

## Order Core sprite

### Usage description

Within the game, players can form groups to work together called Orders, which are basically what other games call guilds or clans, but “Order” seems like a more fitting word for a group of wizards.

Creating an Order allows players to build Order structures around the zone that the Order is created in to make a base.

To create an Order, a player must gather enough resources to create an Order Core. This Core is the start of and most important structure in an Order. If it is destroyed, the Order is disbanded.

Players can join an order by getting close to a Core, and pressing the + button that appears.



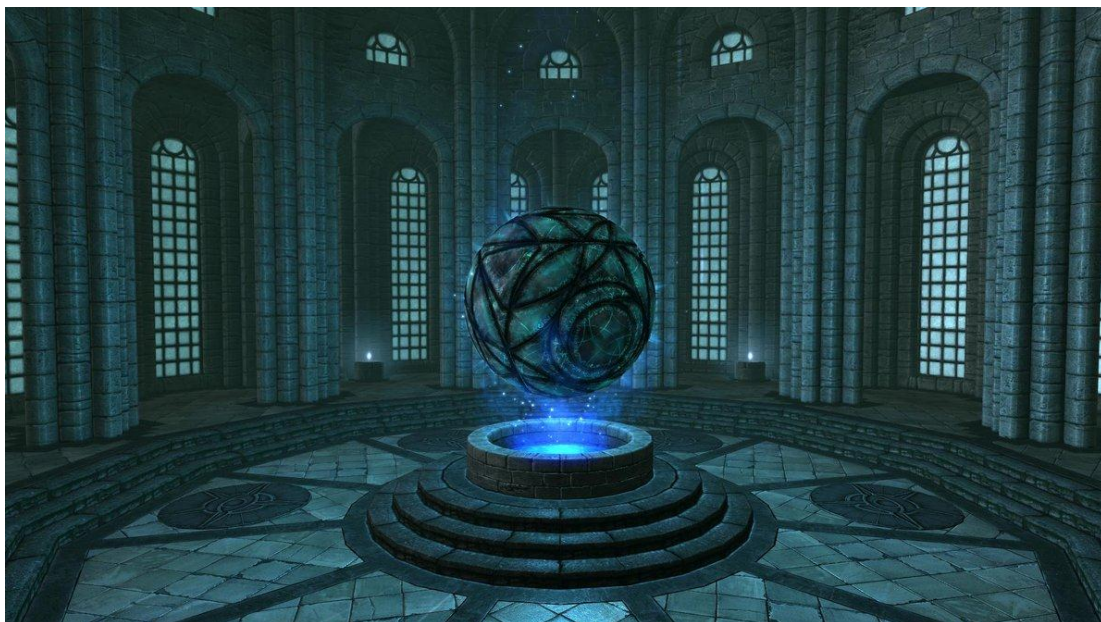
## Work description

I need a few variations of a sprite with a short animation for the Order Core.

I imagined it being like a big crystal orb, like the Tower Heart from Overlord or Eye of Magnus from Skyrim, but fixed into a mount on the ground instead of floating in the air.

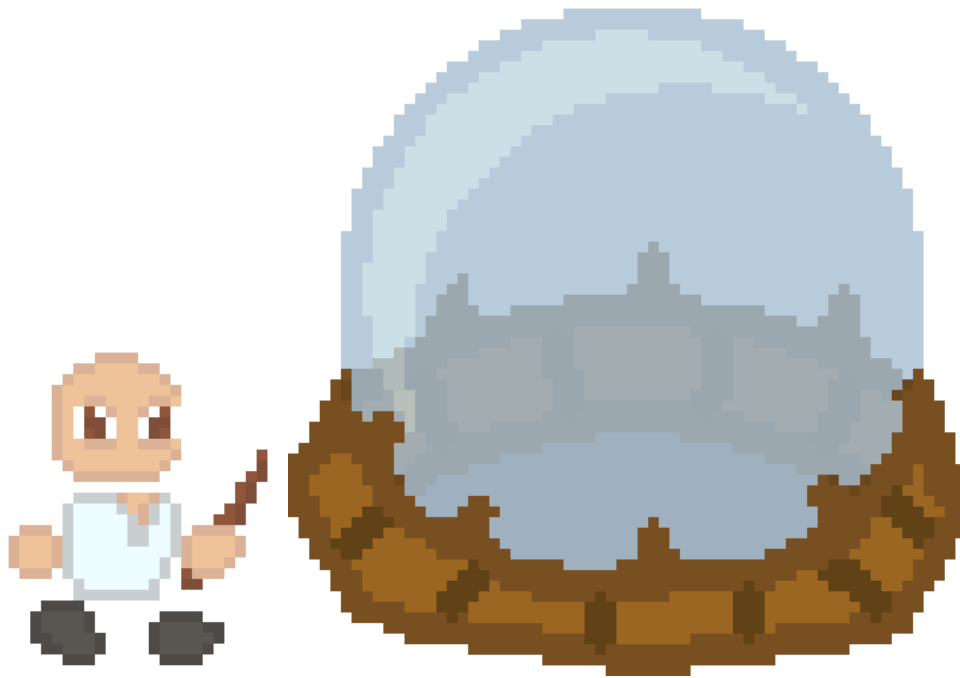


[http://overlord.wikia.com/wiki/Tower\\_Heart](http://overlord.wikia.com/wiki/Tower_Heart)



[http://elderscrolls.wikia.com/wiki/Eye\\_of\\_Magnus](http://elderscrolls.wikia.com/wiki/Eye_of_Magnus)

The basic idea I drew.



It should be around 64 x 64 pixels, 4 times the size of the player sprite. It takes up 4 collision grid spaces so the graphic should fill the space nicely.

It should not be glowing like in the reference images, but an occasional shimmer inside the orb might be appropriate.

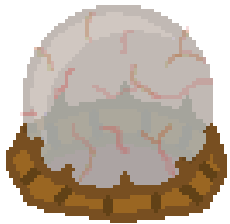
I need the sprite drawn in 3 versions, one for each state of damage.



No damage. Should look brand new.



Slight damage. A few small cracks appearing, occasionally blinking with an orange tint.



Heavy damage. Quite cracked and about to break. More frequent blinking with a redder tint.

I imagine up to 5 frames for any blinking/shimmer animations should be enough for each state.