

# PROMPT TO GROK:

Create a 6-second animated video that simulates a 2D video game scene.

## CRITICAL CHARACTER LOCK RULES:

- The character must remain 100% identical to the reference design.
- Do NOT change face, body proportions, hairstyle, colors, outfit, or details.
- Same character model in every frame.
- No redesign, no stylization changes, no random variations.

The top part of the frame is a reference image ONLY.

It appears briefly at the very beginning (less than 1 second) and then completely disappears.

## ANIMATION :

Create a 6-second continuous 2D action combo  
(combat idle → attack → dodge → jump → landing → hero idle).

## NEGATIVE RULES:

- No character redesign.
- No extra characters.
- No outfit changes.
- No face changes.
- No color changes.
- No distortion.
- No realistic 3D effects.
- No cinematic camera.

## OUTPUT GOAL:

A 6-second 2D game-style animation that looks like real gameplay, with perfect character consistency.

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**You can experiment with different types of animations.**

**If you want to try a new animation style or action sequence,  
replace only the ANIMATION section of this prompt with your new  
animation instructions.**

**You may choose:**

**– A single animation from the list**

**OR**

**– A combination of multiple animations blended together into one 6-second sequence.**

Add a new set of advanced but gameplay-safe stylized cartoon actions, optimized for 12 FPS.

Motions must remain smooth, readable, and minimal in rotation.

No sharp spins, no fast pivots, no camera or perspective changes.

Advanced actions list:

**Dash (Short Burst):**

- Very quick forward burst with strong anticipation.

- 2–3 fast steps, then controlled stop.

### **Dash Cancel to Idle:**

- Immediate soft recovery from dash into idle.

### **Lean Forward / Lean Back:**

- Upper-body lean only, feet stay planted.
- Useful for aiming or interaction states.

### **Edge Balance:**

- Character balances near an edge.
- Arms out slightly, small foot corrections.

### **Ledge Grab (Static):**

- Hands grip edge, body hangs with light swing.
- Minimal movement, readable pose.

### **Climb Up (Short):**

- One clean pull-up motion.
- Ends in stable standing idle.

### **Drop Down:**

- Step off edge with controlled fall.

### **Stagger (Hit Reaction):**

- Small backward stumble, quick recovery.

- No spinning or falling.

### **Knockback (Soft):**

- Short backward slide with feet contact.
- Ends in balanced stance.

### **Recover / Shake It Off:**

- Character shakes arms or shoulders briefly.
- Returns to idle.

### **Point / Interact:**

- Simple pointing or button-press gesture.