**CodeName: Jumpy Jet**

**Subject: Art**

**Genre: 2D side scrolling**

**Target Platform: Ipad, Iphone, Mac OSX**

**File Format: AI**

**Style guidelines: Mobile game Badland, silhouette but colorful background.**

**Visual Effects like, lasers, fire, explosions, etc are in color. Eyes are also in color. Water (dark blueish desaturated to match with the blackness of silhouettes)**

**“Reused” in asset list means it is going to use the previously made asset. If you would like to improvise and be a little more creative and have a better idea, you are welcome to do so.**

**ART ASSET LIST:**

**Max Goldstone Character: Dimensions: 115 x 100**

1. **Head x Emotions (Sad, Happy, Ouch, Angry, Normal look)**
2. **Body**
3. **Arms(Upper, Lower, Left and Right)**
4. **Legs(Upper, Lower, Left and Right)**
5. **JetPack Animation(State not working to burning and back to not working)**
6. **Heaven Sword**
7. **Ak Rifle**
8. **A Long Pole(shipwreck part)**

**Green lands:**

1. **Grass ForeGround**
2. **80 % Soil Brown and 20 % green top platform as a ground**
3. **Blue Skies BackGrounds (tiled with no 4)**
4. **Blue Skies mix with Orange skies BackGrounds (tiled with no 3)**
5. **Clouds**
6. **Birds**
7. **Trees x 4 variations(Dead and Alive)**
8. **Orange Skies Backgrounds (transition)**
9. **Mad Man Boss:**
10. **Head, Angry, Normal Evil look and Ouch**
11. **Body Military Uniform**
12. **Arms Upper, Lower, Left and Right**
13. **AK RIFLE**
14. **Legs Upper, Lower, Left and Right**

**Military base:**

1. **Military People x 3 variations background**
2. **Military Base Building**
3. **Canon Shooting and non shooting Animation**
4. **Orange Skies mix with dark blue(Night State)**
5. **Darker Clouds**
6. **Burning Trees x 2 variations**
7. **20 % soil Brown and 80 % solid rock platform as a ground (Tiled with no 8)**
8. **Burnt Ground with active lava like ground platform. (tiled with no 7)**
9. **Tank Boss:**
10. **Tank Cover**
11. **Tank Canon part on top**
12. **Tank Vehicle Body**
13. **The Tank Rail Animation**

**Vulcano mountain:**

1. **Vulcano mountains x 4 different variations**
2. **Active Vulcano Mountains x 2 different variations**
3. **Orange color Clouds reflecting from active Vulcanos x 2**
4. **Night Sky cloudy**
5. **Rocky ground Platform**
6. **Jet Plane Boss:**
7. **Transparant Glass Top Cover**
8. **Jet Body with small canon on the wings**
9. **A Pilot: Upper and Lower Arms x 2, Body, Head Angry Facial Expresion**
10. **Parachute Pilot Arm Leg and Body Already Posed Ouch Facial Expresion Head**

**Swamps and Trees:**

1. **Swamp Grounds (Tiled no 1 2 3)**
2. **Swamp Pools (Tiled with no 1 2 3)**
3. **Swamp Puddle (Tiled with no 1 2 3)**
4. **Swamp Trees x 4 different type of trees**
5. **Swamp backgrounds with some ray of light coming in the swamp.**
6. **Swamp Monsters: The Boss is stacking on top of each other**
7. **Swamp Monster Body**
8. **Swamp Monster Eyes (Hurt, Closed, Opened)**
9. **Swamp Monster Mouth**
10. **Swamp Monster Swamp water Blast:**

* **Front Part of the Blast**
* **Back Tiled Part of the Blast**

1. **Owls Animation Blinking Eyes, Flapping Wings**
2. **Jumping Monkeys Animation**

**Sea and Ships:**

**Reused Canon from Canon Shooting animation off the military base assets**

1. **Ships x 4 Variations: Sunken level variations and conditions of the ships**
2. **Platform made out of broken pieces of Ships x 4 : different materials and shapes**
3. **Cloud with its bottom part reflecting light off ships Torchlight x 2 variations**
4. **Kraken:**
5. **4 different Tentacles variations with attack animations**
6. **A kraken Head**
7. **Eyes x 3 (Angry, Ouch, Closed)**
8. **Sea Platform ground (Tiled)**
9. **Reused Night Skies from Vulcano mountains**
10. **Morning Skies (Sunrise)**

