Last update: Whatever Google Docs says at the top, I guess

NOTES:

- Backgrounds assume the screen is 4:3. Feel free to crop them as needed.

- Assets \*should\* be transparent, but my art program is bad at this, so let me know if anything's opaque or artifact-y.

- Tiles are 256x256 pixels.

- Current enemy sprite and Rain sprite are ripped from that old sketch. Feel free to ignore those.

BACKGROUND/SCENERY

- bg cutout 1 mod: Same as last asset, but darker.

- building \_\_\_: 6 parts ripped from bg cutout 1 mod (beam left, beam right, beam across, window 1-3). Mix and match windows and layer the beams over them to get a building (theoretically)

~~- bg 1 / bg cutout 1: Some sort of building. Meant to loop + scroll down as the player travels up the level. (Cutout has holes to see the static background through.)~~ These are too light, don’t use them!

- bg static: A static background image. Greyscale one is for gameplay (with or without smog - use whichever you want), colored one is when the player beats the level. Shouldn't move.

- tiles basic: Some sort of scaffolding. The top row is painted in case we figure out how to tilemap the painted tiles.

- tiles small: Same tiles, but squashed. Better for platforms.

- tiles paint: Self-explanatory, hopefully.

CHARACTERS

- Enemy sprite, Rain sprite: Placeholders.

- Rain jump sheet: Frame 1 when the player jumps, frame 2 when they’re rising, frame 3 when they hit the top of the jump, frame 4 when they’re falling, frame 5 + 6 when they land.

- Karl: There’s a lot of those…

- Idle: 2 frames to loop when he’s not doing anything.

- Damaged: Self explanatory, hopefully.

- Vacuum: 2 to loop. Just an attack that drains Rain’s health and knocks any NPCs off the stage.

- Vacuum start: 2 frames to play before the vacuum attack.

- Vacuum end: 2 frames to play after the vacuum attack.