Contents

[Character description 2](#_Toc470760603)

[Environment description 2](#_Toc470760604)

[Enemies 2](#_Toc470760605)

[Technical details 3](#_Toc470760606)

[Level design 3](#_Toc470760607)

# Character description

The main character:

Pixel dimensions: 32x32

It’s a cat

Weapon animation should be in max 96x64 size, for a huge sword swing

Appearance:

Chubby cat

Red / orange’ish fur, big fluffy tail,

Armor: Black leather armor encasing the chest, upper legs and upper arms, gloves and boots

Weapon: Big two-handed sword 2 times as big as the cat itself, very slight crystal blue

Animations:

Jump 3-4 frames

Run 5-6 frames

Forward attack with sword (sword attack’s size should be bigger than the character (32x32) because of the sword) 3-4 frames

Jump forward attack with sword 3-4 frames

Backwards step like in Castlevania with particle dust effect below the feet, 2-3 frames

# Environment description

Environments:

Tiles info:

32x32 pixel size

Black in the middle and then decorate the outer of the tile

Environment types:

Snow, rot, castle

# Enemies

Bat

Frog

Gargoyle

Enemy that “dances”, quicksteps back and forth before it slashes.

Enemy Charger Dude

Enemy Flying Diving

Enemy Blocking

# Technical details

# Level design

In the hub:

In the left room, there’s 3 researchers that are walking back and forth

They have white lab coats, glasses and helmets on

In the main hub room, the middle one, there’s a secretary dude / dudette.

In the right room, there’s 1 researcher and a guard, guard is having a rifle, a helmet and a jacket with boots on.

The lock room separates the hub from the hallway, it’s there for security reasons.

**Introduction**

After elevator shaft, make the player do a puzzle, then after the puzzle, make him meet a mysterious person.

This mysterious person makes the cave rumble

After the rumble make rocks fall on top of the player.

When the rocks have fallen on top of the player, make an excavation team come dig him out and carry him back to the hub.

Then the rocks in the elevator hallway has been cleared and the elevator has been shut down, out of order.

Now a new area opens.

**Puzzle ideas.**

Push a block around

Stand on platforms, stand on trigger that makes them move independently

One moves down, one moves up

Make the middle thing click with the other middle thing

Have a timer reset the platforms – 30 seconds.