

Assets list

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GRAPHICS

The game use a 2D top-down camera, environment objects and characters are slightly shifted to let the player see their body. This means that a character can partially be covered by one another.

The perfect example of this point of view is Warcraft 2:



In the context of the game jam, animation of the characters is not in scope. Sprites will just change state programmatically and animation will be made later.

I. Sprites

A. Core gameplay

Mouse cursor

- **Idle**
- **Left mouse button attack**
- **Right mouse button attack**
- **Center mouse button attack**
- **Mouse buttons combo attack**

Enemies

For each type of enemy:

- **Idle**
- **Walk**
- **Attack**
- **Death**
- **Corpse**

Environment

- **Grass**
- **Dirt soil**
- **Water**
- **Tree**
- **Rock**
- **Villager's house**

User Interface

- **New wave incoming announcement**
- **Current wave defeated announcement**
- **Level complete announcement**
- **Level failed announcement**
- **Damages done**
- **Number of enemies killed**

B. Heroes and villagers (Optional)

Mouse cursor

- **Select a unit**
- **Order movements**
- **Order attack target**
- **Order special skills**

Heroes

For each type of hero:

- **Idle**
- **Walk**
- **Attack**
- **Death**
- **Corpse**

Villagers

- **Idle**
- **Scared**
- **Walk**
- **Death**
- **Corpse**

Environment

- **Sheep**
- **Wall**

User Interface

- **More to come...**

C. Menu (Optional)

- **More to come...**

D. Village (Optional)

- **More to come...**

II. FX

A. Core gameplay

Enemies

- **Hurt by mouse attack**
- **Hurt by mouse combo attack**

B. Heroes and villagers (Optional)

Mouse cursor

- **Select a unit**
- **Order movements**
- **Order attack target**
- **Order special skills**

Heroes

- **Attack**

User Interface

- **More to come...**

C. Menu (Optional)

- **More to come...**

D. Village (Optional)

- **More to come...**

III. Animations (Optional)

A. Core gameplay

Mouse cursor

- **Left mouse button attack**
- **Right mouse button attack**
- **Center mouse button attack**
- **Mouse buttons combo attack**

Enemies

For each type of enemy:

- **Walk**
- **Attack**
- **Death**

User Interface

- **New wave incoming announcement**
- **Current wave defeated announcement**
- **Level complete announcement**
- **Level failed announcement**
- **Damages done**
- **Number of enemies killed**

B. Heroes and villagers

Mouse cursor

- **Select a unit**
- **Order movements**
- **Order attack target**
- **Order special skills**

Heroes

For each type of hero:

- **Walk**
- **Attack**
- **Death**

Villagers

- **Scared**
- **Walk**
- **Death**

Environment

- **Sheep**

User Interface

- **More to come...**

C. Menu

- **More to come...**

D. Village

- **More to come...**

AUDIO

I. Sounds

All sounds are played within 0.2 seconds after that the corresponding event occurred to keep the feel that they are related to / consequences of it.

A. Core gameplay

Mouse

- **Left mouse button attack**
Played each time the button is clicked, should be really short (half a second or less) and can be cut by the next played sound. This sound is more important than others.
- **Center mouse button attack**
Idem.
- **Right mouse button attack**
Idem.

Enemies

- **Enemy hurt by mouse attack**
Played each time an enemy is hurt by a mouse click correctly aimed. Should be really short and can be cut by the next sound. This sound has less importance. It's played slightly before the end of the 'mouse button attack' sounds and finishes shortly after their end.
- **Enemy death**
Played when an enemy dies, this sound should be "ignored" by the player, it confirms the death of the enemy but shouldn't disrupt other sound. It's played after the 'Enemy hurt by mouse attack' sound.
- **New wave of enemies incoming**
Played to announce the start of a new wave, alerts the player that he should get ready for this coming in the following 2 seconds. It covers all other sounds.
- **Current wave of enemies defeated**
Played to reward the player and confirm the end of a wave when the last enemy dies, it's played right after the death and it will never collide with the 'New wave of enemies incoming' sound. It covers all other sounds.

Game

- **Level complete**
Played when all waves of the level have been cleared and replace the last wave defeat sound. This sound covers all others and is the last played before switching to the next level.
- **Level failed**
Played upon losing the level. It covers all other sounds and is the last sound played before restart of the level.

B. Heroes and villagers (Optional)

Heroes

- **Hero attack**
Played each time a hero attacks an enemy, should differ from the 'mouse button attack' sounds and is less important. It is just there for coherence. If multiple types of heroes are created there'll be a need for one sound for each type. It is a short sound and can be skipped.
- **Hero hurt**
Played each time an enemy hits a hero, slightly before the end of the 'enemy attack' sound and finishes shortly after its end. At least the first occurrence of this sound should grab the attention of the player (maybe playing it a little louder, it will be accompanied by a visual marker on the attacker). It's a really short sound and can be cut.
- **Hero accepting order**
Played to confirm that the order has been given, it could be the heroes talking (not necessarily understandable) or anything else that give the feeling the order is registered. This sound will be played over all others, it'll never collide with 'mouse button attack' sounds and will be played more quietly than 'New wave of enemies incoming' and 'Current wave of enemies defeated' sounds.
- **Hero walking**
Played in loop to a low volume when any hero moves toward a place ordered. This is only for coherence.
- **Hero death**
Played when a hero dies. It's important and will cover other sounds, it's played after the 'Hero hurt' sound. It could have long duration in order to insist on the importance of the event. It'll never collide with 'New wave of enemies incoming' and 'Current wave of enemies defeated' sounds.

Enemies

- **Enemy hurt by hero**
Played each time an enemy is hurt by a hero attack. Should be really short and can be cut by the next sound. This sound has less importance. It's played whenever the hero's attack hits its target, it can be played slightly before the end of the 'Hero attack' sound or near a second after its end. This sound should slightly differ from the 'Enemy hurt by mouse attack' sound.

Villagers

- **Villager yelling for help**
Played in loop with short intervals inside it as long as enemies are in a close perimeter of the villagers. This sound is important and should grab the attention of the player. Like the 'Hero hurt' sound, the first occurrence of this sound will be played louder.
- **Villager hurt**
Idem to 'Hero hurt' sound.
- **Villager death**
Idem to 'Hero death' sound but slightly less important than it

C. Menu (Optional)

- **Item clicked**
- **Item hovered over**

D. Village (Optional)

- **Exiting the village to enter in a level**
- **More to come...**

II. Music

A. Core gameplay

- **During waves**
A loop to help immerse the player immerse in the mood of fighting. Could be smoothly transitioned to and from 'between waves' music (optional). Max length played consecutively: unknown.
- **Between waves**
A short loop played during pauses between two waves of enemies to contrast the mood and clearly communicate that there's no threat. Max length played consecutively: approx. 30-40 seconds.

B. Village / Menu (Optional)

- **Background music**
A loop played in background on village screen and character sheet screen. This loop can be played indefinitely as these screens have no time limit. This music will fade to silence when entering in a level