

Kill la Kill

reskin mod for

Crypt of the NecroDancer

This is a SteamCommunity Workshop supported mod for the game [Crypt of the NecroDancer](#).

Original resources located at: <SteamLibrary>\SteamApps\common\Crypt of the NecroDancer\data\entities
or just download from here https://drive.google.com/file/d/0B9dzgs_dkXAIYmd3Uy1EQS14YkU/view?usp=sharing

This is a free mod. Not trying to break any laws here. Just trying to bring the fun anime Kill la Kill and the fun game Crypt of the NecroDancer together by redrawing the original game assets to look like characters and things from the anime.

How to use this document:

1. Check out the list of ideas. Find the one you like or add your own below.
2. See if anyone is already working on an idea. If not, type in your name, type "in progress" into the status column and get the pixels goin!
3. After you're done with it, paste the resulting image according to the formatting, below.
4. You can probably work together with others on the same sprites but you probably gotta discuss that with them first. These are just guidelines, not cops.
5. If you're on Windows, use Winkey+Plus/Minus to zoom in and out and see the pixels. Using the Google doc zoom feature will only get smudged results.

This wikia is a nice place for reference: <http://crypt-of-the-necrodancer.wikia.com/wiki/>

Ideas

(Hint: to add more rows, right-click any cell and select “Add row below/above”.)

Status	The idea itself
Big things	
	Loading screen – Ryouko in basement, finding Senketsu (+ Nonon with some instruments in the corner for soundtrack version)
	intro movie? is that even possible? if so, then... Ryuuko goes back to her home after running away from the very first battle with the 2-star boxer guy and falls down a trapdoor into the basement. Down there her wound reopens and some blood spills down onto the pile of crap. Under the pile is Senketsu. Ryuuko freaks out after Senketsu explodes into the scary form above her. Then they rustle in a cloud of dust and Ryuuko appears fully dressed in Senketsu. Last scene is probably some “ready to kick ass look” (can’t look up the trapdoor hole she fell through coz it’s closed so gotta be some other cool pose)
Characters	
Playable Characters	
	Cadence: Ryuko Melody: Mako Aria: Senketsu Dorian: Aikuro Eli: Tsumugu Dove: Monk: Bolt: Coda: Bard: Satsuki
Lobby NPCs	
	Dungeon Master: Barazou Mankanshoku (Mako’s father) Weaponmaster: Hephaestus: Matarou Mankanshoku (Mako’s bro) Merlin: Sukuyo Mankanshoku (Mako’s mom) Beastmaster: Bossmaster: Janitor: Diamond dealer: Guts
Dungeon NPCs	
Done	Transmogrifier: Shopkeeper: Takarada Shriner: Summoner: Pawnbroker: Matorou
Enemies	
Zone 1	
	Enemies: White Skeleton: Yellow Skeleton: Black Skeleton: Green Slime: Blue Slime: Yellow Slime: Zombie: Mako Bat: Red Bat: Green Bat: Mimic: Locked Mimic: White Mimic: Monkey: White Monkey:
	Minibosses: Yellow Bat: White Bat:

	<i>Light Minotaur:</i> <i>Dark Minotaur:</i> <i>Green Dragon:</i> <i>Red Dragon:</i>
Zone 2	
	Enemies:
	Minibosses: <i>Nightmare:</i> <i>Blood Nightmare:</i> <i>Banshee:</i> <i>Blue Banshee:</i>
Zone 3	
	Enemies:
	Minibosses: <i>Blue Dragon:</i>
Zone 4	
	Enemies: <i>Apprentice Blademaster:</i> <i>Blademaster:</i> <i>Warlock:</i> <i>Neon Warlock:</i> <i>Lich:</i> <i>Red Lich:</i> <i>Black Lich:</i> <i>Harpy:</i> <i>Bomber:</i> <i>Spider:</i> <i>Black Bat:</i> <i>Sarcophagus:</i> <i>Magic Monkey:</i> <i>Purple Monkey:</i> <i>Ghoul:</i> <i>Goblin Sentry:</i> <i>Ooze Golem:</i> <i>Orange Armadillo:</i> <i>Gargoyle</i> 1. <i>Wings</i> 2. <i>Bomb</i> 3. <i>Follow</i> 4. <i>Wind</i> 5. <i>Necrodancer</i>
	Minibosses: <i>Ogre:</i> <i>The Mummy:</i>
Bosses	
	Bosses will be Student Council/Elite Four King Conga: Gamagoori (with Mako zombie minions!) Coral Riff: Nonon Jakuzure Death Metal: Uzu Sanageyama (Blade Regalia) Deep Blues: Hoka Inmuta (two stars as pieces?)
	Dead Ringer: Nui Harime
	Necrodancer: Ragyo Kiryuuin
	Golden Lute: Original Life Fiber
Weapons	
There are 6 types of most weapons: normal, blood, glass, gold, obsidian, titanium	

