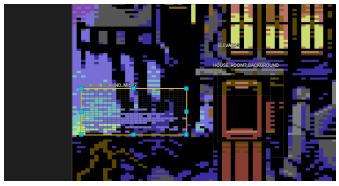
IDEAS

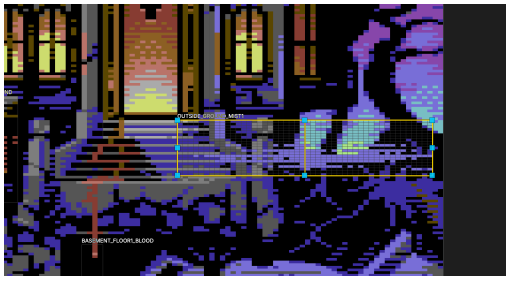
- An E.T. spoof somewhere
- Rapunsel
- ~~A batch of bats of course (we just use sprites because its easier)~~
- The bird on the roof to the left (eyes blinking and flapping a bit restlessly and randomly with its wings). because of colors, we can do sprites for this one too
- Spider moving down and up its thread in one of the tree tops? also a sprite
- ~~Blood on the stairs should drip slowly and fall down on the floor (2 sprites)~~
- The dining hall reminds me of the pirate bar in monkey island. can we make a spoof?
- ~~Torches~~
- ~~Fireplace~~
- ~~Slime bubbles~~
- there can be a room with a very big scary monster that is sleeping (animated) and our little hero will sneak past the scary monster can be his wife
- dragons lair reference
- ~~a purple tentacle must follow him~~
- ~~one or two of the eyes in the basement should blink or seomthing~~
- Teddy is clumsy, fluffy and kinda weird - makes a good pitch for his comedic flows
- maybe falling debris and drunk evil wizards could be a problem too
- poisonous arrows
- skeletons

OTHER ITEMS

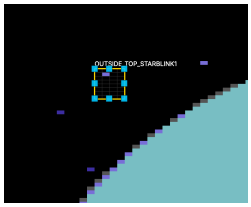
Sprites: OUTSIDE_GROUND_MIST1_Sprite_**Hires_XExpanded**. 2x1 sprites. No ani, but move slowly in X.
Place on the ground to the right of the house.



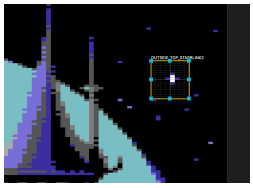
Sprite: OUTSIDE_GROUND_MIST2_Sprite_**Hires_XExpande**d. 1x1 sprites. No anim, but move slowly in X.
Place on the ground to the left of the house.



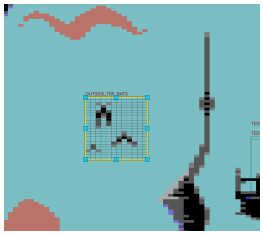
Bitmap: OUTSIDE_TOP_STARBLINK1_Bitmap_Multicolor. 4 frames.



Bitmap: OUTSIDE_TOP_STARBLINK2_Bitmap_Multicolor. 4 frames.



Bitmap: OUTSIDE_TOP_BATS. 4 frames.



Bitmap: BASEMENT_PIT_EYE1. 4 frames



Bitmap: BASEMENT_PIT_EYE2. 4 frames

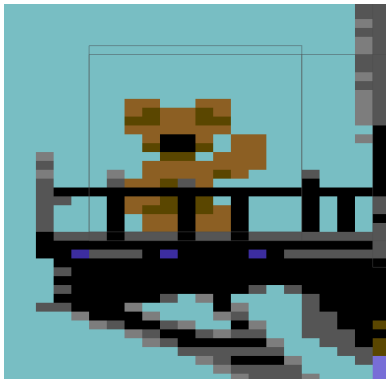


STORYBOARD

IMPORTANT! Make sure you are working with the latest assets on my share. Check dates! PNGs get updated constantly when making these animations, adapting them so they work together. If not using the latest versions, there is a risk of things not matching.