**Rocky Badlands:**

1. **Rocky Platform ground x 3 different type(Rocky ground with no cliff holes and 2 rocky lands with a cliff edge holes. Note: On the cliff edge there would be Outline separating between the background and ground.**
2. **A background with rocky mountain and sky x 3 different**
3. **Giant HellWorm:**

* **Head with 4 different state: Mouth Open, Mouth Half Open, mouth A quarter open, Mouth closed. This HellWorm head will look like this more or less. Do not make infringe this picture.**
* **Body of a Wurm divided by 5 parts to have enough parts to bend right and left for smooth animation.**

1. **Heaven Sword: An angelic greatsword**
2. **Reused Orange Skies from Green Lands and Military Base**

**Space Port:**

1. **Space port Background:**

**- Rocket Ship**

**- Buildings around space and rocket center(NASA)**

**- Broken Buildings**

**- Reused Night skies from Vulcano Mountains**

**- Clear Night Sky that is tiled with Night Skies from Vulcano Mountains x2 different alts**

1. **A Modern Cylindrical type of building with a huge Door (the state of the building is in chaos, canon explosion holes on the building,etc)**
2. **Inside the Cylindrical Building:**

* **BIackground : Inside a Amphitheater Auditorium look with circuits and machinery fans(looks like CPU fans?) and ventilations everywhere. The area the player would see is between 20 -40 feet above the ground floor hence why the Alien Lower Body part won’t be showing. Auditorium Balcony shape like in musical theatre.**
* **Small Pieces:**

1. **Bunch of long cables with Huge needle ends that was supposed to sedate the Alien hang loose (3 different alts one still in a perfect condition, one with broken needle end, one with the cable cuts in the middle showing the inside of the cable.**
2. **A player size Laser Gun stuck on the balcony edge (Player will use this/Moveable Object)**
3. **A stand where the Laser Gun Stuck for the player use.**
4. **Alien: A huge Long head type with hardscales as thick as Triceratops, Body like Alien(movie), Long Arm and and Long Tri Claws. Silhouette only with glowing red eyes. Lower Body parts aren’t necessary since it won’t be showing. Alien is 40 feet Tall.**

**- Head**

**- 2 Upper and Lower, Arms**

**- Body**

**Hell:**

1. **Fall into Hell Background stripes down with Colorfull Hell Color Compositions**
2. **Background : An area with rocks and lava flowing down like waterfall x 3 different variations**
3. **Only lower part of the HellGate is shown that is as huge as the height of the canvas.**
4. **Ground Lava and rocks tiled x 3 variations both has holes for the player to jump over the lava. Either in the middle or a little bit offset to the right or the left.**
5. **Angel parts:**

* **Body and Head**
* **Arms**
* **Legs**
* **Wings divided into 2 parts To be able to open and close wings**

1. **Demon :**

* **Feet**
* **Lower Leg**
* **Upper Leg**
* **Tail Divided by 7 parts to animate the bending.**

**Heaven:**

1. **Bright Light coming in from heaven**
2. **Stripe Background suggesting he is pulled toward heaven.**
3. **Heaven Background: with 2 variations tiled variations, on the background Greek pillars here and there or kind of golden gates.**
4. **Background Angels (limited movement):**

* **Body and Head(one Part)**
* **Arms Holding Swords(one part)**
* **Legs(as one part)**

1. **Flying Angel Already posed flying, will fly over the screen from random directions. Holding Sword.**
2. **Big Bad Fallen Angel (The Final Boss) 2 times the size of the player: As Bad Ass as possible.**

* **Angel Head with 3 different Facial expression: (Ouch, Angry, normal evil look)**
* **Body (full armored), differentiate with normal Angel look so far**
* **Arms 2 Upper Armored Arms 2 Lower Armored Arms 2 Armored Gloves**
* **Fallen Angel Sword different from Heaven Sword**
* **Spark aura 1 second sequence repeatable seamlessly animation might require 5 different image or less**
* **2 Upper Armored Legs 2 Lower Armored Legs and 2 Armored shoes**