Due to time constraints on sprite animations, here are guidelines for how the boss will animate / behave.

Easier for me to type since speaking is hard due to breathing issues

* 2 phases:
  + First phase: Non-rat
  + Second phase: rat
* One idle sprite for each phase (where the boss is not attacking)
  + Can act as a placeholder, immovable object boss, or shimmy shimmyed in Unity
* Each phase will have a throw (now changed to kick)
  + First phase (non-rat) : Wet floor sign
    - Kicked towards raccoon, **no return**
  + Second phase (rat) : Mop bucket
    - Kicked towards raccoon, **returns to boss**
  + Both wet floor sign and mop bucket is its own sprite with same height
    - Slightly taller than raccoon, so player either have to single or double jump
    - Not connected to boss sprite for hitbox detection
* Rat Fruit Throw
  + Boss animation is single sprite, action shown by rat’s eyes red + action lines
  + Fruit thrown has 3 different visuals (apple, orange, lemon), all in one file in same folder as this document
    - Isolated via sprite sheet splicing in Unity
    - No plan for different behaviours per fruit, just thrown at raccoon and disappear when hit the ground