1. Teddy waves

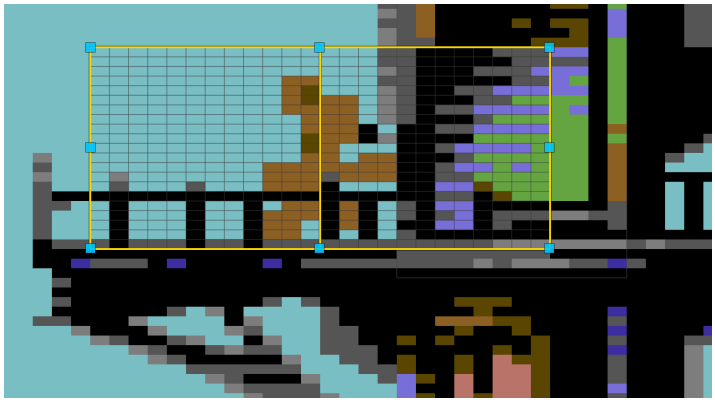
   Sprite: TEDDY1_WAVE 1x1 sprite, 3 frames of animation, ping pong animation. Transparent is WHITE, MC1 is BLACK (0), MC2 is BROWN(9). SPR COL is ORANGE(8). This is for all sprites for Teddy until later notice.

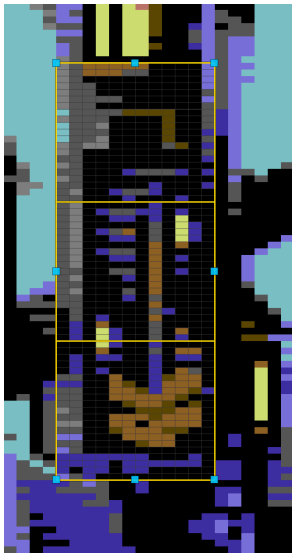
2. Teddy runs into the first room interior. It can be revealed timely when he starts to run or so.

   Sprite: TEDDY2_RUN 2x1 sprites, 8 frames of animation.

   Bitmap: HOUSE_ROOM1_BACKGROUND

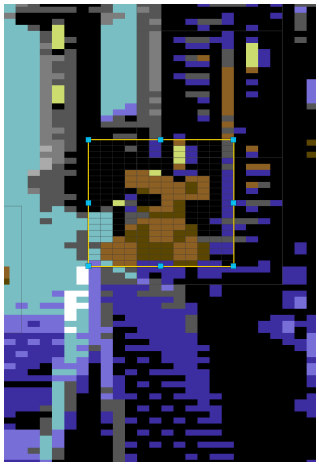


3. The next room reveals when it scrolls and we see him falling down the stairs.
   Sprite: TEDDY3_FALLING 1x3 sprites, 10 frames of animation.
   Bitmap: HOUSE_ROOM1B_BACKGROUND



3B. Teddy sees stars for some second. Hopefully we can have this short anim without everything scrolling out.

Sprite: TEDDY3B_BEAR 1x1 sprite, 4 frames of animation. Bottom layer
Sprite: TEDDY3B_STARS 1x1 sprite, 4 frames of animation. SPR col Yellow(7). Top layer
Bitmap: HOUSE_ROOM1B_BACKGROUND



4. Teddy jumps when reaching the bottom of the stairs after falling. He jumps into the next room which is revealed in a timely manner. He should jump from where he stopped falling to the left and a bit up and then gravity takes him and he falls into the red room.

   Sprite: TEDDY4_JUMP 1x1 sprites, 3 frames of animation.

