

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]

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