Mother

| **Mother-Idle**  Used when there is no player input (aka the player is just standing). | |
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|  | **Mother-Idle\_strip4.png**  Mother in an idle position and holding no weapons. Since Mother will be holding a weapon at all times, there is no intention to use this in the final game. |
|  | **Mother-Idle-Glacier\_strip4.png**  Mother in an idle position holding the Glacier Gun. The Glacier Gun has a shining effect that runs through the gun. |
|  | **Mother-Idle-Grenade\_strip4.png**  Mother is in an idle position holding the Green Grenade. The Grenade has no special animation. |
|  | **Mother-Idle-Lightning\_strip4.png**  Mother is in an idle position holding the Lightning Rod. The Lightning Rod has white electricity that circles the perimeter of the rod. |
|  | **Mother-Idle-Solar\_strip4.png**  Mother is in an idle position holding the Solar Sniper. The Solar Sniper has sun rays that “radiate” on the back of the gun. |
|  | **Mother-Idle-Sustainable\_strip4.png**  Mother is in an idle position holding the Sustainable Shooter. The Sustainable Shooter has no special animation. |
| **Mother-Move**  Used when there is player input (aka the player is moving). | |
|  | **Mother-Move\_strip4.png**  Mother’s legs move and she is not holding any weapons. Since Mother will be holding a weapon at all times, there is no intention to use this in the final game. |
|  | **Mother-Move-Glacier\_strip4.png**  Mother’s legs move and she is holding the Glacier Gun. The Glacier Gun has a shining effect that runs through the gun. |
|  | **Mother-Move-Grenade\_strip4.png**  Mother’s legs move and she is holding the Green Grenade. The Grenade has no special animation. |
|  | **Mother-Move-Lightning\_strip4.png**  Mother’s legs move and she is holding the Lightning Rod. The Lightning Rod has white electricity that circles the perimeter of the rod. |
|  | **Mother-Move-Solar\_strip4.png**  Mother’s legs move and she is holding the Solar Sniper. The Solar Sniper has sun rays that “radiate” on the back of the gun. |
|  | **Mother-Move-Sustainable\_strip4.png**  Mother’s legs move and she is holding the Sustainable Shooter. The Sustainable Shooter has no special animation. |

Weapons

|  | **GlacierGun.png**  A model of the Glacier Gun. This image might be used in the store. |
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|  | **GreenGrenade.png**  A model of the Green Grenade. This image might be used in the store. |
|  | **LightningRod.png**  A model of the Lightning Rod. This image might be used in the store. |
|  | **SolarSniper.png**  A model of the Solar Sniper. This image might be used in the store. |
|  | **SustainableShooter.png**  A model of the Sustainable Shooter. This image might be used in the store. |

Bullets

|  | **Bullet-Explosion\_strip6.png**  Used for the Green Grenade. Default explosion. |
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|  | **Bullet-ExplosionFade\_strip6.png**  Used for the Green Grenade.  NOTE: As seen in the sprite, the explosion fades out unlike the default one. The intention of the 3 explosion types is to choose the 1 that fits best with the game. |
|  | **Bullet-ExplosionRecycle\_strip9.png**  Used for the Green Grenade.  NOTE: As seen in the sprite, the explosion has a recycling logo that fades in and rises then fades out. The intention of the 3 explosion types is to choose the 1 that fits best with the game. |
|  | **Bullet-Glaicer.png**  Used for the Glacier Gun. The bullet is a small piercing glacier. |
|  | **Bullet-Lightning.png**  Used for the Lightning Rod. The bullet is a lightning bolt. |
|  | **Bullet-Solar.png**  Used for the Solar Sniper. The bullet is pure energy. |
|  | **Bullet-Sustainable.png**  Used for the Sustainable Shooter. The bullet is just green like the basic gun Mother starts with. |

Enemies

|  | **Monster-Trash\_strip4.png**  The Trash monster bounces up and down and has a string that ties the trashbag together that flows in the wind. |
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|  | **Monster-Toxic\_strip4.png**  The Toxic monster bounces up and down. It also has toxic waste coming out of the mouth and toxic waste dripping down. |
|  | **Monster-Smoke\_strip4.png**  The Smoke monster expands and retracts… like weird breathing. Also, it could maybe move towards the player, like the flying things in Workshop 2. |
|  | **Monster-Politician\_strip4.png**  The Politician “breathes,” their tie flows in the wind, and their flag with the word “Vote” on it waves in the wind. Very patriotic. Perhaps could be the miniboss since corporations give money to lawmakers for their campaigns. |
|  | **Monster-CEO\_strip6.png**  The CEO “breathes” and has a lot going on for them.   * They are symbolic of all of the smaller enemies that you face because they are the root of the cause of why there are these monsters. * The trash monsters are referenced with the trash bag that the CEO is holding. * The toxic waste monsters are referenced with the green toxic waste on the skull and infecting the CEO’s “CEO” arm tattoo. * The smoke monsters are referenced with the smoke that is being pumped out of the CEO. * The CEO also has a skull mask to resemble fossil fuels. * The CEO’s tie also moves with the wind.   Why does the CEO have all these “non-human” vibes? They’re rich. They can buy and make whatever they want. |

Power-ups

|  | **Coin.png**  A static coin. Could be used as an icon next to the number of coins you have. |
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|  | **Coin\_strip2.png**  A coin that bounces up and down. Used in-game. |
|  | **Lives\_strip2.png**  A powerup that increases your life. It bounces up and down. |
|  | **Ozone\_strip2.png**  A powerup that gives you a shield. It bounces up and down. |
|  | **Time\_strip2.png**  A powerup that increases your time. It bounces up and down. |
|  | **Times2\_strip2.png**  A powerup that adds a multiplier to the value of the trash coins you collect. It bounces up and down. |

Title Screen

|  | **Help.png**  Button for instructions on how to play. |
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|  | **Menu.png**  Takes you back to the menu screen. |
|  | **Play.png**  Begin the game. |
|  | **Restart.png**  Restart the game. |
|  | **Store.png**  Takes you to the store. |
|  | **Title-Screen-Clean.png**  Title screen when you complete the game. |
|  | **Title-Screen-Trash.png**  Title screen at the beginning until you finish the game. |

Other

|  | **Compost Bin WIP** |
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|  | **Connect 4 Logo WIP** |
|  | **Tiles.png**   * Smoke clouds to add to the environment. * Spikes with toxic waste on them. * Concrete platforms to match the city. * Trash to add to the environment. |
|  | **Ozone-Effect\_strip2.png**  The Ozone Shield that will appear on Mother after collecting the Ozone Shield powerup. The Shield slightly gets bigger and smaller. |
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