

Exercise Worksheet



Week 23

2D Platformers

This prototype will be on 2D Platformers

Research

- Follow the Written Task to research and write about three 2D Platformer games and their mechanics

Prototype

- Create a prototype on the main Game Mechanics researched
- Find at least two external resources to use as reference. This can be a tutorial or an example
- Use the Handouts to create a prototype 2D Platformer
- Expand on the prototype if you have time

Image Editing

In this assignment you are required to create images that can work for the Web. The file sizes needed for the web work perfectly fine for Computer Games too, so your images will be shown in the next few prototypes

1. Make a copy of the environment Tileset
 - a. Note that every tile is a specific size
2. Find some new tile images and add them to the tileset
3. Make sure they are re-sized to the correct size
 - a. Don't scale up as that looks bad, find a larger scale image and shrink it.

Report

- Follow the Written Task to write a report on how the Prototype went

Image Report

Answer and hand in the following questions and put them into your Report

In the handout Image Editing, you looked at two image format types

1. What are two other image format types that are commonly used
2. What are they best used for?

With the knowledge of these 4 image types

3. Which would be the best for game images?
4. When would you choose one over the other?

Photoshop saves any new or heavily edited images into its own file format (.psd)

5. Why does Photoshop do this?
6. Why don't we use this format in our game, why do we convert it to another image format?