Sigilspire — Playtest Setup Checklist

1. Required Artwork (Minimum Viable Set)

■ Player idle (8 directions)

■ Player run (8 directions)

■ Sword idle + 4-direction slash

■ Shield idle + block pose

■ Grapple idle + cast frames

■ Simple VFX (slash spark, 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 controllers, sprites, VFX

3. Prefab Hierarchy

Player

■■ VisualRoot

■ ■■ PlayerAnimator (Animator)

■ ■■ WeaponAnimator (Animator + ClientNetworkAnimator)

■ ■■ BodyRenderer (SpriteRenderer)

■ ■■ WeaponRenderers

■ ■■ SwordRenderer

■ ■■ ShieldRenderer

■ ■■ GrappleRenderer

■■ Sword (SwordController)

■■ Shield (ShieldController)

■■ Grapple (GrapplingHookController)

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4. Controller Wiring

● weaponAnimator reference

● correct SpriteRenderer

● vfxSpawnPoint reference

● SetEquippedSigil() implemented

● ApplyVisualSet() implemented

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5. ScriptableObjects

■ Base abilities: Sword, Shield, Grapple

■ SigilDefinition assets per weapon

■ WeaponVisualSet assets per sigil

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6. Loadout Application

● PlayerController.Start() calls ApplyLoadout() for testing

● Loadout assigns: swordSigil, shieldSigil, grappleSigil

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7. Playtest Goals

✔ Player moves with correct animations

✔ Sword slash triggers animation + sprite change

✔ Shield block animation works

✔ Grapple cast triggers

✔ Weapon sprites display + change via sigils

✔ Optional VFX appear correctly

✔ No missing references or console errors