Digi-Dodgy®:

3D models & animations detailed list

- **Models in black.**
- **Animations in pink.**

1. Digi (character):

- ☐ Model.
- ☐ Blinking.
- ☐ Jumping.
- ☐ Speed boost.
- ☐ Digi gun model.
- ☐ Digi transforms into the gun model animation.
- ☐ Digi shooting animation (when the R2 button is held down).
- ☐ Digi transforms out of the gun model animation.
- ☐ Digi shield model.
- ☐ Digi transforms into shield mode animation.
- ☐ Digi transforms out of shield mode animation.
- ☐ Gold model.
- ☐ From white colour to gold animation.
- ☐ Gold Digi celebrates beating MegaBot.
- ☐ Victory celebration.
- ☐ Death pixelation.
- ☐ Checkpoint regeneration with a head shake.
- ☐ Game over crying.
- ☐ Digi pixelates in.
- ☐ Digi pixelates out.
- ☐ Digi celebrating model. (Every level).

2. DigiBots (character):

- ☐ Model.
- ☐ Angry eyes when chasing Digi.
- ☐ Dizzy after DigiBlast shot.
- ☐ Dizzy: Digi touch pixelation.
- ☐ Back to enemy animation (flashing red eyes).

3. HoppyBots (character):

- [ ] Model.
- [ ] Dizzy after DigiBlast shot.
- [ ] Dizzy: Digi touch pixelation.
- [ ] Back to enemy animation (flashing red eyes).
- [ ] HoppyBot pixelates in.
- [ ] HoppyBot pixelates out.

4. SpeedyBots (character):

- [ ] Model.
- [ ] SpeedyBot speed effect 80%.
- [ ] SpeedyBot speed effect 60%.
- [ ] SpeedyBot speed effect 40%.
- [ ] SpeedyBot speed effect 20%.
- [ ] SpeedyBot speed effect 10%.
- [ ] SpeedyBot shot pixelation.
- [ ] SpeedyBot speed effect 80% shot pixelation.
- [ ] SpeedyBot speed effect 60% shot pixelation.
- [ ] SpeedyBot speed effect 40% shot pixelation.
- [ ] SpeedyBot speed effect 20% shot pixelation.
- [ ] SpeedyBot speed effect 10% shot pixelation.
- [ ] Dizzy after DigiBlast shot.
- [ ] Dizzy: Digi touch pixelation.
- [ ] Back to enemy animation (flashing red eyes).
- [ ] SpeedyBot pixelates into existence.
- [ ] SpeedyBot speed effect 80% pixelates into existence.
- [ ] SpeedyBot's speed effect is 60% pixelated into existence.
- [ ] SpeedyBot speed effect 40% pixelates into existence.
- [ ] SpeedyBot speed effect 20% pixelates into existence.
- [ ] SpeedyBot speed effect 10% pixelates into existence.
- [ ] SpeedyBot pixelates out of existence.
- [ ] SpeedyBot's speed effect is 80% pixelated out of existence.
- [ ] SpeedyBot's speed effect is 60% pixelated out of existence.
- [ ] SpeedyBot's speed effect is 40% pixelated out of existence.
- [ ] SpeedyBot's speed effect is 20% pixelated out of existence.
- [ ] SpeedyBot's speed effect is 10% pixelated out of existence.

5. BlastyBots (character):

- [ ] Gold model.
- [ ] Dizzy after DigiBlast shot, the gun goes inside animation too.
- [ ] Dizzy: Digi touch glow.
- [ ] Back to the enemy animation, the gun comes back outside animation too (flashing red eyes).
- [ ] Pixelates into existence.
- [ ] Pixelates out of existence.

- [ ] Silver model.
- [ ] Dizzy after DigiBlast shot, the gun goes inside animation too.
- [ ] Dizzy: Digi touch glow.
- [ ] Back to the enemy animation, the gun comes back outside animation too (flashing red eyes).
- [ ] Pixelates into existence.
- [ ] Pixelates out of existence.

