* Character animation
  + Characters have walk/run animation as they move around the map
  + Characters will have different death animations for different methods of death
    - Which animation is determined by the last source they took damage from
    - Possible animations:
      * Death by gunshot
      * Death by fire
      * Death by acid
      * Death by magic
      * Death by crushing
      * Death by melee
* Cards and hand animation
  + The players deck is animated whenever the player draws a card
  + When a card is selected, it is highlighted, and when it is played it fades away and is replaced
* Card effects animation
  + Each card will play an animation when used based on its effect
    - For example a fire damage card will initiate an animation of the player launching a fireball that flies a distance and then explodes at maximum range or when impacting a wall or player
    - While animations can be reused between different cards, a player should be able to tell what the spell is doing and at what scale from the animation
      * For example a more damaging fireball might be bigger or be a different color
* Hazard and AI animation
  + Hazards
    - Each type of trap will have its own unique appearance and animation when triggered
    - Examples
      * Spikes coming up from a floor
      * Bomb trap engulfing a hallway
  + AI Characters (Bloodhounds)
    - Look and move like dogs
    - Basic biting/swiping animation when they attack players