Characters we need to keep or do custom:

Sword in 4 different attacking positions, plus one for when it isn’t being held by player

Potion

Enemy in 4 different positions (change based on direction of movement)

\*Could have more than 1 enemy type as well, but I don’t know we’ll have time)

Player in 4 different positions (similar to above)

Possibly a better portal sprite

Wall sprites are fine as is

Heart sprites are fine as is

Number characters

Some alpha characters (we should decide on our game title)

/ character

space character

Better door sprite possibly (although the one we have now isn’t that bad)







