Below is a listing of the animation s required for each playable character,

in this case, Seren.

Let me know if 8 Frames per animation is too many. I know it can get tedious doing a lot at once. It is most important to get the cardinal directions (north, west, south, and east) done first. If need be we can cut out the inbetween angles, although I’d like to keep them because it makes control more smooth.

Let me know if you want to work on any other characters right away, like the non-player characters (shop clerks, townspeopele, guards, etc.) that have fewer animations.

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| **PLAYER CHARACTER ANIMATIONS** |
|  |
| IDLE 4 Frames (facing player) |
|  |
| Walking North (facing away from player) 8 FRAMES |
| Walking NorthEast (facing away from player) 8 FRAMES |
| Walking NorthWest (facing away from player) 8 FRAMES |
| Walking West 8 FRAMES |
| Walking East 8 FRAMES |
| Walking South (Towards the player) 8 FRAMES |
| Walking South West (Towards and to the left) 8 FRAMES |
| Walking Sotuh East (Towards and to the right) 8 FRAMES |
|  |
| Running North (facing away from player) 8 FRAMES |
| Running NorthEast (facing away from player and to the right) 8 FRAMES |
| Running NorthWest (facing away from player and to the left) 8 FRAMES |
| Running West 8 FRAMES |
| Running East 8 FRAMES |
| Running South (Towards the player) 8 FRAMES |
| Running South West (Towards and to the left) 8 FRAMES |
| Running Sotuh East (Towards and to the right) 8 FRAMES |
|  |
| Normal Sword Attack (North) 8 FRAMES |
| Normal Sword Attack (West) 8 FRAMES |
| Normal Sword Attack (East) 8 FRAMES |
| Normal Sword Attack (South) 8 FRAMES |
|  |
| Casting Spell (Facing Toward Player) 8 FRAMES |
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