

I created five animated objects: a falling skeleton, a walking skeleton, a color-changing menu box, and a shimmering gem, and a colored light that pulses. These animations all loop, with the menu going from yellow to red and pulsing a faded red as a heartbeat. The intention is to use this as a low health marker for the player. The skeletons will be enemies for the player. The walking will be for an idle skeleton who doesn't see the player yet and the fallen skeleton will be animated when the player has defeated the skeleton. The light above them is to create an ambiance of danger and red is the perfect color for that. The gem will appear in chests and fallen enemies. It will grant the player the ability to buy items from the store. These, again, fit into the aesthetic of our game, which is medieval fantasy.