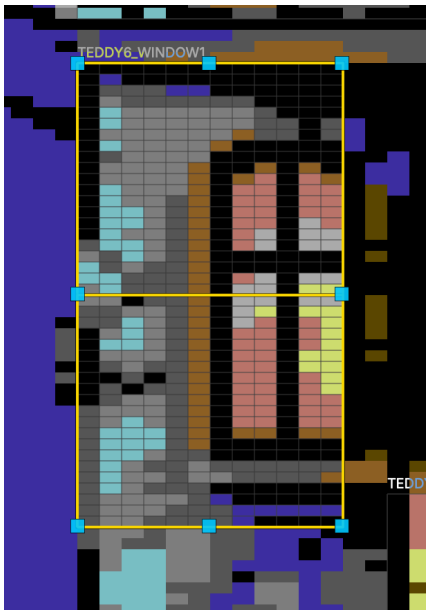
   Bitmap: HOUSE_ROOM2_BACKGROUND



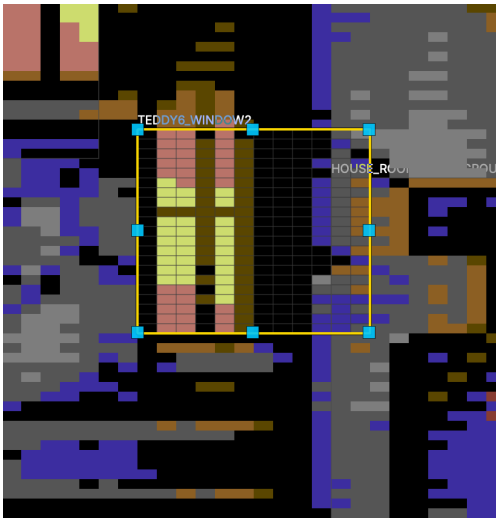
5. Teddy lands in room and open a hatch and goes down in it.
Sprite: TEDDY5_INROOM 1x1 sprites, 17 frames of animation
Bitmap: HOUSE_ROOM2_BACKGROUND



6. Teddy goes down inside and can be seen in the windows falling past.
Sprite: TEDDY6_WINDOW1 1x2 sprites. 8 frames of animation
Bitmap: DOLLHOUSE_BASE (no new room in other words)



After some frames when TEDDY6_WINDOW1 has played start
Sprite: TEDDY6_WINDOW2 1x1 sprites. 9 frames of animation
Bitmap: DOLLHOUSE_BASE (no new room in other words)

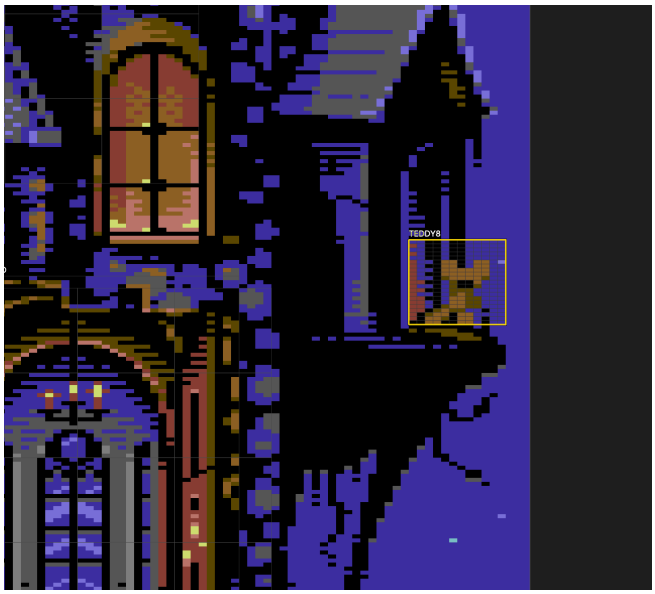


7. Teddy walks past in room HOUSE_ROOM3 and gets scared by black tentacles. When he has walked out to the right and is not visible we should pause the animation a short bit before playing it again and then we see him running to the left again chased by the tentacles.
Sprite: TEDDY7 2x2 sprites. 17 frames of animation.
Background: HOUSE_ROOM3_BACKGROUND



8. Tentacles pop out of window
When Teddy has run away and sequence 7 is done. Wait some second and then this animations starts. It begins with light turning on in window (HOUSE_ROOM3B_WINDOW) then play the sprite anim.

