

## Tree sprites

### Usage description

Around the game world, small trees will randomly spawn in grassy areas. Small trees gradually grow into bigger ones. Trees drop wood onto the ground when destroyed by characters, that they can pick up. Wood is used as a generic building material by players in an Order for making a base.



### Work description

I need tree sprites at 3 different stages, and a wood pickup item that they drop when destroyed.

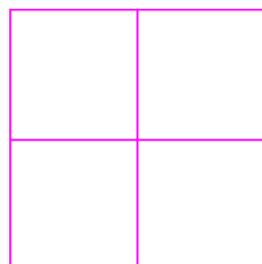
- Small/sapling
  - With an initial “sprout” animation, where it quickly grows up out of the ground.
- Medium/young
- Large/fully grown
- Wood pickup



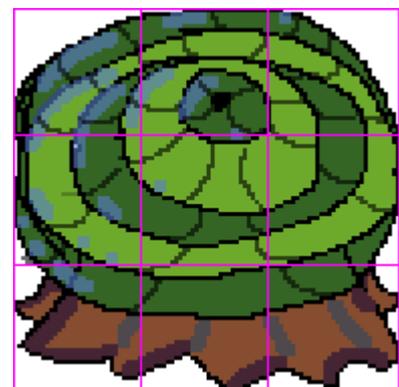
Player - 32x32



Small - 32x32



Medium - 64x64



Large - 96x96

The pink lines show the collision bounds of each entity. For every entity in the game, the actual sprite graphic is separate from the physics body, so they can be bigger or smaller than these collision bounds, but it is more intuitive when the graphics accurately reflect the collision body of an entity.

If you need to go over or under the size guides, I can easily scale them in the code to match the grid size.

The trees don't have any fruit or nuts, etc. They are just wood resource nodes. There are separate resource nodes for food.

Each stage should have a short jiggle to left and right animation for when hit to give some visual feedback to players that this is a part of the environment that can be interacted with, instead of just being a static obstacle like a cliff.

When a tree is destroyed, the whole thing disappears. It doesn't leave behind a stump in the ground.

The amount of wood that each tree drops increases as it gets bigger.



Roughly 16 x 16.

Don't necessarily have to do the shape I drew. Could do one bigger log, or them stacked up in a pile.

