

# PROMPT TO MIXBORAD:

Create a complete and consistent 2D game assets

All assets must match EXACTLY the visual style of the attached reference image.

Preserve the same line quality, proportions, color palette, shading method, texture feel, and level of detail.

This is a strict style lock — no reinterpretation, no redesign, no variation.

## INCLUDED ASSETS (FULL GAME SET)

### 1. UI / HUD (Hand-Drawn)

- Life / health bar
- Points / score indicator
- Sound & music icons
- Hand-drawn, readable, game-friendly

### 2. Environment Props

- Trees, rocks, plants
- Houses, fences, signs
- Small decorative and interactive objects

### 3. Background Assets

- Foreground, midground, background elements
- Gameplay-friendly composition
- Not overly detailed or busy

### 4. Level Layout / Platform Assets

- Platforms, ground tiles, ledges
- Slopes, stairs, bridges
- Modular, reusable, grid-aligned

## TECHNICAL & LAYOUT REQUIREMENTS

- Green background only (solid green, no gradients, no textures)
- Each asset clearly separated with enough spacing for sprite slicing
- Nothing cropped or cut off
- Consistent scale across all assets
- Clean, readable shapes suitable for a 2D game engine

## STYLE & QUALITY

- Exact visual match to the attached reference image
- Same artist, same world, same visual language
- Original designs only (no copyrighted characters or locations)
- Professional 2D game art quality

## FINAL STYLE LOCK

Global style lock:

Match the attached reference image exactly.

No style drift, no realism increase, no simplification, no color changes.