

Sigilspire Early Visual + Gameplay Test Checklist

1. Minimal Art Needed:

- Player body idle (8 directions)
- Player run (8 directions)
- Sword idle
- Sword slash (4+ directions)
- Shield idle
- Shield block (1-3 frames)
- Grapple idle
- Grapple cast/retract
- VFX: slash, block spark, grapple impact

2. Animator Setup:

- PlayerAnimator.controller (idle/run blend trees)
- WeaponAnimator.controller (sword/shield/grapple states)
- AnimatorOverrideControllers per sigil
- WeaponVisualSet assets with override controller, sprites, VFX

3. Prefab Hierarchy:

Player

■■ VisualRoot

■ ■■ PlayerAnimator (Animator)

■ ■■ WeaponAnimator (Animator + ClientNetworkAnimator)

■ ■■ BodyRenderer (SpriteRenderer)

■ ■■ WeaponRenderers

■ ■■ SwordRenderer

■ ■■ ShieldRenderer

- ■ ■ GrappleRenderer
- ■ Sword (SwordController)
- ■ Shield (ShieldController)
- ■ Grapple (GrapplingHookController)

4. Controller Wiring:

- Each controller needs:

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weaponAnimator reference  
correct weapon SpriteRenderer  
vfxSpawnPoint  
SetEquippedSigil()  
ApplyVisualSet()
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5. ScriptableObjects:

- Base abilities (Sword/Shield/Grapple)
- SigilDefinitions for each weapon
- WeaponVisualSet per sigil

6. Loadout Application:

- PlayerController.ApplyLoadout() must be called
- Controllers receive sigils and apply visuals

7. Playtest Checklist:

- Player moves in 8 directions
- Sword slash anim triggers
- Shield block anim triggers
- Grapple cast anim triggers
- Weapon sprites visible

- VFX optionally spawn
- No missing references in console