Animations Needed.

Currently we need the following animations (this is not a complete list as I am sure I will have missed some)

**Board.**

* The Board is being designed to look like a standard board game board, this means we need it to open like one. This needs to look smooth a bit like the opening of old Disney movies or Shrek when the book opens.

<https://www.youtube.com/watch?v=rmn12HszN8c>

<https://www.youtube.com/watch?v=7MuUQk-XwgA>

* The assets like the door, sofa, cat scratching post etc…. should pop up think like a pop up book.

<https://www.youtube.com/watch?v=L_DkuirvQ5E>

* A way to spawn/summon new cats. Maybe a porthole or something like the stargate affect….

**Cats.**

The cats will need several animations from movement to idle and combat. There will also be if possible different animations for each sort of cat.

* Idle all cats.
  + Moving head to look around.
  + Licking body or paw to clean self
  + Making meow sound
* Idle spearman cat.
  + Playing with its feather spear
  + Hat falling to one side and cat shacking or correcting it somehow.
* Idle archer cat
  + Pouncing on the toy mice
  + One in mouth hanging by tail.
* Idle archer cat in box fort.
  + Poking head up out of the box.
  + Waving a toy mouse like a flag.
* Idle roomba cat.
  + Spinning on the Roomba.
* Idle Catapult cat.
  + Getting tangled up in its ball of wool
* Fat cat.
  + Sleeping
  + Yawing
  + Not sure what else works here maybe playing with its crown (if we give him one) or playing on the scratching post.
* Movement.
  + Each cat will have the same movement animation as there going to move like playing pieces they need to slide smoothly over the board.
  + The only exception to this is when an Archer cat enters a box fort. Then he should look as if he’s being lifted or jumping/pouncing into it.
* Combat
  + Each cat will have different combat animations.
* Spearman cat.
  + Poking the other cat with the feather spear.
* Archer cat.
  + Throwing toy mice at the other cat.
* Archer cat in box fort.
  + Same as the archer cat but more of a lob to get the toy mouse over the box fort.
* Roomba cat.
  + Charging the cat and bashing it with his Roomba.
* Catapult cat.
  + Throwing a big ball of wool over his head with both arms.
* Fat cat.
  + If we have time…. A laser pointer that the player can control with a red dot. Once the player had picked the tile the fat cat will leap of the scratching post and dive/pounce on the area.

Currently that’s all I can think of.