

Sprites 101

Form & Function



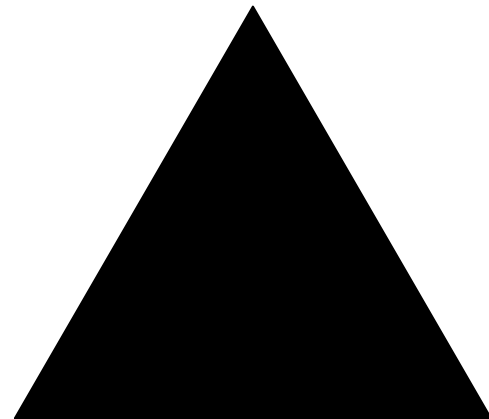
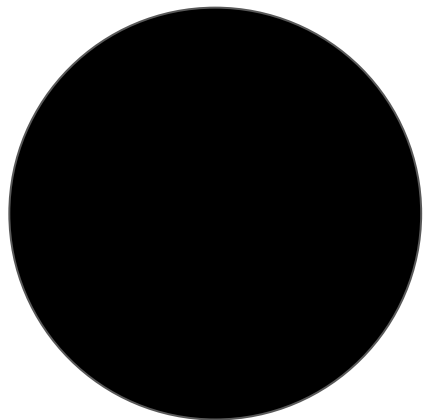
What are we talking about?

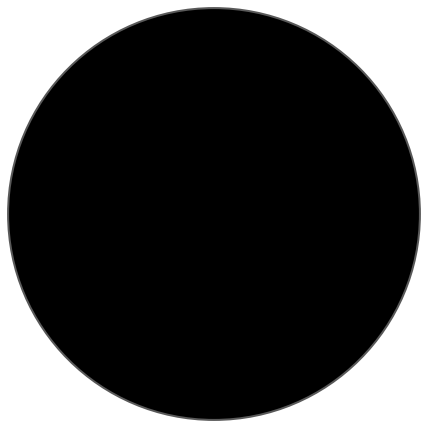
“Games are made of rules, and those rules allow us to create choices for the player. But those choices exist only when the player understands those rules. Context is what helps a player to internalize those otherwise-abstract rules that make up our game.”

-A Game Design Vocabulary, Anthropy & Clark

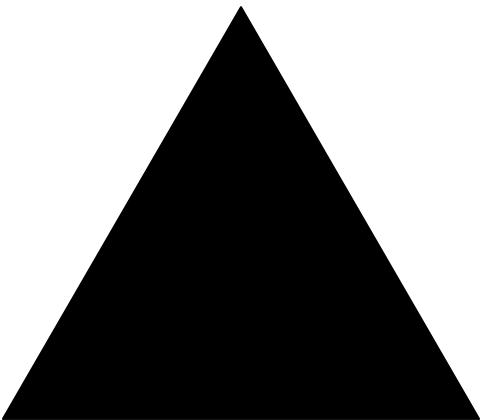
Today we'll look at how we can use visual language to clearly communicate those rules to our players.