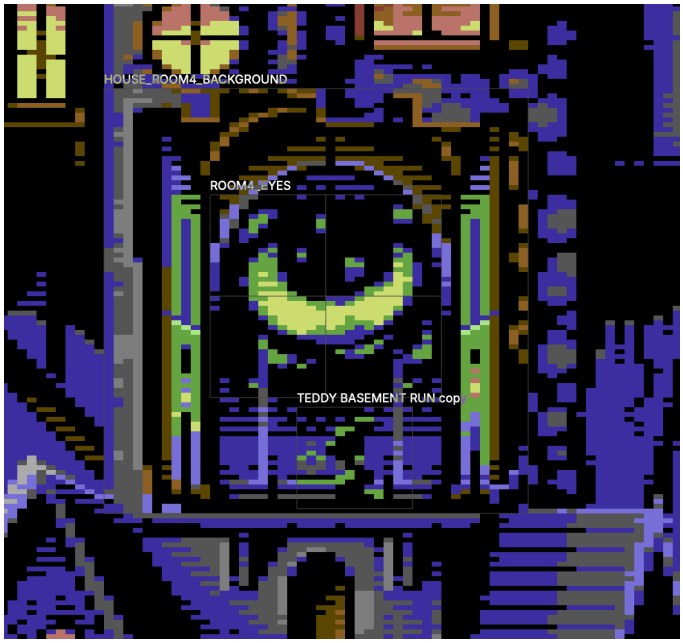
Sprite: ARMS1 3x4 sprites. 16 frames of animation **CHANGE SPRITE GLOBALS!** MC1 is Light gray (15) and MC2 is Dark grey (11). Sprite color is Black (0)
Background: HOUSE_ROOM3B_WINDOW





9. Teddy peeks out.
Sprite: TEDDY8 1x1 sprite. 13 frames of animation. **Teddy global colors again.**
Background: The base layer (make sure to redownload it from my share though since I changed some colors to make Teddy more visible).

10. Teddy runs past a big room when suddenly big evil green eyes appear!
Sprite: TEDDY BASEMENT RUN (please flip in X) 1x1 6 frames of animation.
Use green on highlight on Teddy. Black is sprite color.
Sprite: ROOM4_EYES 2x2 11 frames of animation.
Background: HOUSE_ROOM4_BACKGROUND



11. Teddy finds himself running past a room which explodes in blood. Make him run from left to right starting just in the darker part to the left, exiting to the right.
Sprite: ROOM_BLOOD 1x2 9 frames of animation.
Stop on last frame and replace with HOUSE_ROOM5B_BACKGROUND
Sprite: TEDDY BASEMENT RUN 1x1 6 frames of animation. Use pink on highlight on Teddy. Black is sprite color.
Background: HOUSE_ROOM5_BACKGROUND
Background: HOUSE_ROOM5B_BACKGROUND

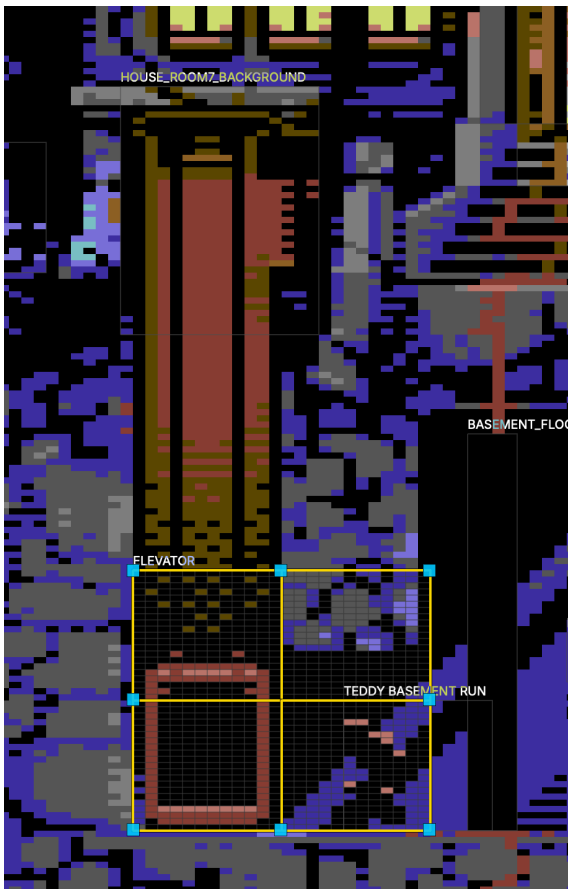


12. Main entrance opens and bats fly out.
Sprite: DOOR_BATS 2x8 11 frames of animation. MC1 black, MC2 is dark brown.
Background: HOUSE_ROOM6_BACKGROUND



