CSYE 7270

Assignment Two

Sprite Animation

Walkthrough - Duration 00:45 - Link to the video
Link to the Github repo

Sprites And Animations:

1. Player Idle animation

2. Player smoking pipe animation (press Q to start and P to stop)

3. Player running animation (A and D keys)

4. Player transform animation (T key to transform back and forth)

5. Player jump animation (Space to jump)

All the assets are created by me using Aseprite,

List of assets:

I. Player (CutiePI, idle, walk, jump, smoking a pipe, transformation)
II. Background(Ground, walls, Door, window, etc.)

Code Citations:
1. Player Controller Script **used for moving the player around and jumping,**

References:
These are the tutorials I used for references

1. Pixel Art using Aseprite

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