	
<i>Weapons</i>	
	 Dagger is Bakuzan Gako (short portion of the broken Bakuzan) throwable
	 Spear is Bakuzan Kouryuu (longer portion of the broken Bakuzan) throwable
	 Broadsword will be the Rending Scissors. – <i>review</i>
	 Longsword will be the Execution mode red scissor blade. – <i>review</i>
	 Rapier is scissor half, all variations, different designs. Blood type will be original red, of course.
	 Whip is Gamagoori's thorny lash thing? (does the 3-star uniform give him that or does he just have it as a separate weapon?)
	 Cat...
	 Flail...
	 Bow is Nailgun
	 Crossbow... Money Gun
	 Blunderbuss...
	Rifle...
	 Flower – could be Satsuki-sama with her sheathed Bakuzan. So powerful, she doesn't even need to harm her foes, just makes fools out of them by throwing stars around their heads.
	 Lute – Nudist Beach shameless glare or censorship – Mikisugi (the teach) just jumps around naked and damages all foes within 1 square with the sheer strength of his determination.
<i>Armor/Gear</i>	
Done	No armor: Ryuko Street clothes
Done	Leather armor: Senketsu sailor uniform
Done	All armor changed for players 1 (plans for that below) and 2 (still thinking about and taking ideas for.
Done	Croquet armor – with a bone and a crab claw
Done	Nudist beach armor (my take on obsidian armor)
Done	Blood drum is Seki Tekko, blood drawing glove with a special wrist-cutting band (<i>sounds like that should be rated M for madness</i>), when active key is pulled with blood drops, string visible
Done	Charm of gluttony is croquet instead of drumstick, fish head instead of bone
	Shovels: <i>Basic:</i> <i>Blood:</i> <i>Crystal:</i> <i>Glass:</i> <i>Obsidian:</i> <i>Pickaxe:</i> <i>Shard:</i> <i>Titanium:</i>

	Torches: <i>Normal:</i> <i>Bright:</i> <i>Luminous:</i> <i>Glass:</i> <i>Obsidian:</i> Nudist Beach glow <i>Infernal:</i> <i>Trapsight:</i>
	Rings: <i>Charisma:</i> <i>Courage:</i> <i>Gold:</i> <i>Luck:</i> <i>Mana:</i> <i>Might:</i> <i>Peace:</i> <i>Phasing:</i> <i>Protection:</i> <i>Regeneration:</i> <i>Shadows:</i> <i>Shielding:</i> <i>War:</i> <i>Wonder:</i>
	Headgear: <i>Blast Helm:</i> <i>Circlet:</i> Sanageyama's blindfold <i>Crown of Greed:</i> <i>Crown of Teleportation:</i> <i>Crown of Thorns:</i> <i>Glass Jaw:</i> <i>Helm:</i> Band-aid (Morgan?) <i>Miner's Cap:</i> <i>Monocle:</i> Hakodate's (the tennis girl) monocle thing <i>Sunglasses:</i>
	Shoes: <i>Ballet:</i> <i>Explorer's Boots:</i> <i>Lead Boots:</i> <i>Boots of Leaping:</i> <i>Boots of Lunging:</i> <i>Boots of Pain:</i> <i>Boots of Speed:</i> <i>Boots of Strength:</i> <i>Winged Boots:</i> <i>Hargreaves:</i>
	Gear: <i>Holster:</i> <i>Backpack:</i> <i>Compass:</i> <i>Coupon:</i> <i>Bag of Holding:</i>
	Consumables: <i>Apple:</i> Lemon (first episode Ryuuko buys a lemon for a healthy acidic snack) <i>Cheese:</i> <i>Drumstick:</i> <i>Ham:</i> <i>Holy Water:</i> Satsuki's teacup <i>Heart Transplant:</i> Life-fiber laced heart <i>War Drum:</i> Satsuki's glove thing <i>Blood Drum:</i> Sekki Tekko
	Spells: <i>Bomb:</i> <i>Fireball:</i> <i>Freeze:</i>

	<i>Heal:</i> <i>Shield:</i> <i>Transmute:</i>
	Charms: <i>Frost:</i> <i>Gluttony:</i> <i>Luck:</i> <i>Nazar:</i> <i>Protection:</i> <i>Risk:</i> <i>Strength:</i>
<i>GUI</i>	
Done	Gold coins are croquettes
Done	Diamonds are life threads
Done	 Bombs – Spool Bombs
Things we DON'T need to change:	
Flame animations; Explosion animations; Scrolls; Some charms	

Workshop page adverts

Main image – something immediately recognizable.

Story – some shit happened and the main chars are back at the school town and gotta defeat the evil clothes or somethin

Progress section

Structure of this section:

- Category of sprites (heading 0)
- More specific name for the group of sprites (heading 1)
- Most specific name of sprites (heading 2)
- If there are more than one sprite sheet, add names for each (normal text)

Modded sprites go first, original sprites next to them. Top cell is filename for sprites that are called differently from their in-game name. (hint: to combine cells, select them > right-click > combine cells)

Characters

Player 1 and 2

Head

player1_heads			player2_heads	
mod	original		mod	original
				

Body

player1_armor_body			player2_armor_body	
mod	original		mod	original
				

Lobby NPCs

In the order of rooms in lobby, counter-clockwise, starting from top-left.