13. This one is tricky. Teddy enters the elevator.
    - We reveal the room and elevator (HOUSE_ROOM7_ELEVATOR_BACKGROUND).
    - Teddy runs in (ELEVATOR) sprites.
    - When he faces front pause animation, the elevator moves down to the basement (Use HOUSE_ROOM7_BACKGROUND to remove elevator). And move the sprites in Y down to the basement floor 1 level. Somewhere when it moves we change the sprite globals to MC1 light blue and MC2 Dark blue.
    - When at bottom Start sprite animation again so Teddy runs out.
    - When elevator and Teddy have run out we render the elevator into the bitmap and get rid of the sprites (HOUSE_ROOM7_ELEVATORDOWN_BACKGROUND).
    - Teddy run sprite takes over seamlessly. See section 14!

Sprite: ELEVATOR 2x2 12 frames of animation. MC1 pink, MC2 red.
Background: HOUSE_ROOM7_BACKGROUND (This is the room without elevator)
Background: HOUSE_ROOM7_ELEVATOR_BACKGROUND (With elevator up)
Background: HOUSE_ROOM7_ELEVATORDOWN_BACKGROUND (With elevator down)



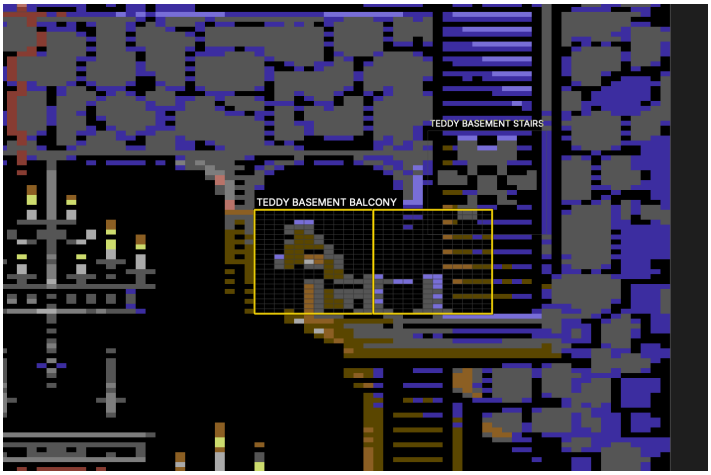
14. Teddy runs to the right. When he reaches the coffin it opens.
Sprite: TEDDY BASEMENT RUN 1x1 sprite 6 frames of animation. MC1 black, MC2 Dark grey.
Background: BASEMENT_FLOOR1_COFFIN



16. Teddy runs down through the stairs.
Sprite: TEDDY BASEMENT STAIRS 1x1 sprite 5 frames of animation. MC1 Black,
MC2 Dark Grey, SPR color is light blue.



17. Teddy switches to walking to the left again. Goes to the railing and leans over. This is the last we see of Teddy for a short bit.



Sprite: TEDDY BASEMENT BALCONY 2x1 7 frames of animation. Stop on last frame. MC1 Dark Gre,y MC2 Brown, SPR Light Blue.

.

18. We enjoy what is happening in the dining hall.
Sprite: BASEMENT DINING HALL RAT 1x1 3 frames of animation. This rat runs from left to right on the floor.
Background: BASEMENT_FLOOR2_LOVE 1x2 chars 6 frames. Loop now and then, not constantly.
Background: BASEMENT_FLOOR2_WINE 1x2 chars 3 frames. Ping pong now and then, not constantly.
Rest of the background animations are already in place and leave as is.

