

Sigilspire Early Prototype — Designer-Friendly Checklist

1. Visual Identity

- Player requires 8-direction idle and run sprites.
- Weapons need identifiable idle states.
- Sword needs 4-direction slash animations.
- Shield needs a block pose and break effect.
- Grapple needs a cast and hit visual.
- VFX should clearly communicate action impact.

2. Animation Controllers

- PlayerAnimator handles core movement identity.
- WeaponAnimator runs weapon actions (slash, block, grapple).
- Each sigil should have an AnimatorOverrideController.
- Overrides allow easy visual swaps per sigil theme.

3. Core Prefab Structure

Player

- ■ VisualRoot (all visual identity lives here)
- ■ ■ PlayerAnimator — body animation
- ■ ■ WeaponAnimator — combat animation
- ■ ■ BodyRenderer — player's core sprite
- ■ ■ WeaponRenderers — all weapon sprites grouped
- ■ ■ SwordRenderer
- ■ ■ ShieldRenderer
- ■ ■ GrappleRenderer
- ■ Logic-only weapon objects:
- ■ ■ Sword (SwordController)

■ ■ ■ Shield (ShieldController)

■ ■ ■ Grapple (GrapplingHookController)

4. Sigil Visual System

- Each sigil defines its own visuals via a WeaponVisualSet.
- VisualSet includes override controller, sprites, VFX, and audio.
- Changing sigils changes the weapon's entire identity in one step.

5. Gameplay Hooks

- Loadout selection passes sigils into the PlayerController.
- WeaponControllers load visuals and stats from sigils.
- Visuals, effects, and animations respond instantly to loadout swaps.

6. Playtesting Goals

- Combat feels responsive and readable.
- Player direction and weapon direction align visually.
- Visual feedback is clear (hits, blocks, grapples).
- Weapon identity reflects chosen sigil theme.