

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

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