Animation Research

As you probably know, 2D sprite animation is made through a series of sprites that represent different stances in the animation placed across a timeline that goes at a certain frame speed.

According to this method, the animation process will be challenging because we have to make each stance of animation for the sprites. The main subject of discussion to this topic is: What sprites do we animate? I have a few suggestions:

* The player character: Because of the way the character is designed, being in a minecart, there is not a lot to animate. I only think of the wheels of the minecart can be made to look like they’re rotating, but they will need to be redone because the design of the wheels is to plain and I don’t think the rotation will be noticeable. I can also suggest making the head move somehow when the character moves. Something that can be added could be a dust/gravel effect on the back wheels when the characters move, but I’m not sure if it should be animated or made as a visual effect.
* The water and lava: We make it look like it has small moving waves. I could suggest some splashing/smoke effects for the lava, but it is in the same discussion as in the player character dust effect.
* Optional obstacles: In case we use the rock assets as obstacles, we can make them fall in the game. But this type of animation can be made directly in the level editor, so we don’t have to make different animation sprites.

Apart from what I said another thing we can do is make environmental animation like water drops, burning torches and so on. But we have to decide if it’s easier to animate them or make them as visual effects.

If you want to look into it yourselves I used this link as reference: https://docs.unrealengine.com/en-us/Engine/Paper2D