

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)
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