**How do we start to
develop that language?**

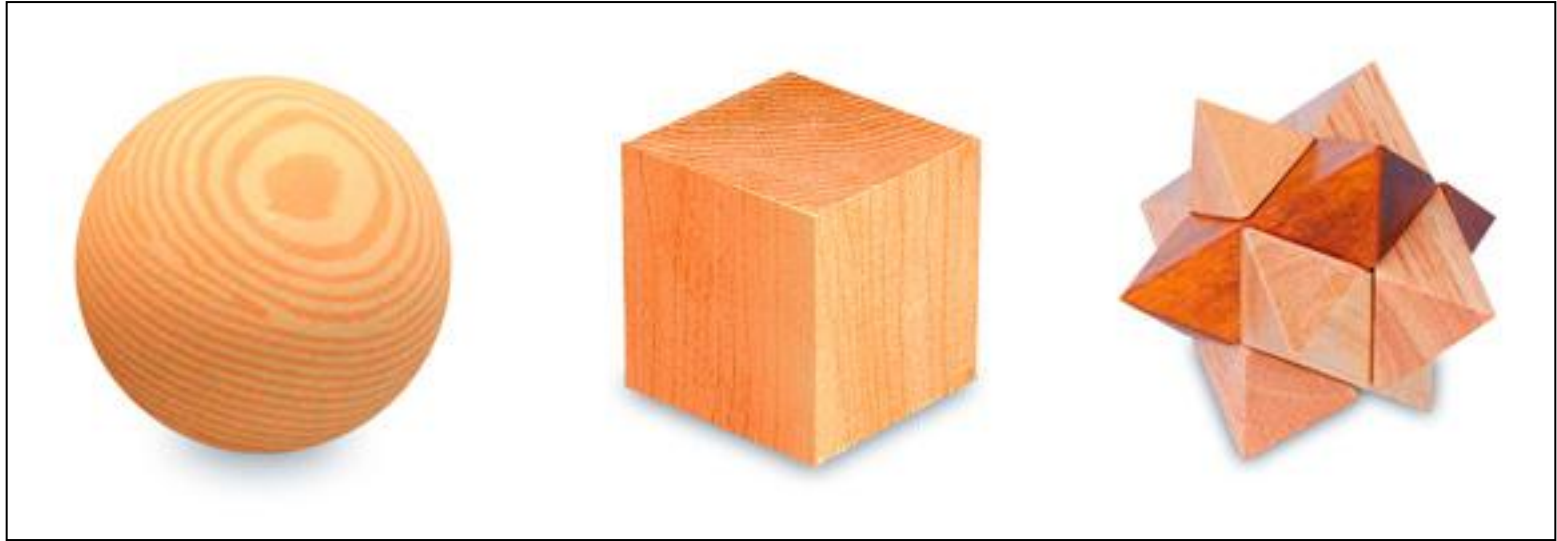


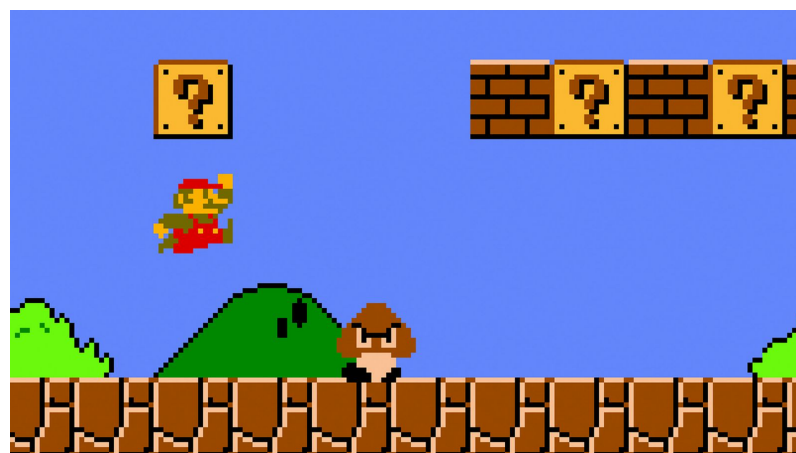


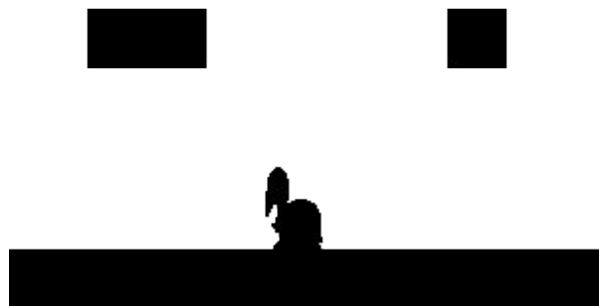
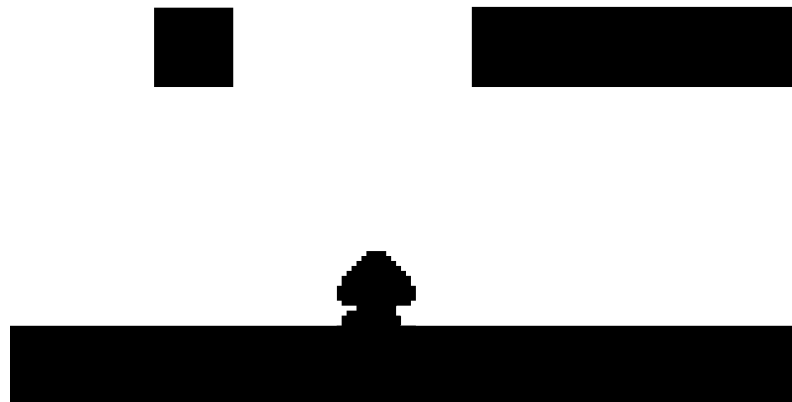




