Ninja: Artwork Requirements

Revision 2

This document contains the required art pieces for this project and the status of each piece.

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## Ascii font: REMOVED

Description:

Characters for a font supporting standard US / English characters.

Requirements:

* Font should follow a Japanese / oriental theme.
* Font should not be *overly* decorative as this would impair readability, however styling (within reason) is welcome.
* Standard letters and number characters are required. Special characters required include:
  + Exclamation mark
  + Double and single quotes
  + Full stop, colon and semi colon
  + Dash



## Japanese Tower: UNASSIGNED / INCOMPLETE

Description:

An oriental / Japanese style tower building to fit into a town level.

Requirements:

Appropriate Japanese appearance.



## Japanese House - Small: COMPLETE

Description:

A relatively small Japanese building to fit into a town level.

Requirements:

Appropriate Japanese appearance.



Completed by: Corrina Balkow

## Japanese House - Large: UNASSIGNED / INCOMPLETE

Description:

A large Japanese building to fit into a town level.

Requirements:

Appropriate Japanese appearance.



## Rock formation - UNASSIGNED / INCOMPLETE

Description:

A rock formation that the player will be able to walk up on.

Requirements:

None specified.



## Small bush 1 - UNASSIGNED / INCOMPLETE

Description:

A small bush for background in town / forest levels.

Requirements:

None specified.



## Small bush 2 - UNASSIGNED / INCOMPLETE

Description:

A second small bush variant for background in town / forest levels.

Requirements:

None specified.



## High wall - COMPLETE

Description:

A very high stone wall to bound the outer perimeter of the town level. The base should have something that resembles a side on view of a gate through the wall.

Requirements:

None specified.



Completed by: Darragh Coy

## Stratus cloud 1 - UNASSIGNED / INCOMPLETE

Description:

A thin cloud for backgrounds in outdoor levels.

Requirements:

None specified.



## Stratus cloud 2 - UNASSIGNED / INCOMPLETE

Description:

A thin cloud variant for backgrounds in outdoor levels.

Requirements:

None specified.



## Stratus cloud 3 - UNASSIGNED / INCOMPLETE

Description:

A thin cloud variant for backgrounds in outdoor levels.

Requirements:

None specified.



## Grass clump 1 - UNASSIGNED / INCOMPLETE

Description:

A small clump of reed like grass for outdoor levels.

Requirements:

None specified.



## Grass clump 2 - UNASSIGNED / INCOMPLETE

Description:

A small clump of reed like grass for outdoor levels.

Requirements:

None specified.



## High cliff face - UNASSIGNED / INCOMPLETE

Description:

A very high cliff face to bound the perimeters of outdoor levels. The top of the cliff face should be topped off with grass or dirt as opposed to just rock.

Requirements:

None specified.



## Crate 1 - UNASSIGNED / INCOMPLETE

Description:

A wooden crate that the player can jump up onto in all levels.

Requirements:

None specified.



## Crate 2 - UNASSIGNED / INCOMPLETE

Description:

A wooden crate that the player can jump up onto in all levels.

Requirements:

None specified.



## Background hills - UNASSIGNED / INCOMPLETE

Description:

A set of hills for a parallax scrolled background in outdoor levels.

Requirements:

This particular art piece must lend itself to repeating/tiling easily on the horizontal axis.



## Background mountains - UNASSIGNED / INCOMPLETE

Description:

Similar to background hills. These will be further away in the background than the hills.

Requirements:

This particular art piece must lend itself to repeating/tiling easily on the horizontal axis.



## Loading icon - UNASSIGNED / INCOMPLETE

Description:

A disc or similar appropriate icon for a loading screen.

Requirements:

None specified.

