

Flying pixel mouse

BIZ-024 / REV A / 2026.09.01

Use a distinct airborne pose and readable motion cycle for the flying mouse. Choose and freeze a shared pixel scale, canvas size, palette, anchor point and export naming convention before drawing. PNG transparency; integer scaling with nearest-neighbor display. Example canvas sizes are design choices, not recovered originals.

STATUS	Recovered/Partial
CLASSIFICATION	BIZ
MATERIAL	WEB / CREATIVE
DISPOSITION	SIDE QUEST / PUBLIC / RECOVERED/PARTIAL
CATEGORY	Website / Business / Creative
RECORD TYPE	reference

TECHNICAL NOTES

Use a distinct airborne pose and readable motion cycle for the flying mouse.

GOAL

Run the first test described in this guide and record the result for flying pixel mouse.

SOURCE STATE

Proposed asset-production reference; original dimensions/files not recovered

PREPARATION / NOTES

Choose and freeze a shared pixel scale, canvas size, palette, anchor point and export naming convention before drawing. PNG transparency; integer scaling with nearest-neighbor display. Example canvas sizes are design choices, not recovered originals.

METHOD / STEPS

1. Decide whether motion is winged flight, a jump or a launch so the poses match the action.
2. Draw a stable body anchor and several readable silhouettes along the cycle.
3. Keep the travel path in game logic; animate body motion inside a consistently sized frame.
4. Preview at the intended speed and export loop/start/end states as needed.

THINGS TO WATCH FOR

Artwork alone does not define velocity or hit detection. Avoid abrupt canvas shifts between frames.

FIRST TEST / WHAT TO RECORD

The mouse reads as moving through the air and loops without a visible snap.

RESULT / WHERE THIS STANDS

The mouse reads as moving through the air and loops without a visible snap.

TROUBLESHOOTING

- Artwork alone does not define velocity or hit detection. Avoid abrupt canvas shifts between frames.

SPECIFICATION

CATEGORY	Website / Business / Creative
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TYPE	REFERENCE
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PUBLIC BOUNDARY	Safe summary only
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NEXT CHECK	Test the public workflow
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DEVELOPMENT HISTORY

2026.09.01 / Rev A

Imported as an independent manifest record; public copy keeps uncertainty visible.

RELEASED MATERIAL / SOURCE LINKS

[biz-024-public-summary.txt](#)

PUBLIC SUMMARY / RECOVERED NOTES

<https://u225x.com/downloads/manifest-records/biz-024-public-summary.txt>

RETURN TO THE LIVING RECORD

Flying pixel mouse

This PDF preserves the public notes at this revision. Visit the record for updates and attached images.

<https://u225x.com/record/BIZ-024>