**mechanics**

Top down

Tutorial room indicates your stuck teaches controls

Composite sprites only item use (no character creation)

Music tracks loops but grows in complexity as you make progress

Order of rooms, rooms impact other rooms and movable objects/items make up puzzles

Environment observation required

***Environment***

*Lost woods vibe*

*Forest tiles, calm music,*

*Potentially lighting impacts on something*

*Link rip off character (Lonk)*

*Enemies push pressure plates, bait interactions between other mobs etc*

*Perhaps intentional death is nessisary*

***List of sprites:***

***Player animation (3 layers, hand body, feet):***

***Items/weapons: sword, key, mushroom***

***Basic enemies(4 frame animation, slime, owl, bat)***

***EasterIsland head (4 frame animation + maybe eat animation?)***

***Preasure plate (4 frame animation)***

***Rolling boulder***

***List of static objects (maybe small animation of flowing in breeze etc):***

***Big Trees,***

***Small Trees,***

***Bushes,***

***Grass (with breaking animation)***

***List of tilesets/textures:***

***Forest floor***

***Dirt path***

***Leaves floor***

***ledge***