

1. Start Here

The shortest path to getting started.

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Welcome to the Art Team

Welcome to the Millsberry Reborn Art Team

Thanks for helping with the recovery. Pick one small thing that sounds fun, mark it on the project tracking sheet, and work from the best original references we have.

Main links

- Project: <https://github.com/gitupofftheflooranddosomework/millsberry.com>
- Recovered assets:
<https://github.com/gitupofftheflooranddosomework/millsberry.com/tree/main/official-recovered-assets>
- Full archive: <https://github.com/gitupofftheflooranddosomework/millsberry.com/tree/main/official-full-backup>
- Live recovery: <https://millsberryreborn.com/>
- SWF gallery: <https://millsberryreborn.com/swf-teasers>
- Discord: <https://discord.gg/p8H9Dtajgz>

If anything is confusing, post a screenshot or link in Discord. Nobody is expected to already know GitHub or Flash tooling.

What Should I Work On First?

What should I work on first?

Pick **one small thing** that sounds fun rather than trying to do everything. Use the project tracking sheet to claim it first so we do not duplicate work.

1. Millsberry / Millsberry Reborn logo

Original logo references:

https://github.com/gitupofftheflooranddosomework/millsberry.com/search?q=title_logo.png&type=code

Start with a clean high-resolution recreation of the original Millsberry wordmark. From that we can make a **Millsberry Reborn** version that still feels like it belongs with the original game.

2. Base Millsberry citizen/player

Buddy/avatar references:

https://github.com/gitupofftheflooranddosomework/millsberry.com/search?q=buddy_featured&type=code

Recovered assets:

<https://github.com/gitupofftheflooranddosomework/millsberry.com/tree/main/official-recovered-assets>

Start with **one really good base citizen** and get the proportions/body/face right before we start producing lots of clothes and accessories.

3. Missing stat icons

The known missing UI icons are:

- Fitness
- Civics
- Intelligence
- Prize/Award

References:

https://github.com/gitupofftheflooranddosomework/millsberry.com/search?q=stat_icon_&type=code

4. Navigation buttons

Current generated replacement list:

https://github.com/gitupofftheflooranddosomework/millsberry.com/search?q=GENERATED_NAV_IMAGES&type=code

Original navigation references:

https://github.com/gitupofftheflooranddosomework/millsberry.com/search?q=nav_start_1.png&type=code

The first group includes Sign Up, Start, The City, Downtown, Arcade, My Stuff, My Home, My Place, My Crib, Tour, and Customize.

5. One first character

Do not try to recreate every NPC at once. Pick one character with useful surviving references:

- **Mayor Oliver Trumble:**
<https://github.com/gitupofftheflooranddosomework/millsberry.com/search?q=Oliver+Trumble&type=code>
- **Jenneira:**
<https://github.com/gitupofftheflooranddosomework/millsberry.com/search?q=Jenneira&type=code>

- **Sylvie:**

<https://github.com/gitupofftheflooranddosomework/millsberry.com/search?q=Sylvie&type=code>

- **Kai:**

<https://github.com/gitupofftheflooranddosomework/millsberry.com/search?q=Kai&type=code>

A good rough project order is:

Logo → base citizen → stat icons → navigation → one character

As things are claimed and finished, we will add the next small batch instead of dropping hundreds of assets on everybody at once.