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Environment

- Tile sheets
 - Floors
 - Walls
 - Ramps
- Foreground bits
 - Ferns
 - Flowers
 - Rocks
 - piles of stuff
 - Etc...

Other

- [User Interface, Title Screen, and Menu](#)
- Logo (to be displayed on the menu and Poster)
- Poster (not needed for this demo)

Chucky (Player One)



A baby elephant who is slow and heavy, can move large obstacles, and can vacuum up objects with his trunk, then chuck them across the level (this includes your co-op partner)

Dimensions

- Width: 2 tiles, Height: 2 tiles (Body)
- Width: 2 tiles, Height: 1 tile (Head/Trunk)

Mechanics

- Walk Left and Right (Slow)
- Activate floor buttons while standing on them
- Push crates
- Kick to smash crates
- Suck up objects with trunk (2 tile reach, sucked up objects are stuck to the end of the trunk, as opposed to getting swallowed by it)
- Aim Trunk (Dotted [trajectory line](#) to assist aiming before throwing objects)
- Launch objects with trunk (chuck object with enough velocity to travel 5 tiles upward before coming back down, this is less of a throwing motion and like shoving air out the trunk to blast the object away with a [gravity gun](#) style effect.)

Sprites

- Idle (4 frames)
- Walk cycle (4 frames)
- Kick (3 frames)
- Suck up objects with trunk (3 frames) [aiming with head/trunk is done programmatically]

- Launch objects with trunk (3 frames) [aiming with head/trunk is done programmatically]
- Falling (3 frames)

Dexter (Player Two)



A monkey (not an ape, a monkey) who is small agile, and dexterous. He can interact with small buttons / control panels, can climb ladders and monkey bars. And can be thrown by Chucky to gain access to far areas of the level.

Dimensions

- Width: 1 tile, Height: 1 tile

Mechanics

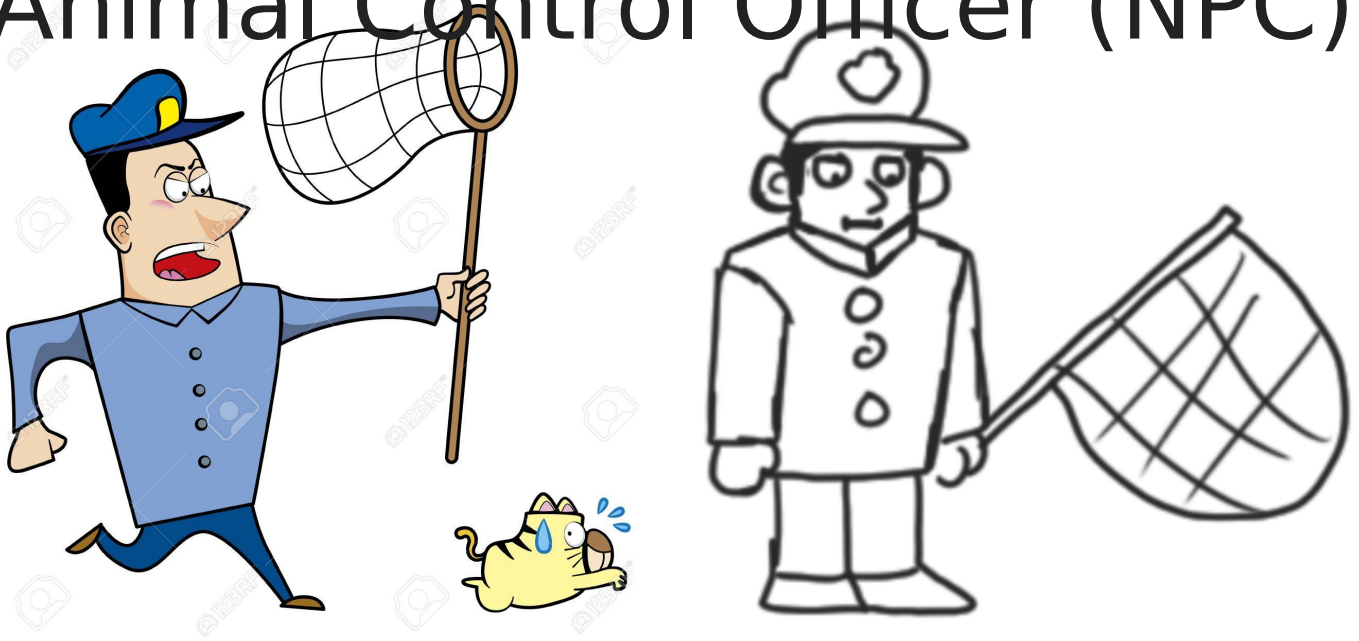
- Walk Left and Right (Fast)
- Jump (1 tile high)
- Climb Ladders
- Climb Monkey Bars (by jumping into them)
- Push control panel buttons
- Grab keys
- Use keys on locks (by pushing interact button on lock while holding a key)
- Shake coconuts from tops of trees (by pushing interact button at the top of the tree)

Sprites

- Idle (4 frames)
- Walk cycle (4 frames)
- Jump (3 frames)
- Climb ladder (4 frames)
- Climb monkey bars (4 frames)

- Push Control Panel Button (3 frames)
- Cowering (Stuck in Animal Control Officer's net) (2 frames)
- Rolled up in a ball (ready to be launched by Chucky's trunk) (1 frame)
- Fly through the air (thrown by Chucky) (2 frames)
- Falling (3 frames)

Animal Control Officer (NPC)



They aren't present on every level. When they are present they patrol in predictable patterns and try to stop the animals from escaping.

