

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)
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