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Tech

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Our Game Report

The dream team, made of 5 men, each with his job. Dan “The Code Gorilla”, Allon “Dr.Dro the DJ”, Nick “The Tester”, Rob “The Supervisor” and Orest “Le Artist”. Each man contributed to his specified field, but they all also collaborated together on the final game. Due to the hard work and dedication of these men, the game reached completion. This is the report from “Le Artist” on his contribution to this project.

I was tasked with providing the art work for this game. After we came up with our initial concept, I began work on character sketches as well as rough drafts for the background and scenery. After we decided on the first level being based in space, I drew up the background of space for the title screen, the HUD that is seen in the first level, and the enemies in the first level which are a robo-lobster, space snail and super squid. Dan implemented the images and Nick created a star field, solidifying the first level.

After that, we decided that cut scenes would add to the game. Dan created a rough story and I drew the most important scenes. After this, we began work on the 2nd level. We decided on a FPS shooter style, so I drew a new HUD with a gun. I then quickly threw together a simple background, but since it looked bland, Nick added animated puffs of grass. After this, I drew another cut scene panel for the 3rd cut scene. At this point, the idea of a boss came around. We took an old drawing of a cornucopia, made it look evil and boom, instant boss. For the 2nd boss, Dan told me to draw the thing from his profile picture on Git Hub, a squid with a corkscrew, so I did just that. Here, we started the 3rd level. I reused the old HUD and made a simple background of a cave and Nick added moving stalagmites. Here, Dan decided to go all out with the final boss. He made me draw a giant and evil rutabaga and make it a throne room. He then edited in realistic fires, made the rutabaga move and even float with the music. The final battle animations were made, then the final cut scenes were put in and FIN.