**CRT 360: Advanced Prototyping**

**GamePad - Concept Development**

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**Part II: Game Resources**

***1. Create an image resource library including all tiles and sprites necessary for the game. Include hex addresses for each sprite for reference (e.g. 0x04). Background tiles should be 20x20 pixels and any tiles that use transparent backgrounds should have a width that is a multiple of 8.***

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| **Background Tiles (20 x 20 px)** | | | | |
| Grass  0x00 | Weeds  0x01 | Bush  0x02 | R-Road  0x03 |  |
| L-Roadl  0x04 | Road Block  0x05 | Bedroom Floor  0x06 | Floor with Stain  0x07 |
| Door Panel  0x08 | Desk top  0x09 | Papers  0x0A | Computer  0x0B |
| U-Pillow  0x0C | T-Pillow  0x0D | U-Bed  0x0E | T-Bed  0x0F |
| TR-Bed  0x10 | UR-Bed  0x11 | TL-Couch arm  0x12 | UL-Couch arm  0x13 |
| TR-Couch arm  0x14 | UR-Couch arm  0x15 | U- Couch  0x16 | U-Couch  0x17 |
| T-Couch  0x18 | T-Couch  0x19 | UL-Safe  0x1A | UR-safe  0x1B |
| TR-safe  0x1C | TL-safe  0x1D | Safe Handle  0x1E | Fire 1  0x1F |
| Fire 2  0x20 | Fire 3  0x21 | Fire 4  0x22 | Lab Floor  0x23 |
| TL-Table  0x24 | TR-Table  0x25 | R-Table  0x26 | L-Table  0x27 |
| UR-Table  0x26 | UL-Table  0x27 | UL-Storage  0x28 | UR-Storage  0x29 |
| TR-Storage  0x2A | TL-Storage  0x2B | T-Storage  0x2C | U-Storage  0x2D |
| L-Bench  0x2E | Bench  0x2F | R-Bench  0x30 | - |

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| **Berry Boy (32 x 32 px)** | | | | | |
| L-Stand  0x00 | L-Run 1  0x01 | L-Run 2  0x02 | L-Run 3  0x03 | L-Attack  0x04 |  |
| R-Stand  0x05 | R-Run 1  0x06 | R-Run 2  0x07 | R-Run 3  0x08 | R-Attack  0x09 |

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| **Administrative thug** | | | | | |
| L-Stand  0x00 | L-Run 1  0x01 | L-Run 2  0x02 | L-Run 3  0x03 | L-Attack  0x04 |  |
| R-Stand  0x05 | R-Run 1  0x06 | R-Run 2  0x07 | R-Run 3  0x08 | R-Attack  0x09 |

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| **School President(48 x 48 px)** | | | | |
| D-1  0x00 | D-2  0x01 | D-3  0x02 | D-Attack  0x03 |  |
| L-1  0x04 | L-2  0x05 | L-3  0x06 | L-Attack  0x07 |
| R-1  0x08 | R-2  0x09 | R-3  0x0A | R-Attack  0x0B |
| U-1  0x0C | U-2  0x0D | U-3  0x0E | U-Attack  0x0F |

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| **Damage shown** | | | | |
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