Skeletons

# Purpose

Skeletons make platforming harder, Raven has to time her moves.

# Art

### Appearance

Bone white, tattered clothes around waist/shoulder. Wide grin, looks like they’re enjoying this too much.

### Animation

**-stationary**: swinging hips back and forth

**-throwing**: very obvious windup, throwing, recovery

# Ability

Stays in place, at set times throws a bone in an arch. Bone kills Raven on touch.

# Sound

**-stationary**: bones clacking

**-throwing**: woosh noise for when bone is thrown, smash noise when it hits the ground