

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:

weaponAnimator reference

correct weapon SpriteRenderer

vfxSpawnPoint

SetEquippedSigil()

ApplyVisualSet()

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