Metroid Research

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03/28/2019

Samus Basic Movement Animations

* Sprites Needed
  + Running
    - Running Aim Forward
    - Running Aim Up
    - Running No Aim
  + Standing
    - Standing Aim Up
    - Standing Aim Forward
  + Jump
    - Jump/Crouch Normal
    - Jump/Crouch Aim Forward
    - Summersault
* Cases
  + Running
  + Jumping
  + Standing
    - If the player stands still it will use the “Standing Aim Forward” sprite
    - If the player aims the sprite will