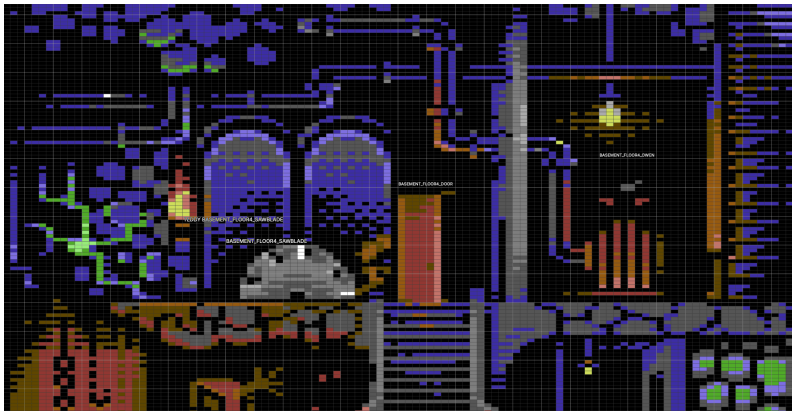


19. Teddy appears again from the left corner being chased by the purple tentacle! Tentacle never catches him.
Sprite: TEDDY BASEMENT FLOOR3 RUN 1x1 sprite 6 frames
Sprite: TENTACLE 1x2 sprites 6 frames.
Animate these so they run past the screen in a pace that fits the scrolling.

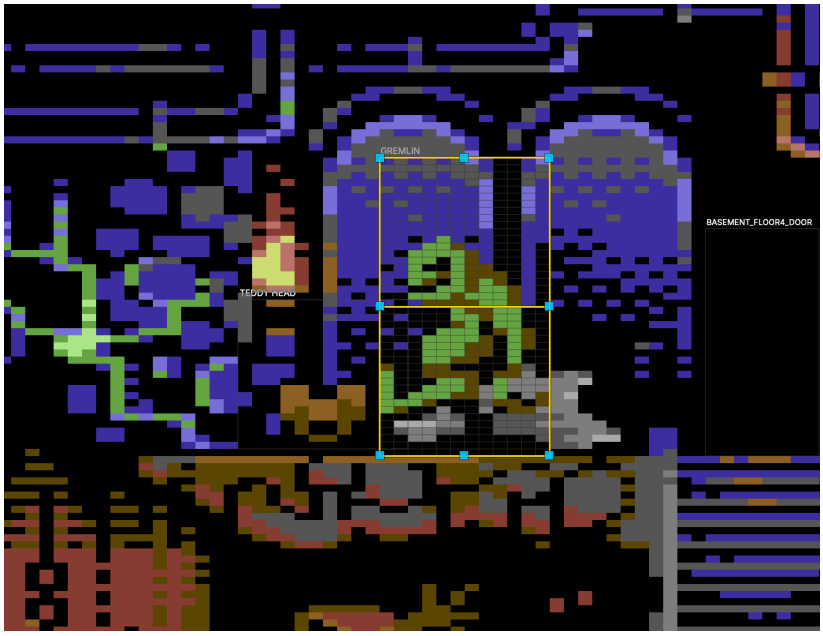


20. Teddy opens a door and runs out just to get sawed in half and lose his head!
Background: BASEMENT_FLOOR4_OWEN 2x6 chars 7 frames. Loop this constantly as decoration.
Background: BASEMENT_FLOOR4_DOOR 2x4 chars 4 frames. This is the start of us seeing Teddy again. When the door is fully open Teddy runs out.
Sprite: TEDDY BASEMENT_FLOOR4_SAWBLADE 1x3 sprites 14 frames.
Background: BASEMENT_FLOOR4_SAWBLADE 5x2 chars 2 frames.

The idea is here to not start the sawblade until Teddy has stopped in front of it. Pause a very short while and then start the animation of the blade. The blade animation should stop in a timely manner after the head is cut off.

