

Cryo's Spooky Artpack.Doc

Hi!

Welcome to this Halloweek-themed art pack! I tried to make it as universal as possible so hopefully it'll find some use!

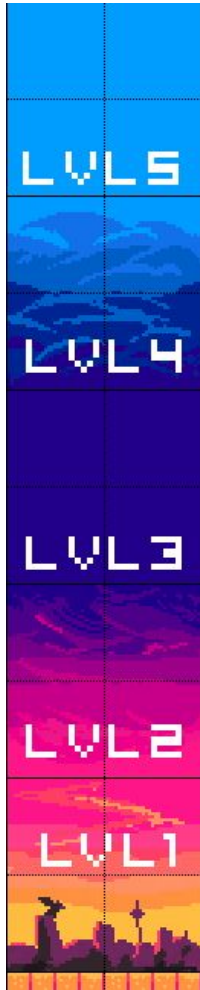
The assets are divided between "roguelike" and "platformer" folders, but many of them are reusable for both layouts. For example, 64px castle blocks in the platformer folder can also be used as a background in a roguelike/RPG setting, and the underground texture of the platformer can be used as a floor tile. Here's some examples:





Most of these are pretty self-explanatory.

With the 64px tiles, “lvl” corresponds to the order in which the tiles are placed.



With wall_castle sprites, lvl2 and lvl3 are interchangeable so feel free to play around with that.

The _edge bits are for blending the castle and the graveyard areas together (if you want).

The “misc” folder contains some larger assets that don’t fit the grid like trees - you can use them as backdrop elements for your graveyard area.

(It also contains an oversized enemy sprite I liked too much to toss. Who knows, maybe it’ll find some use :)

“Animated” folder contains 6 fully animated sprites and 2 explodey effects.