Merlin

	
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Dungeon master

TEMP_medic	
	

Hephaestus

TEMP_hephaestus	
	

Beastmaster

	
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Weaponmaster

	
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Janitor

	
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Diamond_dealer

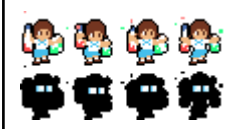
	
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Bossmaster

	
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NPCs in the dungeon

Transmogrifier

npc_transmogrifier	
	

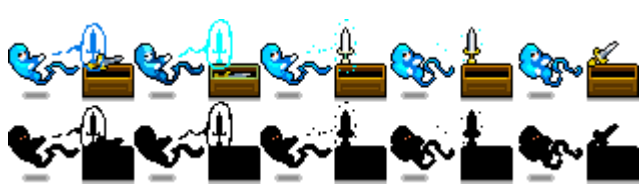
Shriner

npc_shriner	
	

Pawn broker

npc_pawnbroker	
	

Summoner

Conjurer	
	

Shopkeeper

shopkeeper	
	 Musical notation for the 'shopkeeper' track. It consists of two staves. The top staff features a sequence of eight notes, each accompanied by a small, colorful character (purple body, yellow face, red hat) holding a red key. The bottom staff contains a series of black notes, each with a small black character (black body, black face, black hat) holding a black key.

shopkeeper_ghost	
	 Musical notation for the 'shopkeeper_ghost' track. It consists of two staves. The top staff features a sequence of eight notes, each accompanied by a small, light blue character (light blue body, light blue face, light blue hat) holding a light blue key. The bottom staff contains a series of black notes, each with a small black character (black body, black face, black hat) holding a black key.

shopkeeper_monstrous	
	 Musical notation for the 'shopkeeper_monstrous' track. It consists of two staves. The top staff features a sequence of eight notes, each accompanied by a small, purple character (purple body, yellow face, red hat) holding a red key. The bottom staff contains a series of black notes, each with a small black character (black body, black face, black hat) holding a black key.

shopkeeper2	
	 Musical notation for the 'shopkeeper2' track. It consists of two staves. The top staff features a sequence of eight notes, each accompanied by a small, orange character (orange body, yellow face, red hat) holding a red key. The bottom staff contains a series of black notes, each with a small black character (black body, black face, black hat) holding a black key.

shopkeeper3	
	 Musical notation for the 'shopkeeper3' track. It consists of two staves. The top staff features a sequence of eight notes, each accompanied by a small, green character (green body, yellow face, red hat) holding a red key. The bottom staff contains a series of black notes, each with a small black character (black body, black face, black hat) holding a black key.

shopkeeper4	
	 Musical notation for the 'shopkeeper4' track. It consists of two staves. The top staff features a sequence of eight notes, each accompanied by a small, blue character (blue body, yellow face, red hat) holding a red key. The bottom staff contains a series of black notes, each with a small black character (black body, black face, black hat) holding a black key.

Objects

Chest

chest	
	 

chest_black	
	 

chest_locked	
	 

chest_white	
	 

Traps

Trap chest

trapchest	
	

trapchest_locked	
	

trapchest_white	
	

Level 2

Clone

clone clone_aria clone_bard clone_bolt clone_monk							
							
							
							

Enemies development section

Maybe could use some of these Makos from the second ending:



Items

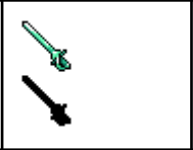
Weapons

Dagger

weapon_dagger	
	
weapon_dagger_blood	
	
weapon_dagger_frost	
	
weapon_dagger_glass	
	
weapon_dagger_golden	
	
weapon_dagger_jeweled	
	
weapon_dagger_obsidian	
	
weapon_dagger_phasing	
	
weapon_dagger_titanium	
	

Rapier

weapon_rapier	
	
weapon_rapier_blood	
	
weapon_rapier_glass	

	
weapon_rapier_golden	
	
weapon_rapier_obsidian	
	
weapon_rapier_titanium	
	

Armor

Leather armor + spiked variant

armor_leather armor_spiked_leather	
	

Gold armor + spiked variant

armor_goldmail armor_spiked_goldmail	
	

Karate Gi

armor_gi	
	

Obsidian armor

armor_obsidian	
	

Accessories

Charm of Gluttony

charm_gluttony	
	

Food

Apple

food_1	
	
	

Drumstick

food_3	
	
	

Usable

Backpack

hud_backpack	
	

Bag of holding

bag_holding	
	

War drum

war_drum	
	     

Blood drum

blood_drum	
	

Pickups

Coins

resource_coin1	
	
resource_coin2	
	
resource_coin3	
	
resource_coin4	
	
resource_coin5	
	
resource_coin6	
	
resource_coin7	
	
resource_coin8	
	
resource_coin9	
	
resource_coin10	
	

Diamonds

resource_diamond	
 	 
resource_diamond2	
 	 
resource_diamond3	
 	 
resource_diamond4	
 	 

Hoard

resource_hoard	
 	 

UI

Coins

blood_drum	
	

Diamonds

diamond	
	

Mini diamond

TEMP_mini_diamond	
	