2D FOR GAMES: END ASSIGNMENT

Deadline:
Check your timetable for date.
1 HOUR before your class' presentation slot (So before 7:30 or 12:30)

You will create the assets for a 2D platformer. You choose a specific theme and design the game level according to the structure in this document. You use non-destructive techniques in Photoshop. We provide a working project in which the 2d game assets can be tested.

1. **Read the assignment!**

2. **Choose a theme**
   - Pirates, Vikings, barbarians, …
   - Knight, Castles & Dragons, dungeons, …
   - Spooky stuff: Vampires, mummies, cemeteries, …
   - The mad professor and his machines
   - Super Hero, villains, monsters, …
   - The future
   - Nautical
   - Own theme

Unless otherwise stated, every file needs to be 1920x1080 pixels!

3. Collect and analyse reference.

   ➔ 01_Reference.psd/01_Reference.jpg

   Search for reference material on your chosen theme. You will need reference for the environment, characters and assets such as pick-ups. You will use the reference material to design your 2D game assets. Remember this has to be real life reference, no concept or game art.

   Present you reference in a nice file called "01_Reference" and save this file as a PSD and jpg.

4. **Make a Style guide.**
   ➔ 02_Styleguide.psd/02_Styleguide.jpg

The next step is to create the style guide, this runs together with the design process. It is important to realize that this is an iterative process throughout the whole design phase. The style guide is the document in which you describe the look and feel of your game so that other developers can design 2D assets in the same style of your game. You describe the lines, the shapes, the colors, composition, atmospheric perspective, character, …. Also make sure you create a nice-looking layout for your style guide.

Save your style guide as a psd and jpg named "02_Styleguide".

5. **Start designing your level**
   ➔ 03_DesignProcess.psd/03_ DesignProcess.jpg

Designing is a process, so show us how you came to your design and style. You will make iterations on all the props, end Item, platform and of course characters (but those should be presented in another document, see point 6). This process runs closely together with the style guide. During the iteration process you might find a new shape language for example.

Present you design process in a document named "03_DesignProcess" and save this as a psd and jpg. This can be multiple documents, name them accordingly, f.e. 03_DesignProcess_01, 03_DesignProcess_02,…..

6. **The character**
   ➔ 04_CharacterDesign. psd /04_CharacterDesign.jpg

You will design a player character and an enemy. Make at least 3 horizontal and 3 verticals iterations per character. Present these in a nice document. When your design is finished you will put it in the sprite sheet. Make sure when making you character you keep the arms, legs, body and head in different layers, this will make it easier to make the run cycle. Same for the enemy.

Put your design process of character and enemy in a document called 04_CharacterDesign and save it as a jpg and psd. No need to hand in all the sprite sheet, these will be in your streaming assets folder.

SPRITES YOU NEED TO HAVE:

- Player character with a run cycle of at least 4 frames

- Player character jump, at least 1 frame

- Player character death, at least 1 frame

- Player character idle, at least 1 frame

- Enemy with animation cycle, at least 4 frames.
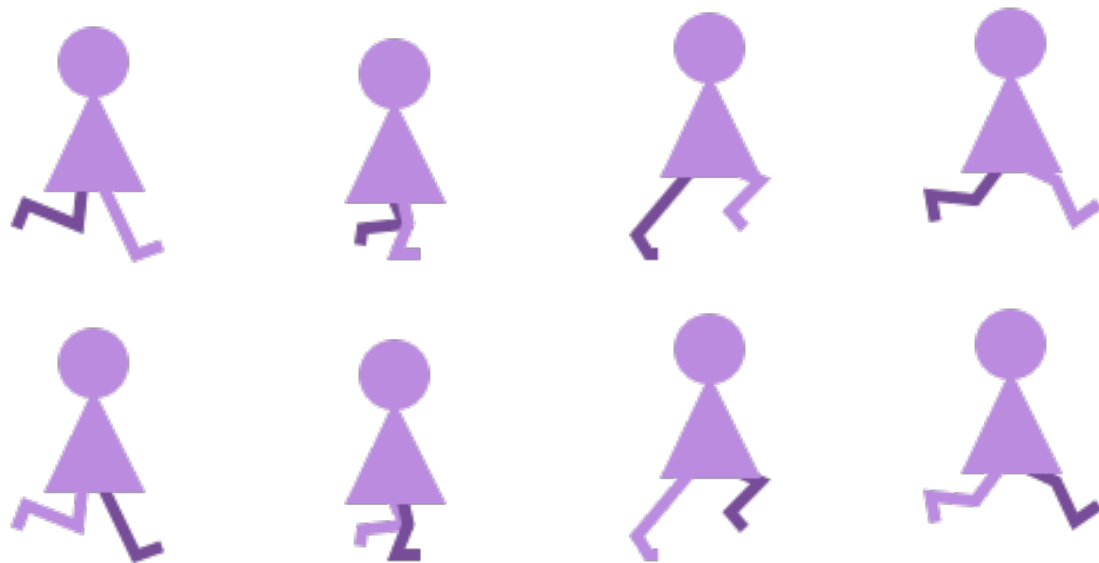
7. **Start and end screen**
   ➔ 06_StartScreen. PSD/06_Startscreen.jpg
   ➔ 07_EndScreen. PSD/07_Endscreen.jpg

You will design a start and end screen. Think about UI design, make sure the right information is communicated to the player. Try to make something original, don't just use a screenshot with some text smacked on there. Make sure it has the right size, 1920x1080.


8. The Assets
➔ 08_Assets. PSD

Make all your assets in a photoshop file(1920x1080). Then you will drag them into the new file with the right size of the asset.

Here's an overview of all the assets, you can watch the theory again for further explanation. Text in **red and bold** is the name this asset needs.

