GUIDE TO THE MINIWORLD SPRITESHEET BUILDINGS  
by Shade

* This is just a guide for those who were asking me what kind of buildings I was trying to portray and there’s no need to read through the whole document.
* Feel free to use these assets on any projects you are developing (commercially or not).
* Feel free to creatively manipulate / modify these sprites however you like.
* No need to credit me just please don’t sell these assets to anyone (these assets will always be free).
* All kinds of criticism are welcome. (I just started pixel art last December and criticism helps me create better stuff).
* Please help me by sharing and rating this asset on itch (ratings will keep the project going).

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| IMAGE | BUILDING NAME | BUILDING DESCRIPTION |
| FORT | | |
|  | **Castle** | A large building, typically of the medieval period, fortified against attack with thick walls, battlements, towers, and in many cases a moat. |
|  | **Mausoleum** | A building, especially a large and stately one, housing a tomb or tombs. |
| INFANTRY | | |
|  | **Barracks** (but not Obama) | A building or group of buildings used to house soldiers. A building for military units. |
|  | **Garrison / Bunker** | The troops stationed in a fortress or town to defend it or station (troops) in a particular place. |
|  | **Archery** | A building for trained personnel who shoots with a bow and arrows, especially at a target area. For training archers or crossbowmen. |
|  | **Stables** | A building set apart and adapted for keeping horses. A building for training soldiers to ride a horse. For training knights and cavalrymen. |
|  | **Prison** | A place for the confinement of people accused or convicted of a crime. In medieval fantasy, it would be a building for imprisoning deadly creatures or monsters. |
|  | **Church / Sanctuary** | A building used for public worship (religious / spiritual). A sacred or holy place. In medieval fantasy, it would be a building for training monks, priests, healers, paladins… etc. |
| DEFENSE STRUCTURES | | |
|  | **Watchtower** | A fortress or stronghold in the form of or including a tower. a tower built to create an elevated observation point. |
|  | **Wall** | A high thick masonry structure forming a long rampart or an enclosure chiefly for defense |
| WORKSHOPS | | |
|  | **Blacksmith / Smithy** | A blacksmith's workshop; a forge. |
|  | **Alchemy** | The medieval forerunner of chemistry, based on the supposed transformation of matter. It could also be used as a building for training mage, sorcerers, alchemists…etc. |
|  | **Workshop / Factory** | A building in which goods are manufactured or repaired. |
|  | **Shipyard** | Is a place where ships are built and repaired. These can be yachts, military vessels, cruise liners or other cargo or passenger ships. |
| MARKETPLACE | | |
|  | **Butchery / Meat Shop** | The workplace for slaughtering animals and preparing them for sale as meat. |
|  | **Wheat Shop / Corn Shop** | A shop for selling grain-based food such as rice, wheat, corn etc. |
|  | **Fish Shop** | A shop that sells seafood such as shellfish and sea fish. |
|  | **Fruit Shop** | A shop that sells a variety of edible fruits. |
|  | **Equipment Shop** | A shop that sells a variety of equipment such as clothing, armor, jewelry, and weapons. |
| HOUSES | | |
|  | **Hut** | A small, simple, single-storey house or shelter. |
|  | **Cabin** | A small house in the woods or another rural setting, often made of wood. |
|  | **House** | A building for human habitation, especially one that is lived in by a family or small group of people. |
|  | **Tavern** | An establishment for the sale of beer and other drinks to be consumed on the premises, sometimes also serving food. In medieval fantasy scenarios, it is an establishment for hiring personnel. |
| RESOURCE STORAGE | | |
|  | **Lumbermill** | A sawmill or lumber mill is a facility where logs are cut into lumber |
|  | **Cave** | A large underground chamber, typically of natural origin, in a hillside or cliff. |
|  | **Mining Shaft / Quarry** | A place where mining is carried on or a large, deep pit, from which stone or other materials are or have been extracted. |
|  | **Silo / Windmill** | a tower or pit on a farm used to store grain. A building with sails or vanes that turn in the wind and generate power to grind grain into flour. |
|  | **Ranch** | A large building where cattle or other animals are bred and raised. |

GUIDE TO THE MINIWORLD SPRITESHEET CHARACTER ANIMATIONS  
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**I. IDLE ANIMATION –** 300 ms

**II. WALK ANIMATION –** 200 ms  
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**III. ATTACK ANIMATION –** 100 ms

**IV. SHIELD IDLE ANIMATION –** 300 ms

**V. SHIELD TAKE DAMAGE ANIM –** 100 ms