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# 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