DUCK DASH - SPRITE REFERENCE GUIDE

Version 2.0 - Complete Visual Design

GRID SYSTEM & SIZING:
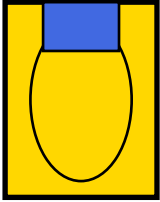
• Base grid: 16×16 pixels

• Player: 32×32 pixels (2×2 grid)

• Tiles: 32×32 pixels

• Small collectibles: 16×16 pixels

• Large collectibles: 24×24 pixels

• Enemies: 24×24 to 48×48 pixels

COLOR PALETTE:

Sky Blue: #87CEEB

Grass Green: #32CD32

Stone Gray: #696969

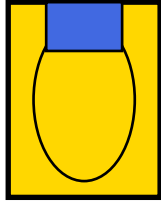Golden Yellow: #FFD700

Danger Red: #FF4500

Magic Purple: #9370DB

PLAYER SPRITES - ADVENTURER DUCK
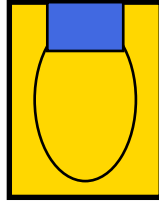
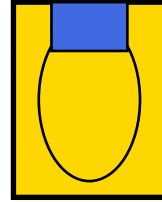## Size: 32×32 pixels | 8 Animation Frames

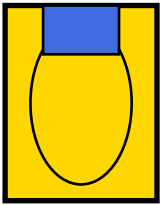**Idle 1**
32×32px

Idle 2
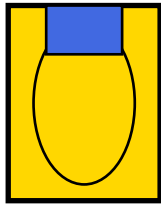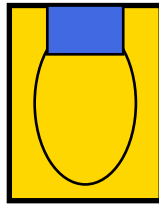32×32px

Walk 1
32×32px

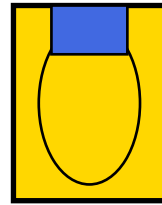**Walk 2**
32×32px

Walk 3
32×32px

Walk 4
32×32px

Jump 1
32×32px

Jump 2
32×32px

ANIMATION SPECIFICATIONS:

- IDLE: 2 frames, 1.0s cycle (breathing)
- WALK: 4 frames, 0.4s cycle (side-scroll)
- JUMP: 2 frames, 0.2s each (static poses)
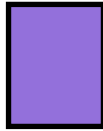- COLORS: Yellow body, orange beak, blue hat

COLLECTIBLE SPRITES

MAGIC SEEDS RAINBOW FEATHERS ENERGY POTIONS

16×16px

10 points

24×24px

50 points

20×20px

25 points

ANIMATION SPECIFICATIONS:

- SEEDS: 2.0s floating bob + golden sparkles

- FEATHERS: 3.0s rotation + rainbow shimmer

- POTIONS: Bubbling liquid + speed boost effect