Art/Animation Master List

Raven (high priority)

-Character model

Heroine with long hair, stylish dark clothes, wrapped in The Veil

-Running animation

-Stationary animation

Bounces slightly

-Jumping animation

Regular jump (include falling animation) AND using The Veil (this acts as a second jump, but the character sprite will become a column of dark energy, thinner than normal character model in order to get through certain holes) ((ask Mike about it))

-Invincible animation

Similar to jumping with The Veil but Raven is stationary and it can be held down

-Transport animation

Raven explodes into a cloud of pixels that then reforms as the next level appears

-Death animation

Similar to transport animation, but the pixels don’t reform

-Talking animation

Higher quality than pixelated character model, focus on head/upper body, mouth moves in generic ‘talking’ motion. Emotions required: Calm, Excited, Terrified, Confused, Angry, Surprised

Enemies (medium priority)

-Ghoul

Zombie-like entity, crawls with its hands

-Walking animation

No legs, arms pull body forward, mouth opens and closes menacingly

-Ghost

You know what a ghost looks like, mouth open wide to be spooky

-Floating animation

Moves arms up and down

-Skeleton

Tattered rags over a typical skeleton, looks like they are enjoying this a little too much

-Throwing animation

Wind-up, throw, recover. Generic bone flies out, spins as it moves (no moving animation, skeletons are stationary)

The Count (low priority)

-Character Model

Long, dark gray beard. Fancy, mystical robes that cover his face and body (except the beard). Splay out on the floor

-Stationary Animation

Slightly bounces

-Talking Animation

Same style as Raven, but only one emotion - mysterious

-Teleport Animation

Makes a grand gesture, disappears in a column of blue energy

Environment (high priority)

-Background

Stonework, 3 color palettes (no preference as to which 3 as of yet), torches periodically lighting with the appropriate color, columns and other objects associated with castles/temples, spooky stuff

-Walls/Ceilings/Floors

Black blocks, bordered by the appropriate color

-Platforms

Stone/Carpet/Columns of various sizes, outlined in the color of the current plane

-Transport Locations

Patches of wavy dark lines, Raven glows when standing in them

-Dangerous Green Goo

Attached to floors/platforms, bubbles and sizzles

-Locked Door

The important part is having a keyhole so players know they need to find a key

-Interactive Objects

Key – gold, glowing, floating, generic, disappears when touched

Lever – Also generic, needs a push animation

-End Goal

I have a sort of Mario-flag but we should come up with something better