**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.
* Die animation.

**Boss,**

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

**Crafted,**

* I am going to do a crafting tree so in the next version I will upload all the items.

**Environment,**

* Forest trees.
* Forest Cut trees.
* Forest ground.
* Forest river / water.

**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).
* Flowers to make potions with breakable animation (maybe pink or yellow colour).

**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.

**Details,**

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

**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 |
| Resultado de imagen de pixel art fantasy flowers | Resultado de imagen de pixel art fantasy flowers |