RNG Defense — 2D Asset Brief

A compact spec for consistent character sprites, animations, VFX, and UI icons.

Goal: Generate a consistent 2D asset set for a casual "luck + strategy" wave defense game. We will provide a **master character look** and request **animated spritesheets** (transparent PNG) with fixed frame size and stable proportions.

Genre	Casual 2D Wave Defense (RNG summons + merges + synergies)
Camera / View	3/4 top-down (slight isometric feel), fixed camera, no rotation
Art Style	Chibi proportions, bold outline, flat shading, high readability on mobile
Output	Transparent PNG spritesheets + separate PNG frames (optional) + UI icon set
Frame Size	Primary: 512x512 per frame (characters). Secondary: 256x256 (VFX/projectiles)

Consistency is the #1 priority: same silhouette, head size, weapon size, palette and outline thickness across all animations and skins.

1. Visual Style Guide

● **Outline:** 3–5 px equivalent (relative to 512 frame). Clean, unbroken contour lines.

● **Shading:** Flat + simple 2-step shading. No complex gradients. Avoid noisy textures.

● **Palette:** Saturated but controlled. Keep metal/cloth colors stable per character.

● **Readability:** Strong silhouette; avoid tiny details that disappear at 25–35% scale.

● **Lighting:** Soft top-left light. Keep direction consistent in every frame.

● **Background:** Transparent PNG only. No floor shadow unless requested as separate layer.

Target look (keywords)

"casual mobile game, chibi knight, bold outline, flat shading, high readability, 3/4 top-down view, clean shapes, transparent background".

2. Sprite Sheet Output Spec

Characters: 512x512 per frame, centered pivot, feet roughly at 70% of frame height. Keep character size consistent across frames (no camera zoom).
VFX: 256x256 per frame (or 512 if needed), centered pivot.
Format: PNG with alpha. Prefer both (A) a single spritesheet PNG and (B) separate frames ZIP (optional).

Animation	Frames	Loop	Notes
Idle	8	Yes	Subtle breathing + blink. No foot sliding.
Walk	8	Yes	Short, bouncy steps. Keep direction consistent.
Attack (melee)	10–12	No	Anticipation → hit → recovery. Weapon arc readable.
Attack (ranged)	10–12	No	Draw/aim → release → recoil. Spawn projectile separately.
Hit	4–6	No	Small flinch. No large displacement.
Die	10–14	No	Fall/vanish. Keep silhouette until last frames.

3. Asset List (Initial MVP)

Create these assets first. The set is intentionally small to validate pipeline and style consistency.

Category	Name	Notes / Variations
Heroes (units)	Knight (melee)	Steel armor + blue cloth. Sword + small shield.
	Archer (ranged)	Green hood + short bow. Quiver visible.
	Mage (ranged/magic)	Purple robe + staff. Simple glowing gem.
	Bomber (AoE)	Brown outfit + round bombs. Fun, readable shape.
Enemies	Slime	3 colors: green/blue/red. Simple squash.
	Goblin	Small dagger. 2 colors: green + gray.
	Skeleton	Sword or spear. Clean bones, not too detailed.
Boss	Ogre King	Big silhouette, club weapon, simple crown.
Projectiles	Arrow	Short trail (optional separate VFX).
	Magic Bolt	Glowing orb with tail.
	Bomb	Round bomb + fuse + small spark.
VFX	Hit Spark	Small impact star, 6–8 frames loop or burst.
	Explosion	Cartoon explosion burst, 10–12 frames.
	Buff Aura	Circle glow under unit, 12-frame loop.
UI Icons	Gold / Summon / Upgrade	64x64 or 128x128 icons, flat, bold outline.

4. Naming & Layout Conventions

Folder: characters/{name}/, enemies/{name}/, vfx/{name}/, ui/icons/.
File names: {entity}_{anim}_{frames}f_{size}.png (e.g., knight_attack_12f_512.png).
Spritesheet layout: 1 row per animation (preferred), left-to-right frames, consistent padding.

5. Prompt Templates (copy/paste)

Use the same base text for every request. Replace {name}, {anim}, {frames} only.

Base Sprite

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Base Sprite (Master Look)
- 2D casual mobile game character, chibi proportions, bold outline, flat shading
- 3/4 top-down view, fixed camera, no rotation, centered in frame
- transparent background, clean edges, consistent palette
- {name} holding signature weapon, readable silhouette, minimal tiny details
- output: PNG with alpha, 512x512 canvas
```

Animation

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Animation Request
- Starting from the provided master sprite, generate {anim} animation
- {frames} frames, consistent proportions and colors, no camera movement
- keep feet placement consistent (no sliding), preserve outline thickness
- transparent background, export as spritesheet PNG
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6. Do / Don't

- **DO**: keep consistent scale and pose center; prioritize silhouette readability.
- **DO**: simplify accessories; separate projectile/VFX into their own spritesheets.
- **DON'T**: change armor shape, face, or weapon size across frames.
- **DON'T**: add background, drop shadows, complex textures, or camera zoom.

Contact & Notes

If something is ambiguous, default to consistency over detail. Deliver a small MVP set first; we will expand with skins and more units after approval.