

Sigilspire Prototype Checklist (Printer-Friendly)

1. Required Artwork:

- 8-direction player idle sprites
- 8-direction player run sprites
- Sword idle sprite
- Sword slash (4 directions minimum)
- Shield idle sprite
- Shield block (1-3 frames)
- Grapple idle sprite
- Grapple cast/retract (optional)
- Basic VFX (slash, block spark, grapple impact)

2. Animator Setup:

- PlayerAnimator.controller (idle/run)
- WeaponAnimator.controller (weapon state machine)
- AnimatorOverrideControllers for each sigil
- WeaponVisualSet assets with override, sprites, VFX

3. Prefab Hierarchy:

Player

■ ■ VisualRoot

■ ■ ■ PlayerAnimator (Animator)

■ ■ ■ WeaponAnimator (Animator + ClientNetworkAnimator)

■ ■ ■ BodyRenderer (SpriteRenderer)

■ ■ ■ WeaponRenderers

■ ■ ■ SwordRenderer (SpriteRenderer)

■ ■ ■ ShieldRenderer (SpriteRenderer)

■ ■ ■ GrappleRenderer (SpriteRenderer)

■ ■ Sword (SwordController)

■ ■ Shield (ShieldController)

■ ■ Grapple (GrapplingHookController)

4. Controller Requirements:

- weaponAnimator linked
- correct weapon renderer linked
- vfxSpawnPoint linked
- SetEquippedSigil() implemented
- ApplyVisualSet() implemented

5. ScriptableObjects:

- Base abilities (Sword, Shield, Grapple)
- SigilDefinition per weapon
- WeaponVisualSet per sigil

6. Loadout Application:

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

7. Playtest Goals:

- Movement animates correctly
- Sword slash anim plays
- Shield block anim plays
- Grapple anim plays
- Weapons visible and swapping correctly
- No console errors

