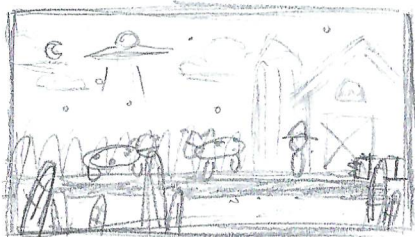


# PARTNER GAME:

128x64 farmer  
X320 ufo

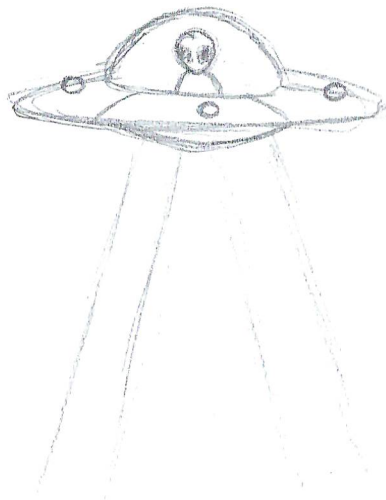
15px per

1920x1080 background



- 2 player farmer vs. ufo
- abduct all cows or
  - destroy ufo

- UFO (320x ish)
- NORMAL
- HIT 1
- HIT 2
- HURT ANIMATION
- HIT 3 (explosion)
- BEAM ANIMATION
- FARMER (128x64ish)
- IDLE
- WALKCYCLE
- ARM W/ WEAPON
- ARM W/O WEAPON



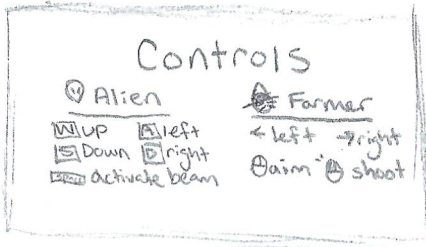
## Fix

- Repe stretch noise
- stop movement at bottom/when collecting coins
- Speed decrease w/ each coin
- If all 7 coins collected, change sprite frame
- water splash sfx sometimes glitches



### START MENU

- Nighttime/cricket noise
- click/press any button



### CONTROL MENU

- after start
- click/press any button



### ALIEN VICTORY

- if all cows are abducted



### FARMER VICTORY

- if farmer shoots down UFO

\*CATTLE BATTLE\*