- [ ] Bronze model.
- [ ] Dizzy after DigiBlast shot, the gun goes inside animation too.
- [ ] Dizzy: Digi touch glow.
- [ ] Back to the enemy animation, the gun comes back outside animation too (flashing red eyes).
- [ ] Pixelates into existence.
- [ ] Pixelates out of existence.

6. InvinciBots (character):

- [ ] InvinciBots model.
- [ ] InvinciBot goes from normal digital eyes to dizzy eyes.
- [ ] Flying InvinciBot.
- [ ] InvisiBots model.
- [ ] Flying InvisiBot.
- [ ] InvinciBots: malfunction model.

7. MegaBot (character):

☐ MegaBot model.
☐ Normal to angry look animation.

Boss fight 1:
☐ Blink to Green Eyes animation.
☐ Green eyes looking down model (hopping attack).
☐ Green eyes MegaBot pixelates out.
☐ Green eyes MegaBot pixelates into existence, projects HoppyBot from his head projection for 5 seconds, and then stops.
☐ Green eyes MegaBot pixelates out (after HoppyBots 15 seconds).
☐ Angry eyes (chase) model.
☐ Angry eyes pixelate out (chase).
☐ MegaBot pixelates in, is dizzy for (5 seconds) and then shakes it off. Then gives angry eyes and pixelates out.

Boss fight 2:
☐ MegaBot pixelates in and changes his eyes to purple and changes to angry eyes.
☐ MegaBot with purple angry eyes model.
☐ MegaBot with purple angry eyes model (80% transparency) speed effect.
☐ MegaBot with purple angry eyes model (60% transparency) speed effect.
☐ MegaBot with purple angry eyes model (40% transparency) speed effect.
☐ MegaBot with purple angry eyes model (20% transparency) speed effect.
☐ MegaBot with purple angry eyes model (10% transparency) speed effect.
☐ MegaBot with purple angry eyes pixelates out.
☐ MegaBot with purple angry eyes model (80% transparency) speed effect. Pixelates out.
☐ MegaBot with purple angry eyes model (60% transparency) speed effect. Pixelates out.
☐ MegaBot with purple angry eyes model (40% transparency) speed effect. Pixelates out.
☐ MegaBot with purple angry eyes model (20% transparency) speed effect. Pixelates out.
☐ MegaBot with purple angry eyes model (10% transparency) speed effect. Pixelates out.
☐ MegaBot with purple angry eyes pixelates in.
☐ MegaBot with purple angry eyes model (80% transparency) speed effect. Pixelates in.
☐ MegaBot with purple angry eyes model (60% transparency) speed effect. Pixelates in.
☐ MegaBot with purple angry eyes model (40% transparency) speed effect. Pixelates in.
☐ MegaBot with purple angry eyes model (20% transparency) speed effect. Pixelates in.
☐ MegaBot with purple angry eyes model (10% transparency) speed effect. Pixelates in.
☐ Purple eyes MegaBot pixelates into existence, projects SpeedyBot from his head projection for 5 seconds, and then stops. Then, it pixelates out.

- ☐ Dizzy MegaBot pixelates in. It shakes dizziness off and looks angry then pixelates out.

Boss fight 3:
- ☐ Mega transforms into (angry eyes) gun mode.
- ☐ MegaBot (angry eyes) gun mode model.
- ☐ Megabot (angry eyes) gun mode shooting.
- ☐ MegaBot (angry eyes) gun mode shows frustration and pixelates out.
- ☐ MegaBot with gun pixelates and reveals BlastyBot: Gold with his head projection for 5 seconds. Then, it pixelates out.
- ☐ MegaBot with gun pixelates and reveals BlastyBot: Silver with his head projection for 5 seconds. Then, it pixelates out.
- ☐ MegaBot with gun pixelates and reveals BlastyBot: Bronze with his head projection for 5 seconds. Then, it pixelates out.
- ☐ MegaBot with gun dizzy animation (when shot at) (lasts 10 seconds).
- ☐ MegaBot with gun dizzy. Pixelated out (when touched).