Dimensions

- Width: 1 tile, Height: 2 tiles (Main - art takes up approximately 1.5 tiles in height)
- Width: 1 tile, Height: 2 tiles (Net - Net MUST fit over Dexter)

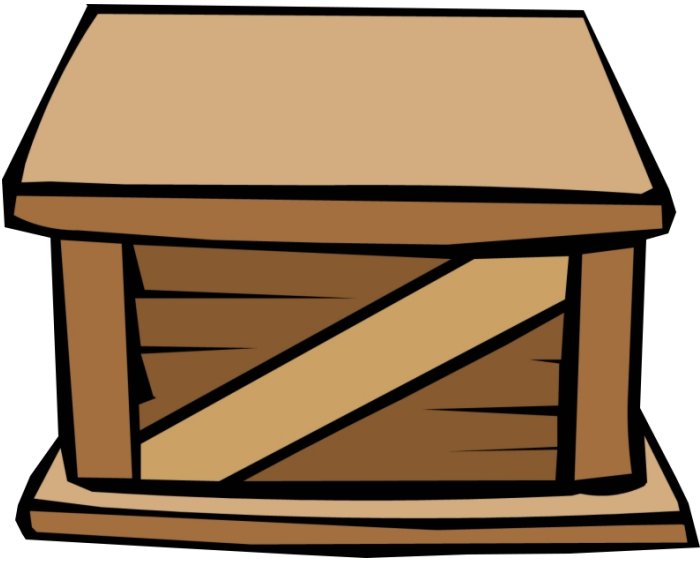
Mechanics

- AI walks back and forth in predetermined range
- Tries to chase Dexter and catch him in a net
- Runs away from Chucky
- Sometimes carry keys which can be sucked up by Chucky

Sprites

- Idle (4 frames)
- Walk cycle (4 frames)
- Swing net to catch Dexter (4 frames)
- Successfully pind down Dexter with net (3 frames)
- Running away from Chucky looking scared (4 frames)

Wooden Crates



Typical video game object, a crate. Sometimes found individually, or stacked. Sometimes they are helpful for climbing, sometimes they are in the way.

Dimensions

- Width: 1 tile, Height: 1 tile

Mechanics

- Can be pushed around by Chucky
- Can be smashed by Chucky (via the kick mechanic)
- Can be climbed on by Dexter

Sprites

- Regular
- Smashed into 3 pieces (1 sprite for each piece)

Coconut Tree



Spawns coconuts when Dexter shakes the top.

Dimensions

- Width: 1 tile, Height: 4 tiles (Tree Trunk)
- Width: 2 tiles, Height: 1 tile (Leaves)

Mechanics

- Dexter can land on top of the tree (if thrown by Chucky)
- Spawns coconuts when Dexter interacts with the top (he shakes it).
- Coconuts are unlimited, but only one can be out at a time

Sprites

- Tree Trunk (top of the tree includes a cluster of coconuts)
- Leaves (4 variants) [movement of the leaves is done programmatically]

Coconut



Once it has been shaken loose from its tree, it can be used for throwing at / activating wall buttons.

Dimensions

- Width: 1 tile, Height: 1 tile

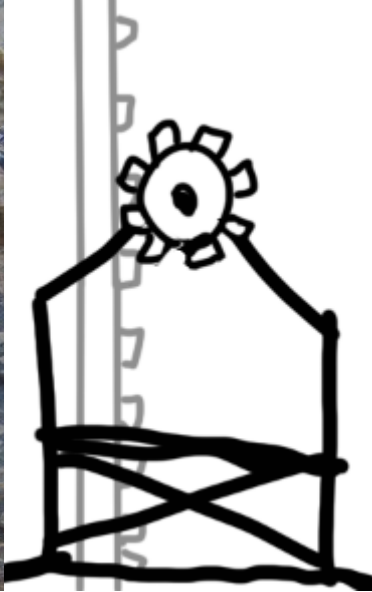
Mechanics

- Chucky can suck up the coconut with his trunk
- Chucky can chuck the coconut at wall buttons to activate them
- Upon hitting a wall button the coconut will shatter.
- When a new coconut is shaken from the tree the previous coconut will shatter.

