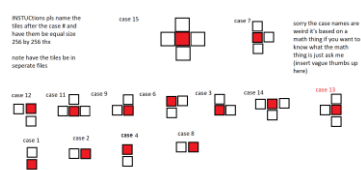# VGD ART TODO LIST

Notes: all sprites that have player dependent colors please draw said colors with 93D860

1 unit (such as the alpha hunter) is 256 px

Pixel size 640x360

Name	Type	Done	Urgent	important	Desc	Notes
Level Background	img	N	low	High	The background for the rounds	Make it not look weird when it's scrolled by, and zoomed in
Runner idle	ani	N	mid	V high	The animation the runner/Odysseus will have when not moving at all	Is player color dependent make it faces towards the right
Hunter fly	ani	N	mid	high	The animation the hunter will have when gliding	Have it face the right, is player color dependent, and do not imply the hunter is naked like most sirens
Hunter idle	ani	N	mid	mid	The animation the hunter will have when stationary	Have it face the right, is player color dependent, and do not imply the hunter is naked like most sirens
Level Tiles	img	N	high	high	The tiles that make up the level	Because the tiles will be auto tiled the tiles will have to be drawn in a specific way here are the instructions pls download it
Overtime announcement	img	N	low	low	The thing that says the round has gone to overtime	The current announcement says "new goal don't die" but the "new objective survive" would be funnier just don't ctrl c + v the actual image of it
General Ui Button	img	N	mid	H mid	A button used for most of the UI	Have it be able to be nine sliced (if the internet is vague about it then pls ask me)

A loading screen		N				Yet to be determined by either of us
Title screen		N				Yet to be determined by either of us
Background for main level		N				Yet to be determined by either of us
End of match background		N				Yet to be determined by either of us
Loading screen spinny thingy						Yet to be determined by either of us Could be completely different from the name