

Resolution, Canvas Sizes and Tips

- 1920x1080 will be the game resolution.
- Draw assets in a consistent high resolution and then we can scale them down to 1080p.
- For me, it helps to draw almost everything in one file and carefully use layers. This helps maintain consistency, layout, and make sure things work well together.
- Please stick to the canvas sizes I have figured out below, these are the assumptions I am making for programming.

Some Potential Sprite References

- [The Legend of Zelda: Minish Cap](#)
- [Binding of Isaac Sprite Archive](#)

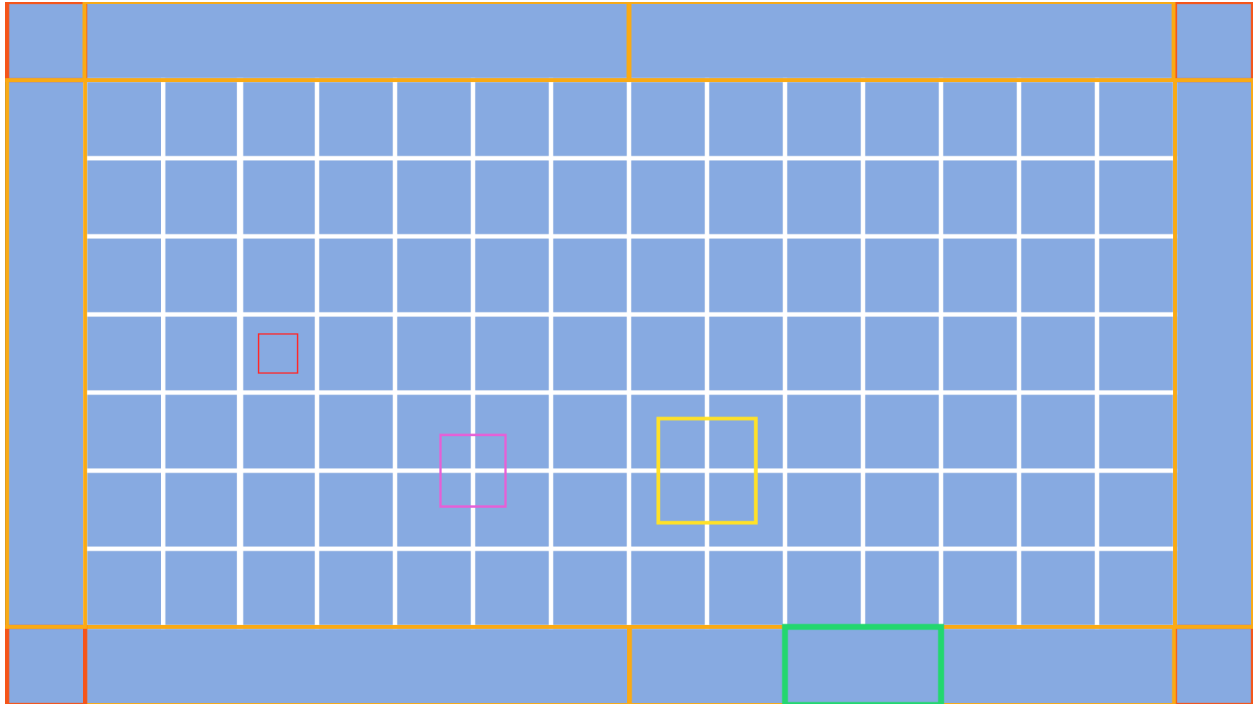
Sprite Priority Rankings

Please try to knock out the ones at the top of the list first. This corresponds to the order I am developing the game systems.

- ☐ All sprites for both main characters
 - ☐ Character A
 - ☐ Character B
- ☐ Environment Sprites
 - ☐ Room Walls and Doors
 - ☐ Room floor tile
 - ☐ All Block Sprites
- ☐ All the Item Sprites
- ☐ Enemy Sprites
 - ☐ Minion 1
 - ☐ Minion 2
 - ☐ Minion 3
 - ☐ Boss
- ☐ Misc. Sprites
 - ☐ Heart HUD
 - ☐ Key HUD

Canvas Sizes

See the graphic below for how things will be laid out, everything is calculated to fit nicely together:



Legend (canvas sizes in pixels that art will have to be scaled down to):

- **Smaller characters:** 100x110
- **Larger characters:** 150x160
- **Blocks & Wall Corners** (main grid in room): 120x120
- **Doors:** 240x120
- **Wall Segments:** 840x120
- **Items:** 60x60

Character Sprites

Notes on character sprites:

- keep walking animation super simple, you can see that binding of isaac re-uses the leg portion of the sprites to save time by avoiding multiple unique walking animations [here](#)
- Reference Zelda sprites like [these Zelda sprites](#) for animation or pose help
- We should probably keep it super super simple
- Think about double-up on work to make things go quicker, maybe the characters share a similar lower half or something?

