

DUCK DASH

Visual Sprite Reference Guide

Actual Size Mockups & Color Specifications

COLOR PALETTE:



Sky Blue

#87CEEB



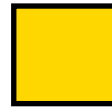
Grass Green

#32CD32



Stone Gray

#696969



Golden Yellow

#FFD700



Danger Red

#FF4500



Magic Purple

#9370DB



Earth Brown

#8B4513



Pure White

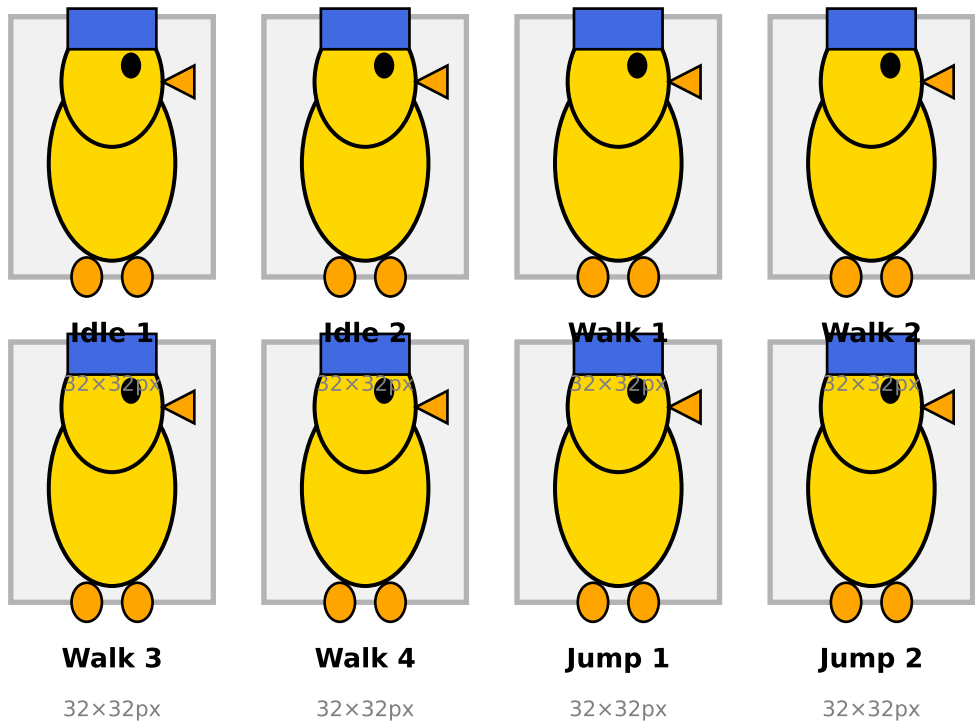
#FFFFFF

SIZING STANDARDS:

- Base Grid: 16×16 pixels
- Player Duck: 32×32 pixels (2×2 grid)
- Small Collectibles: 16×16 pixels
- Large Collectibles: 24×24 pixels
- Small Enemies: 24×24 pixels
- Large Enemies: 48×48 pixels

PLAYER SPRITES - ADVENTURER DUCK

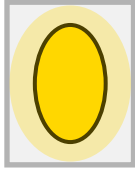
Size: 32×32 pixels | 8 Animation Frames



ANIMATION SPECIFICATIONS:

- IDLE ANIMATION: 2 frames, 1.0 second cycle (gentle breathing)
- WALK ANIMATION: 4 frames, 0.4 second cycle (classic side-scrolling)
- JUMP ANIMATION: 2 frames, 0.2 seconds each (takeoff and landing poses)
- VISUAL FEATURES: Bright yellow body, orange beak, blue adventure hat
- SPECIAL EFFECTS: Wing flapping during movement, sparkles on collection

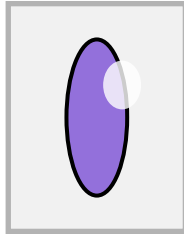
COLLECTIBLE SPRITES



Magic Seeds

16×16 pixels

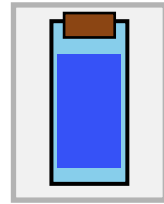
10 points



Rainbow Feathers

24×24 pixels

50 points



Energy Potions

20×20 pixels

25 points

COLLECTIBLE ANIMATIONS:

- MAGIC SEEDS: Gentle floating bob (2.0s cycle) + golden sparkle particles
- RAINBOW FEATHERS: Slow rotation (3.0s cycle) + iridescent shimmer effect
- ENERGY POTIONS: Bubbling liquid animation + 5-second speed boost effect
- COLLECTION EFFECTS: 0.5s sparkle burst + score popup + brief screen flash