Sprites

- Regular
- Smashed into 2 pieces (1 sprite for each piece)

Elevator



An outdoor elevator for lifting elephants. Bare bones / exposed design so you can see Chucky inside of it. Rail is visible behind it so players can tell how high it goes.

Dimensions

- Width: 2 tiles, Height: 3 tiles (Main)
- Width: 1 tile, Height: 1 tile (Gear)
- Width: 1 tile, Height: 1 tile (Rail in the background)

Mechanics

- Chucky can ride the elevator if Dexter activates it
- Activated via a button (the type of button is chosen by the level designer)

Sprites

- Main Elevator Cart
- Gear [rotation of the gear is done programmatically]
- Rail (with teeth that line up with the gear, can be tiled as high as the level designer needs)

Exit Door, Regular Doors (Gates), Trap Doors



No puzzle game would be complete without arbitrarily locked doors! These doors have to be activated with a button OR unlocked with a key if they have a lock and chain on them. Mechanically they are all almost identical, both Chucky AND Dexter have to leave through the exit door to complete a level. Trap doors are on the floor and can only be accessed by Dexter.

Dimensions

- Width: 1 tile, Height: 3 tiles (Exit Door and Regular Door)
- Width: 1 tile, Height: 1 tile (Trap Door)

Mechanics

- Closed, can walk through it
- Each door is tied to a specific button (chosen by the level designer) that button opens the door when pushed.

- Some doors will be locked and required Dexter to use a key instead.

Sprites

Depending on how the art style develops, the doors could potentially be animated programmatically.

- Door Frame (One for regular, and one fabulous one for the exit)
- Door (One for regular, and one fabulous one for the exit)
- Door Frame (a different one for the trap door)
- Door (for the floor)

Buttons (Floor Button, Wall Button, Control Panel Button)



Who said we had to be original? Buttons open doors and activate elevators. Each button is paired up with a door (or elevator) by the level designer. Any type of button can be paired up with any type of door (or elevator). The difference is what it takes to activate each button. The Floor Button can only be activated by Chucky standing on it. The Wall Button can only be activated by Chucky hitting it with a coconut. And the Control Panel Button can only be pressed by Dexter.

Dimensions

- Width: 2 tiles, Height: 1 tile (Floor Button)
- Width: 1 tile, Height: 1 tile (Wall Button)
- Width: 1 tile, Height: 1 tile (Control Panel Button)

Mechanics

- Floor Button - only activated by Chucky standing on it (deactivates when he steps off).
- Wall Button - only activated by Chucky hitting it with a coconut. (toggles on/off when pressed)
- Control Panel Button - only pressable by Dexter. (toggles on/off when pressed)
- In Unity editor the script should let you specify the game object that the button activates (a specific door or elevator). This should be exposed in the inspector so that it can be easily set by the level designer for each button.

Sprites

- Heavy Floor Button (base layer + moveable button layer that lights up)
- Wall Button (base layer + moveable button layer that lights up)
- Control Panel (default + button pushed state (button is depressed and lights up))

Locks and Keys



Locks and keys are mostly self explanatory. The locks will be chained to the doors, so their art needs to be drawn with that in mind.

Dimensions

- Width: 1 tile, Height: 2 tiles (Lock) [the height is for the chain to cover the door]
- Width: 1 tile, Height: 1 tile (Key)

Mechanics

- This is an alternative to having a button to open a door.
- Chucky can suck up keys with his trunk
- Dexter can pick up a key
- Only Dexter can use a key

Sprites

- Lock and Chain for vertical doors (chain will cover the door)
- Lock and Chain for trap door (chain will cover the door)
- Key

Ladders and Monkey Bars



Ladders and monkey bars are almost the same, but monkey bars go horizontal. Only Dexter can use these.

Dimensions

- Width: 1 tile, Height: 1 tile (Lock) [the height is for the chain to cover the door]
- Width: 1 tile, Height: 1 tile (Key)

Mechanics

- Dexter can climb ladders (press up or down on the left thumbstick)
- Dexter can swing on monkey bars (Jump into them to automatically grab on, and use the left thumbstick to swing left and right)
- Press the jump button while climbing ladders / monkey bars to dismount

Sprites

Both of these tiles can be tiled to create as long of a ladder / monkey bars as needed

- 1 tile for the ladder
- 1 tile for the monkeybars

Background Art



The background should be done in layers so that it has parallax (check out [Ori and the Blind Forest](#), and [Disney's MultiPlane Camera](#) for inspiration) .

Paint Background elements at 3840 x 2160 pixels so they look nice on a 4K monitor

Farthest

- Sky color and clouds

Far Background

- Circus tents
- Fairgrounds attractions (Ferris Wheel, Roller Coaster, Signs and lights)

Background

- Forested area (trees, bushes)

Gameplay area (extra assets to be created on tiles sheets)

- Ferns
- Flowers
- Grass
- Tiny rocks

Foreground (on top of the game)

- Ferns
- Flowers