

# COPE - ASSET SHEET

GJC - 48hrs  
Sept. 2018

tileable  
base block



100 x 100  
resized in-editor

recolor 1: "good"



recolor 2: "bad"



player



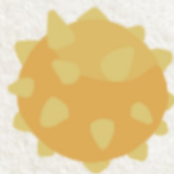
originally had arms  
+legs but animation  
took too long

"goal"



was originally  
an animated  
flower

spike



Was unsure if  
this should also change  
like blocks, but settled  
on one color

"good" background



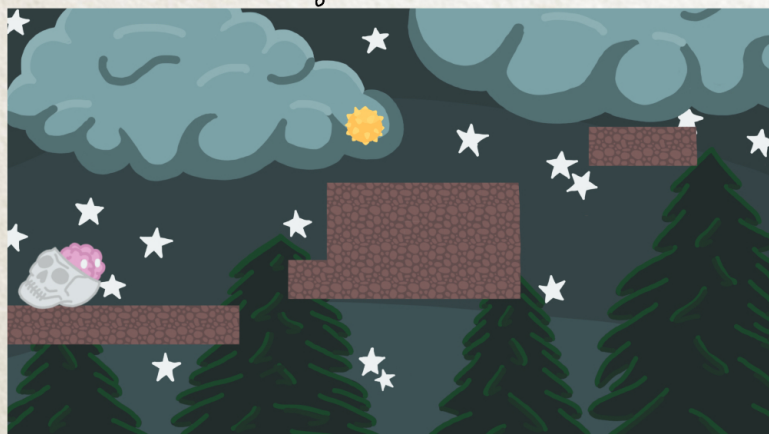
"bad" background



ending level background



"good" test



"bad" test

