# [Arts and Sprites]

* Art style: 16-bits
* Camera angle: angled top-down
  + Example:



(More arts example in GAME ARCHITECTURE FOLDER under the folder called INSPO)

* Character
  + MC
    - Male and Female version
      * Basic hair style
      * Basic adventerer clothing
      * (More example of clothing style for reference in the Arts folder in Documents)
        + Note: Take the picture in the folder as reference only, do not copy exactly what’s in the picture in case of plagiarism. You can mix and match however you like.
  + NPC
    - Male and Female
      * Basic townsfolk clothing and featuresfor NPC before they got assign a job.
      * Available Job (with basic clothing that fits the role):
        + Builder
        + Lumber
        + Guard
        + Chef
        + Inn Keeper
        + Miner
* Lanscape
  + Coastal Area when the player first arrive with mostly flat lands for the player to build the structures on and perhaps mountain range on the background. (Need some more discussion)
* Trees
  + Basic trees scatter around the landscape
* Ores/minerals/material
  + Wood
    - Planks
    - Log
  + Stone
    - Pebble
    - Cobblestone
    - Refined stone
  + Iron
    - Ore form
    - Nugget
    - Iron bar
  + Copper
    - Ore form
    - Nugget
    - Copper Bar
  + Gold
    - Ore form
    - Nugget
    - Gold bar
  + Diamond
    - Coarse Ore
    - Refined
* Creatures (based line, allowed variant)
  + Pigs
  + Cows
  + Sheeps
  + Chicken
  + Wolf
    - Can be tame
* Tools/Weapons (has different version, all with damage stats)

Description: Most of these tool should only be made up of wood and stone at first, then we research iron and steel tools

* + Axe (weapon/tools)
    - Tool: Handaxe
    - Weapon: Greate Axe
  + Pickaxe
  + Hoe
  + Scythe
  + Sword
  + Hammer (weapon/tools)
    - Great Hammer
  + Bow
    - Crossbow
    - Bow
  + Spear
  + Morning star
* Structure

Description: At first, all of this structure should only made up of mostly woods, then we will upgrade it into a mixture of wood and stone. Later on, there will be other material.

* + Town Hall
  + Pub
  + Blacksmith
  + Farm
  + Houses
* Clothing/Fashion
  + (More example of clothing style for reference in the Arts folder in Documents)
    - Note: Take the picture in the folder as reference only, do not copy exactly what’s in the picture in case of plagiarism. You can mix and match however you like.
* Food
  + Bread
  + Meat
    - Cow
    - Sheep
    - Chicken
    - Pig
  + Cake
  + Apple
  + Stew
* Farming (seeds)
  + Wheat
  + Cucumber
  + Pumpkin
  + Tomato
  + Onion
  + Corn
  + Potato
* Miscellaneous
  + Inventory GUI
  + Start game menu
  + Volume and control menu
* Later on:
  + More style to cuztomize the MC:
    - Hair and skin color, hair style for both male and female character, height and body shape sliders
  + Few more beginner clothing for MC
  + Few more clothing style for randomized NPC