**RPG - ASSETS LIST**

* 1. **Version**

**NOTE: After reading the following list please notice that it is ordered from most relevant to least relevant. At the end of the document you will find the art references.**

**LIST**

**Player Sprites & Animations,**

* Iddle animation.
* Walk animation.
* Sword attack animation.
* Bow Attack animation.
* Special ability animation.
* Die animation.

**Enemies (good and bad),**

* Iddle animation.
* Walk animation.
* Sword attack animation.
* Spell attack animation.
* Blue spell projectile.
* Die animation.

**Boss,**

* Iddle animation.
* Simple attack animation.
* Special attack animation.
* Die animation.

**Environment,**

* Forest trees.
* Forest Cut trees.
* Large trunks on the ground.
* Forest ground.
* Forest river / water.
* Forest mains entrances (there are two).
* Rock Bridge.
* Wood bridge.
* Dirt roads.
* Grass.
* Different ground tiles simulating heights.
* Stairs.
* Wood fences.

**HUD,**

* In game weapon selection (1,2 and 3).
* Red Life hearts.
* Especial attack bar.
* Wood inventory panel.
* Wood abilities panel.
* Menus: Play and Options.
* Dialogue comic.
* Shops buy inventory panels.

**HUD icons,**

* Sword.
* Bow.
* Potions.

**Inventory items,**

* Potions,
  + One for the ones that the player picks up from the breakable object (red colour).
  + Another sprite from the ones we craft in Potions Tent (blue colour and maybe they can have a label to distinguish them even better).

**Cities buildings,**

* Citizen houses (With 2-3 models its ok, we can change the colour of the walls and roof to obtain more variety).
* Armor / Smithy (The player will buy items from outside the store, like in a bar).
* Potions Tent (outside and inside sprites).
* Ground city tiles.
* Destroyed buildings/city (for the tutorial).
* Buildings in fire.
* Main city with walls around.

**Ground objects,**

* Archery targets.
* Arrows.
* Coins.

**Caves** (something like pokemon but with puzzles and enemies),

* Cave entrance.
* Levers.
* Rock platforms.
* Wall torch.
* Cave ground.

**Level challenges,**

* Spikes that appear and disappear.
* Poisonous plants.
  + Iddle & Attack animation.

**NPC’s,**

* Static warrior with armor.
* Gunsmith.
* Man from the potions store.

**Details,**

* King tree footprint (for the history level design).
* Waterfall.

**ART REFERENCES**

**Here I will upload some references of the assets, ordered as in the list above.**

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| **Items** | |
| Imagen relacionada | Resultado de imagen de fantasy potions pixel art |
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| **Environment** | |
| Lowlite Town (GBA) by PokemonSWHF |  |
| Rakuen review - Polygonclockmenumore-arrowpoly-lt-wire-logopoly-lt-wire-logo : |  |
| It's just Halloween by Phyromatical | I will show you. by SenariumRagnar |
| 50 Battlemaps by Neutral Party - Imgur | [OC]I designed this Six-in-One Forest Battlemap and made a Video Tutorial about it : DungeonsAndDragons |

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| **Cities** | |
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