Boss fight 4:
- ☐ The very angry MegaBot animation plays.
- ☐ Very angry MegaBot shows the projection of the invinciBot for 5 seconds. He then sparks once.
- ☐ The Very angry MegaBot shows frustration (because of malfunctioning bots) and then pixelates out.
- ☐ MegaBot pixelates in and turns transparent (40%).
- ☐ MegaBot 40% transparent model.
- ☐ MegaBot 40% transparent pixelates out.

Boss fight 5 (the final fight):
- ☐ The Really Angry MegaBot animation
- ☐ Dizzy MegaBot with gun shakes of dizzyness. Then looks angry and pixelates out.
- ☐ Scared MegaBot model (running away from gold Digi).
- ☐ FINAL MEGABOT ANIMATION - MegaBot gets pixelated painfully. (10 seconds).

8. DigiBlast:

- ☐ Target sign model.
- ☐ Bottom of the target sign model.
- ☐ Target sign rotating.
- ☐ Target sign pick-up animation.
- ☐ The target sign reappears animation plays.

9. DigiShield:

- [ ] Shield electric ball model.
- [ ] Bottom of the shield electric ball.
- [ ] Electric animation of shield ball.
- [ ] Shield ball pick-up animation.
- [ ] Shield reappear animation.

10. Checkpoint:

- [ ] Checkpoint model: not active - red.
- [ ] Checkpoint: red to green animation.
- [ ] Checkpoint: green to red animation.
- [ ] Checkpoint model: active - green.
- [ ] Checkpoint regeneration animation.

11. Final scene:

- [ ] In the final scene where the Bots with their eyes returned to the colour blue are carrying Digi and throwing him up. (looped animation).

12. Chapter Select scene: Isometric 3D map (animations):

- [ ] When Digi is on a chapter. The chapter glows green.
- [ ] When Digi is not on the chapter platform. The chapter glows red.
- [ ] Digi's navigation (animation) on the Isometric 3D map from stage to stage.
- [ ] DigiBot stands still until Digi sits on chapter 1. Then he starts to move around.
- [ ] Digi's jumping (animation) plays as he jumps on the jump pads.
- [ ] HoppyBot stands still until Digi is near. Then his jumping (animation) plays.
- [ ] Digi's speed boost animation plays as he goes through the speed boost.
- [ ] SpeedyBot stands still until Digi is near. Then his speeding (animation) plays.
- [ ] BlastyBot: Gold stands still until Digi is near. Then his shooting (animation) plays.
- [ ] BlastyBot: Silver stands still until Digi is near. Then his shooting (animation) plays.
- [ ] BlastyBot: Bronze stands still until Digi is near. Then his shooting (animation) plays.
- [ ] The moving platform stands still until Digi is on it. Then it moves.
- [ ] The moving platform stays on the side that Digi is on.
- [ ] DigiBlast pick up (animation) when Digi touches it.
- [ ] DigiBlast pixelates back on both sides when Digi is away from it.
- [ ] Digi's small jump pad jumping (animation) to go over the InvisiBots.
- [ ] Digi's shield (animation) plays as he touches the DigiShield.

- ☐ Digi's shield (animation) turns off as soon as he passes through the InvisiBots.
- ☐ The DigiShield pixelates back when Digi is away from it.
- ☐ (if) Digi goes back. Digi's small jump pad jumping animation.
- ☐ The invinciBot: malfunction stands still until Digi comes near it. Then its bouncing off the wall (animation) plays.
- ☐ The MegaBot is standing still with normal eyes. Then when Digi is near it. The MegaBot's angry eyes animation plays and it grunts at Digi.
- ☐ When a stage is unlocked the top part opens animation.