1. Tiles (200x300 px)
➔ **tiles.png**

This is the tileset for your level. Each tile is 50 by 50 pixels.
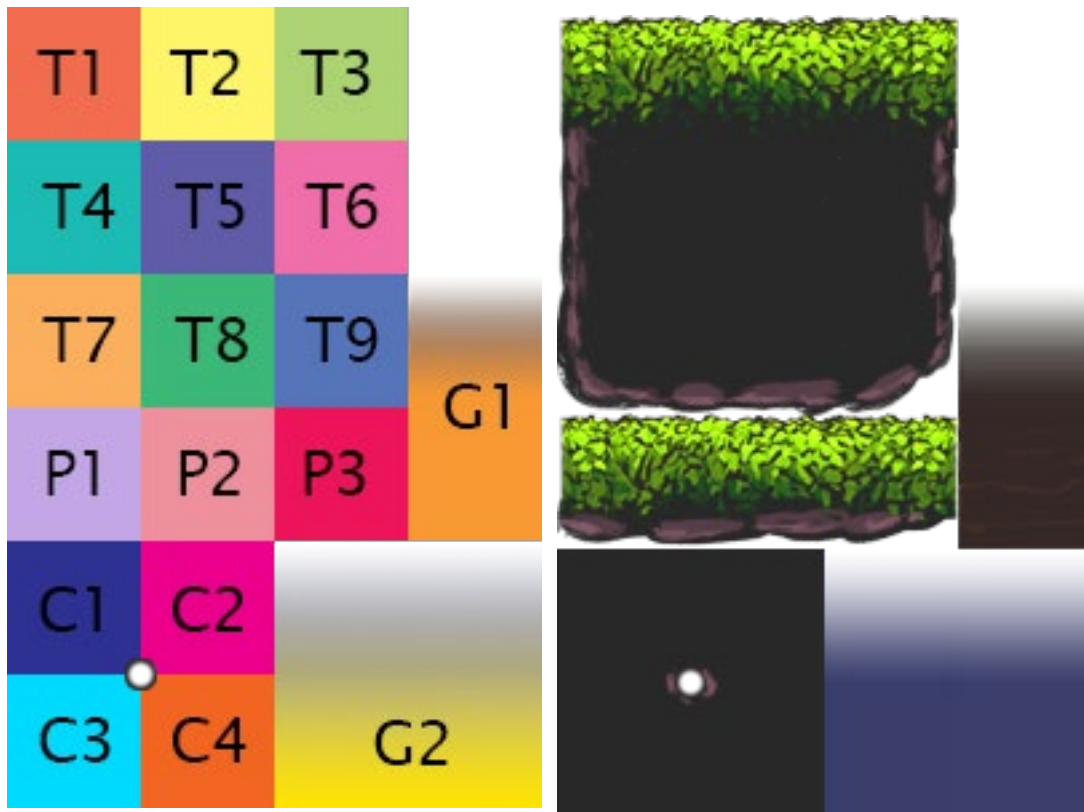
2. End Item(666x500 px)
   ➔ **endItem.png**

   This prop should be something your character can enter, for example: a building, vehicle,….It will be at the end of the level.

3. Prop 01 (150x150 px)
   ➔ **prop01.png**

4. Prop 02 (150x150 px)
   ➔ **prop02.png**

5. Prop 03 (150x150 px)
   ➔ **prop03.png**

   Make sure these props are all different from each other.

6. Floating Prop 01 (128x32 px)
   ➔ **envFloatingProp01.png**

   Does not have to be clouds, can be anything that floats.

7. Floating Prop 02 (128x32 px)
   ➔ **envFloatingProp02.png**
   Does not have to be clouds, can be anything that floats.

8. Collectible (64x64 px)
   ➜ **objCollectible.png**

9. Environment Background Far (256 x123 px)
   ➜ **envFarBack01.png**

10. Environment Middle Back 01 (256x256 px)
    ➜ **envMiddleBack01.png**

11. Environment Middle Back 02 (256x256 px)
    ➜ **envMiddleBack02.png**

12. Environment Middle 01 (512x512 px)
    ➜ **envMiddle01.png**

13. Environment Middle 02 (512x512 px)
    ➜ **envMiddle02.png**

14. Start screen (1920x1080 px)
    ➜ **startScreen.png**

15. End screen (1920x1080 px)
    ➜ **endScreen.png**

16. Character Die (At least 1 frame)
    ➜ **characterDie.png**

17. Character Idle (At least 1 frame)
    ➜ **characterIdle.png**

18. Character Jump (At least 1 frame)
    ➜ **characterJump.png**

19. Character Run (At least 4 frames)
    ➜ **characterRun.png**

20. Enemy (At least 4 frames)
    ➜ **enemy.png**

HOW AND WHERE TO HAND IN

Hand in: Leho dropbox

1 HOUR before your class' presentation slot (So before 7:30 or 12:30)

You still have to come the presentation, just a hand in is not enough.

Hand in a .rar file of the main folder with the following naming convention:

XX_FamilyName_Name_Exam.rar

XX = your class group

Ex. 1IGP13E_ Ingels_Joost_Exam.rar

This main folder contains:

Psd_files:

01_Reference.psd

02_Styleguide.psd

03_DesignProcess.psd

04_CharacterDesign.psd

06_StartScreen. psd

07_EndScreen. psd

08_Assets.psd

Jpg_files:

01_Reference.jpg

02_Styleguide.jpg

03_DesignProcess.jpg

04_CharacterDesign. jpg

06_StartScreen. Jpg

07_EndScreen. Jpg

Game:

This contains the game you can download from LEHO, but with the assets replaced by your own. Make sure your assets are in the StreamingAssets folder.