





Static Objects

CRATE



ROCK



Environment

LEAVES PARTICLES



FIREFLY PARTICLES



Menus

Minecraft

Has a scrolling background while the splash text in yellow scales smaller and bigger showing a random message.

DooM Eternal

The player character is displayed on the right side of the main menu doing repeated idle animation while the podium he stands on has two torches attached to it which produces fire particles. When switching from menu to menu, the camera moves to the left side to show the new menu.

Animal Crossing

As the game boots up, you are sent into the title screen which is also the main menu. The game's camera follows around a random citizen in your island while the "Press A" text does a wave animation.

Characters

Kirby

Squishes like blob/slime, small, moves around fast but has small feet and no legs making it look like a toddler running around. Its body is supposed to be circular but it looks like an oval due to gravity.

Mario

His movement is snappy. Minimal amount of movement animation required to recreate his movement. The hat on his head follows the laws of inertia and takes some time to land back on his head after a jump.

Dynamic Objects

Goomba

Moves around by tilting its whole body. Very rigid motion animation. When stomped by the player; squishes down to the floor like paper.

Grass

Sways around according to the wind. When player comes in contact with it, it rotates away from the player according to the distance from the player.

Static Object

Crate and Rock

They both can be pushed by the player. At first, their movement is slow but they speed up the more the player pushes them. They are also affected by gravity. They give off particle effects when colliding or sliding against something.

Environment

Leaves

Falls down from the tree slowly and moves in the direction of the wind and gravity.

Firefly Particles: Moves around randomly at night and usually in clusters and rarely as an individual