Nori:

Canvas: 150x160

- Walking
- Walking with projectile weapon in hand
- Projectile using animation animation
- Projectile Sprite
- Pushing block (4 directions)
- Animation where they transform into the melee weapon (we can just reverse it for shifting back into normal form)
- Hands in the air pose holding up new item (don't include item in the sprite)
- Idle weapon form + upgraded form (summonable, see GDD if you need clarification)
- 1 damage taking frame (I will animate in-engine with flashing red or something)
- Death animation

Jumbo:

Canvas 100x110

- Walking
- Walking with melee weapon in hand
- Using melee weapon sprites
- Animation where they transform into the projectile weapon
- Hands in the air pose holding up new item
- Idle weapon form + upgraded version (upgrade gives ability to spawn Jumbo at the projectile, giving him access to new places)
- 1 damage taking frame
- Death animation

Other Character Sprites

- ~~"Energy Core" or something similar. This can be used to show the transition of control by making it fly between characters.~~
- ~~Optional: some sort of aura or indicator that the current character is active~~

Environment Sprites

Use this [Binding of Isaac Sprite Archive](#) to get an idea on how to execute some of these designs. You can reference it to give you a guide line on making the walls especially.

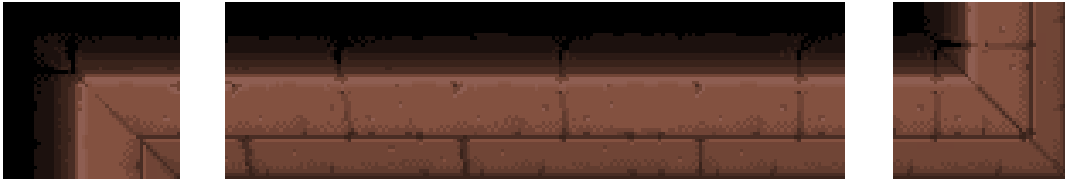
Doors

This will be one sprite that can be rotated 4 directions. It will be placed over the room walls so it should layer well with those. **240x120 canvas.**

- Opened Door
- Locked Door
- Boss Door

Room Walls

Reference the binding of isaac sprites to see how they do the room's outer walls.



The type of wall sprites we need ^^^^



The wall sprites in action, ours have different dimensions, but the idea is the same.

Room Wall Segment

This will be a single sprite **840x120**, it will be rotated to be used as a vertical wall. For a fullscreen room (1920x1080) it takes two segments to cover the bottom, so they should be seamless in that way. They should also work well with the door sprite on top of them

Room Wall Inner & Outer Corners (See corners in Isaac example above)

Two types of corner sprites, an inner corner and an outer corner so we can put together any (rectangular) shape of room we like. These will need to be seamless with the walls as in the example above. Canvas size is **120x120**, same as blocks.

Floors

This can be just a solid color with a little bit of texture. Doesn't need to be super detailed unless you want it to be. Should be very low contrast if you do include any detail. Can be a tile that gets repeated I would use a **120x120** canvas for the tile or any even multiple of 120 like 240 or 360 etc.

- One regular ground sprite
- One "cursed" ground sprite where transformation doesn't work

Block Sized Sprites

These sprites will all use the same canvas. The game wont be restricted to a grid, but these will be used for grid based puzzles and keeping a consistent style. Canvas size **120x120** pixels for all the below

- Rocks or other regular block typed object
- Tiles for holes in the ground (will just need blackish color square with edges making it seem like a cliff)
- Push-able blocks (with alt color to indicate immoveable version)
- ~~Thorn Vine Block~~
- Button Switch you walk on to press down (need up state and down state frames, no need to animate it going up and down, it will happen instantly)
- ~~Spike floor grate (spikes up position and down position)~~
- Orb on a pedestal Block and a version where it is lit up - basically switches that are activated by hitting with trident
- Some sort of container (like zelda pots), could be a crate. 2-3 broken bits particles
- Treasure chest (basic and deluxe one, deluxe one holds weapon upgrades and boss key), opened and closed

Items

60x60 Pixel Canvas

- Upgrade crystal or something similar (this will be in a chest and finding it will allow upgrade that character's weapon form)
- Normal Key and Boss Key
- Heart Item

- Upgraded melee weapon item (could be some sort of crystal or something that the character absorbs)
- Upgraded projectile weapon

Enemy Sprites

You can choose enemy designs that will either be simple to create directions for, or enemies that don't need directional sprites, like flying enemies or something.

Minions

For these, do rough mockups and show the team please. We will then need to think through what sprites they will need, like moving, attacking, etc.

- Low level minion that can be killed by either player if they have a weapon. **100x110 canvas**
- Mid level minion that can only be killed by a powerful sword strike **150x160 canvas**
- Mid level minion that can only be killed by a ranged attack because they keep a distance and shoot at you **150x160 canvas**

Boss

We do not need to go over the top with animations or detail, as long as is bigger and looks formidable we can make it work. Whatever canvas you want, could also be disjointed, or have multiple parts, it's up to you character design expert.

- Boss minion that can only be killed by using both characters

Other

- Heart and Key HUD icons in top left, use Isaac as a go-by. We will need two rows of hearts that correspond to each character's color. I will handle numbers for keys. Each icon could be around the same size as the items, **60x60 pixels**
- Itch pages assets. We want this to be appealing to stand out from the 1000s of other submissions). It's like the youtube thumbnail, very important to look appealing. Here is a [guide with templates](#), it's pretty in-depth but we only need to hit the biggest items like the cover image and stuff at a minimum. r

Graphics Noah will handle

- Map HUD - this will be pretty technical and likely require a lot of trial and error on my end so it will go quicker for me to design this out and if we have time you can come in and polish it up