The story:

FLY!FLY!SQRL

The story follows our protagonist – a flying squirrel (yet to be named).

He’s an every-day Joe. He works 9-5, providing for his family. He wears a white shirt with a tie, a fedora-like hat and carries a briefcase like a true hard working parent.

One day he notices that the park (probably Central Park, NY) he lives in feels really empty. He looks around and notices robots flying everywhere, mimicking previous habitants (insects, birds and small animals).

It doesn’t take him long to realize that his family is missing. He blames humans, their experiments and their greed. Rage consumes him (also probably jugs down a barrel of toxic waste to give him a fighting chance) as he rips his shirt apart, releasing his hidden muscles, and growing 4 times in size [(especially the pectoral muscles)](https://i.imgur.com/osuQHSm.jpg).

Pissed off, he bursts out of his house in a hurry to save his family and others.

What needs to be done:

* Main character (inc. idle animation)
* Min.8 minion opponents (inc. idle animation)
* Min.4 (inc. idle animation, min. 3 move animations)
* Props like bullets and attacks
* Backgrounds (same amount as bosses)
* (Optional) Game UI
* (Optional) A comic book page explaining the intro story.

Technical challenges:

This game should be well optimized and playable on a majority of devices.

Suggested maximum sprite resolution should be 256x256px (subject to change).

Everything in the game is subject to change in effort to create less labor work and more work of personal choice.