in mind, but should we do a robot/spacesuit/more mean war torn looking. Trying to think of how to explain it.... The player should look like a "bad ass" that makes you feel like no one can mess with you. Maybe armor of some type? Any concept art genre armor? Just throwing ideas out there. Your going to be able to come up with better ideas in that area than me but if I can help out I'll throw it your way and you can either apply it or ignore and move on. Or maybe the player changes form as he progresses and gains armor/upgrades? These are all things that would make the game more interesting but more of a job for you.
13. Make image sizes hug the artwork as much as possible. The collision used currently considers transparent pixels a collision. If you play the game you wouldn't really notice it too much but pixel perfect would be nice maybe a later feature.
14. Jetpack meter if you want to add a jetpack and not double jump.
15. Health meter. Keep the programming in mind of having to decrease the meter if you can. Would it look good if we cut the width off it.. 2 separate images/layers and then I could make one like we have now. Or we can just keep the one we got as it's fine with me. Might not fit the rest of the art.
- 15.
- 16.
- 17.
- 18.
- 19.
- 20.