# SGP: Art Request # 1

### Team Information

**Game Name:**

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| **Ninja VS Zombies The Pizza Deliveries** |

**Team Name:**

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| **Don’t Ask Questions** |

**Team Month:**

|  |
| --- |
| **August** |

**Team Member Names:**

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| **Jagoba Marcos, Desmon Fields, Will Dimeo, Corey Herington** |

**Team Member Emails:**

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| [jagoba.marcos@gmail.com](mailto:jagoba.marcos@gmail.com)**,**[dfields012@gmail.com](mailto:dfields012@gmail.com)**,**[willdk11@yahoo.com](mailto:willdk11@yahoo.com)**,**  [coreyherington87@msn.com](mailto:coreyherington87@msn.com) |

**AP Name:**

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| Shawn Paris |

**AP Email:**

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| [sparisfs@gmail.com](mailto:sparisfs@gmail.com) |

**Artists Name:**

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| **Caris Frazier; Greg Bey** |

**Artist Email:**

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| [**caris.frazier@gmail.com**](mailto:caris.frazier@gmail.com) **;** [**beygregory83@gmail.com**](mailto:beygregory83@gmail.com) |

**Game Information**

**Game Genre** (Example: Stealth Action, Platformer, Puzzle, etc):

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| --- |
| Stealth Action/Puzzle |

**Camera Perspective** (Example: Top-Down, ¾ Zelda, Side-Scroller, etc.):

|  |
| --- |
| top-down |

**Visual Style** (Dark, Bright, or Grayscale):

|  |
| --- |
| Dark |

**One-Line Game Concept** (Example: A top-down shooter about a pirate who wants to steal all the grog in the seven seas using his trusty pistol and grappling hook.):

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| --- |
| A top-down stealth action puzzler about a ninja who wants to deliver all of the his pizzas by using his handy dandy grappling hook. |

|  |
| --- |
| **Art Rules Read or Accept the Consequences.**   1. **You Get What You Ask For:** Artists are not mind-readers! You will get our best *interpretation* of what you ask for, because that is all we have to base our work on: your words. To ensure what you receive is as close to what you are imagining as possible, be sure to describe each asset in excruciating detail, and provide pictures for reference. We very, very rarely have time to redo artwork, so please bear that in mind. If you ask for something, describe it poorly, and then get something that wasn’t what you were thinking, it is on *you*. 2. **Do Not Scale Pixel Art:** Pixel Art is a specific style that is appealing specifically because it looks pixelated and with hard-edge color contrast. Scaling pixel art causes interpolation, even when using “nearest neighbor” interpolation, and makes the art look bad. Scaling pixel art is not allowed. 3. **More Assets = Less Quality:**  Understand that the *more* assets you request, the worse the *quality* of those assets are guaranteed to be. If an artist has many assets to work on, they can spend more time making each asset look good. If they have a lot of assets to make, each asset can only be given a small amount of time, and thus will be worse in quality.  **Please discuss with the artist if you plan to have more assets than these.** |

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| --- |
| **Request 1:**  1 Game Logo  1 Cursor  1 Blank Button (Three sizes, includes active and inactive)  1 Menu Background  1 Window (Three sizes)  1 HUD |

|  |
| --- |
| **Request 2:**  1 Player Character with up to 5 Animations  3 Enemies with up to 3 Animations/Each  1 Tileset with up to 15 Tiles |

**Game Logo**

This section is for requesting the game logo for your game.



**Game Logo Description** (Example: The words “Fighting Game” in a vibrant, brown font, bordered by a fist on the left and right sides of the logo.):

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| --- |
| NVZ in Black to silver gradiant font, with a toon-like ninja holding a pizza in the background with a zombie hand coming out of the ground to grab it |

**Game Logo Pixel Resolution** (Example: 128x256):

|  |
| --- |
| 512x512 |

**Visual Reference:**

|  |
| --- |
| [**http://i.istockimg.com/file\_thumbview\_approve/21116714/2/stock-illustration-21116714-pizza-delivery-ninja.jpg**](http://i.istockimg.com/file_thumbview_approve/21116714/2/stock-illustration-21116714-pizza-delivery-ninja.jpg)  [**http://screenshots.en.sftcdn.net/blog/en/2013/08/pvz2-568x568.jpg**](http://screenshots.en.sftcdn.net/blog/en/2013/08/pvz2-568x568.jpg) |

**Priority** (Example: High, Medium or Low.)

|  |
| --- |
| low |

### Out of Game Menus and Screens

This section is for requesting the menu components for your game. Your group will use these components to create the menus needed for your game.

Please discuss with the artist if you need additional assets for proper menus.

**Mandatory Menus and Screens:**







**Blank Button Description:**

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| --- |
| **a ball on the end of the bar that lights up green when it is selected.** |

**Visual Reference:**

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| --- |
| [**http://openclipart.org/image/800px/svg\_to\_png/60313/webbutton.png**](http://openclipart.org/image/800px/svg_to_png/60313/webbutton.png) |

**Priority:**

|  |
| --- |
| **medium** |

**Menu Background Image Description:**

|  |
| --- |
| **Feudal asian tower with a ninja in front of it with zombies around the side** |

**Visual Reference:**

|  |
| --- |
| [**https://lh4.ggpht.com/woOqYQ7o756\_8UpjtR2DEAYh\_ESZQjMmZQX2WNpHtBAgSjbuOE0CFJPjOoIRvkqgy7M=h900**](https://lh4.ggpht.com/woOqYQ7o756_8UpjtR2DEAYh_ESZQjMmZQX2WNpHtBAgSjbuOE0CFJPjOoIRvkqgy7M=h900) |

**Priority:**

|  |
| --- |
| **low** |



**Menu Components Descriptions**

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| --- |
| **anything else our menus need/want to have** |

**Visual Reference:**

|  |
| --- |
|  |

**Priority:**

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### HUD

This section is for requesting the HUD and interface assets for your game.

**HUD/Interface Description:**

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| --- |
| **ninja face next to health bar have a base image of a flat expression, one of the ninja wincing, need health bar that changes from green to yellow to red** |

**Visual Reference:**

|  |
| --- |
| [**http://www.spriters-resource.com/pc\_computer/spelunky/sheet/56425/**](http://www.spriters-resource.com/pc_computer/spelunky/sheet/56425/) |

**Priority:**

|  |
| --- |
| **High** |