



Checklist

Gameplay Animation

10 Essential Points before delivery

Project : _____

Animation : _____

Animator : _____

Points to check	✓	Quick diagnosis	Notes
1. In-game Test	<input type="checkbox"/>	Tested in engine? No visual glitches?	
2. Root motion	<input type="checkbox"/>	No foot sliding? Precise locomotion?	
3. Gameplay constraints	<input type="checkbox"/>	Exact speed/distance/height? GD Specs respected?	
4. Smart cut	<input type="checkbox"/>	Anticipation/loop/recovery? Possible transitions?	
5. Readability	<input type="checkbox"/>	Understandable in 2-3 frames? Clear action?	
6. Cancel window	<input type="checkbox"/>	Cancel at right moment? No blocking feeling?	
7. Art Direction	<input type="checkbox"/>	Game style respected? Consistent with character?	
8. Transition management	<input type="checkbox"/>	Invisible blends? Smooth sequences?	
9. Responsiveness Timing	<input type="checkbox"/>	Imperceptible input delay? Reactive feeling?	
10. Markers et events	<input type="checkbox"/>	Hit/step/FX at tight time? Synchronisation ok?	



Checklist Animation Gameplay

Final Validation

Phase 1 - Framework: ☐ Points 1, 2, 3, 4, 8 validated

Phase 2 - Polish : ☐ Points 5, 6, 7, 9, 10 validated

Animation Status : ☐ Valided ☐ To correct
☐ To redo

Next steps :

General Notes :