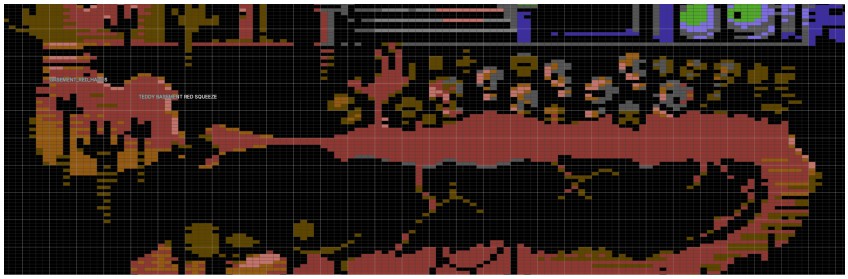


21. Gremlin (from Barbarian game) comes in from somewhere in the shadows or the door that is open. Gremlin walks towards Teddy's head, kicks it and it flies down the hole at the left edge of the screen.
Sprite: GREMLIN 1x2 sprites Walk: 0-3 Loop. Laugh 5-6 Loop. Kick 7-9-7
Sprite: TEDDY HEAD KICK 1x1 sprite. 8 frames
Coordinates for the headbounce in the KEYFRAMES.txt file



22. Teddy's head fell into the red path downwards.The TEDDY HEAD sprite will swap to this scene's sprite just when it matches the start of this sequence when entering the narrow area.
Background: BASEMENT_RED_HANDS 4x3 4 frames. Ping pong.

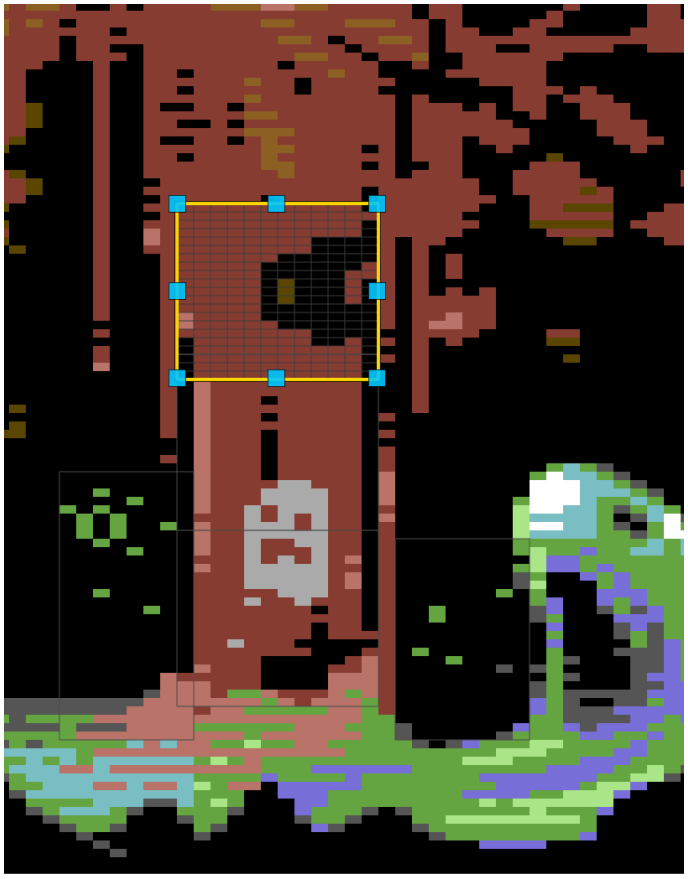
Sprite: TEDDY BASEMENT RED SQUEEZE HEADONLY 1x8 sprite 17 frames (max two sprites are filled for each frame so we should not hit the sprite limit)



23. Teddy bounces on the walls falling further down.
Sprite: TEDDY_BASEMENT BOUNCE BALL 1x1 sprite 9 frames
Coordinates for the headbounce in the KEYFRAMES.txt file



24. Teddy finally falls into the pit of despair
Sprite: TEDDY_BASEMENT BOUNCE BALL 1x1 sprite 9 frames.
Make him glide slowly and gracefully into the pit.
When he reaches the goo swap sprite to:
Sprite: TEDDY_BASEMENT FALL DEATH GHOST HEADONLY 1x2 sprites 17 frames



END!

I actually feel sad for Teddy now when he suffered through all this. We have to make a Teddy's revenge demo!