

Any additional questions can be emailed to nlopez1993@gmail.com

File Resolutions:

BG Image PNG for Demo - 2000 x 1000 px

Idle Animation Spritesheet - 900 x 900 px
(Individual sprites: 8 at 300 x 300 px)

Walk Animation Spritesheet - 2000 x 700 px
(Individual sprites: 12 at 250 x 350 px)

Run Animation Spritesheet - 1800 x 1200 px
(Individual sprites: 13 at 450 x 300 px)

Jump Animation Spritesheet - 1750 x 1800 px
(Individual sprites: 20 at 350 x 450 px)

Attack Animation Spritesheet - 1800 x 1750 px
(Individual sprites: 19 at 450 x 350 px)

Stagger Animation Spritesheet - 2000 x 700 px
(Individual sprites: 9 at 400 x 350 px)

Death Animation Spritesheet (Part 1-3) - 2000 x 1950 px Each
(Individual sprites: 12 at 500 x 650 px)

Death Animation Spritesheet (Part 4) - 1500 x 650 px
(Individual sprites: 3 at 500 x 650 px)

Alignment:

The sprites' pivot points have been aligned with the "Idle" animation after slicing each by grid count. If the alignment becomes undone the values are as follows:

Katava Idle Spritesheet (X 0.5 , Y 0.0)

Katava Attack 1 Spritesheet (X 0.45 , Y 0.08)

Katava Death 1 Parts 1-4 (X 0.5 , Y 0.1)

Katava Run Spritesheet (X 0.6 , Y 0.0)

Katava Stagger Mid Spritesheet (X 0.47 , Y 0.025)

Katava Walk Spritesheet (X 0.5 , Y 0.0)

Katava Jump Spritesheet (X 0.515 , Y 0.02)

Other:

There are 13 total sprites in the "Run" spritesheet; in the demo animation, only the first 10 are used (these are the looping sprites). The last 3 are transition sprites that can be used when the character first begins to run so that the trailing effect gradually and naturally appears behind him.

The last 8 sprites of the "Jump" animation are transition sprites so that the "Jump" can naturally end where the first sprite of "Idle" begins. The code can be designed such that after sprite 12, any animation can take over but if there is no additional input then play the final 8 sprites.

The "Jump" animation is stationary by default and should be vertically and horizontally adjusted with code to look correct (see demo video on Asset page).