

Movement Input

Horizontal movement : A, D or Left arrow, Right arrow.

Jump & Wall jump

: Space.

Attack

: Left mouse

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Parry Idle : P.

Hurt

& Parry Hit : H

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Death

: D.

This package contains

1 character with 67x64 size(approximation), 80x80 canvas(majority), color depth
RGBA 32 bit, opacity 100%,

and with following animations :

1. Idle 8 frames
2. Run 6 frames
3. Run Idle transition 3 frames
4. Idle Run transition 3 frames
5. Jump Ascending 1 frame
6. Jump Descending 7 frames
7. Wall Slide 2 frames
8. Wall Jump 1 frame
9. Attack1 3 frames
10. Attack2 4 frames
11. Attack3 4 frames
12. Hurt 3 frames
13. Death 12 frames

And also contains

Ground tile.

Wall tile.

Update V.1.1.0

New animations

1.Parry idle 2 frames.

2 Parry Hit 6 frames.

Thanks for purchasing

Hope this asset.

Hope this helpfull for your project.

Sorry for my bad english.

Best regard Twelve

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