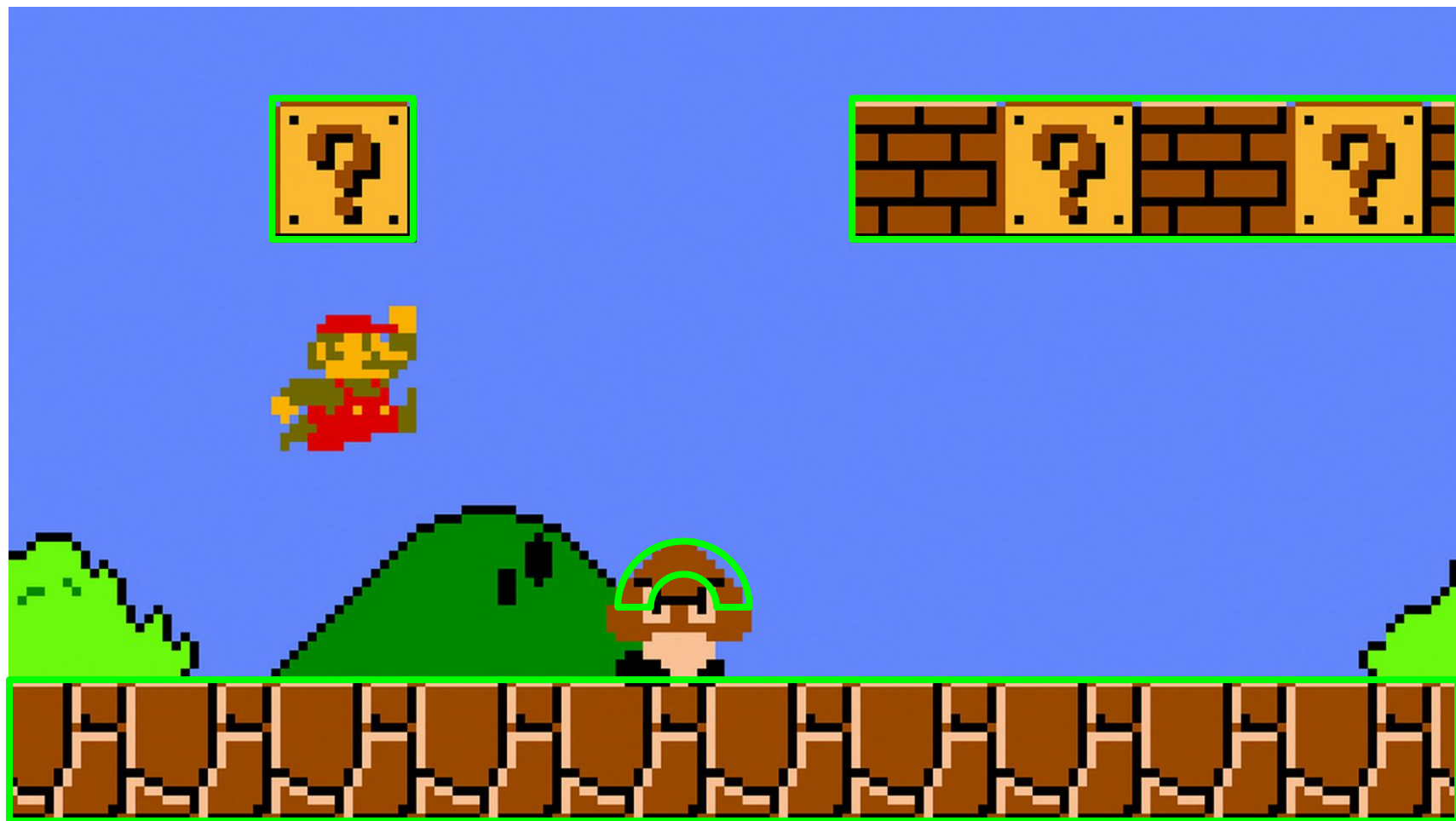
How do we start to develop that language?







Silhouette communicates different behaviors

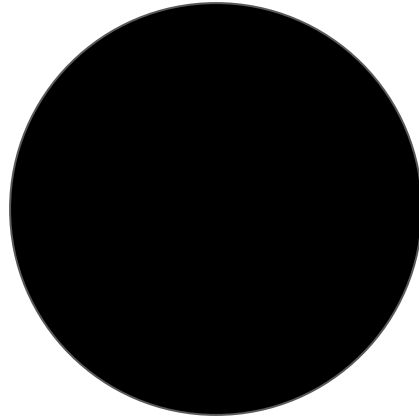




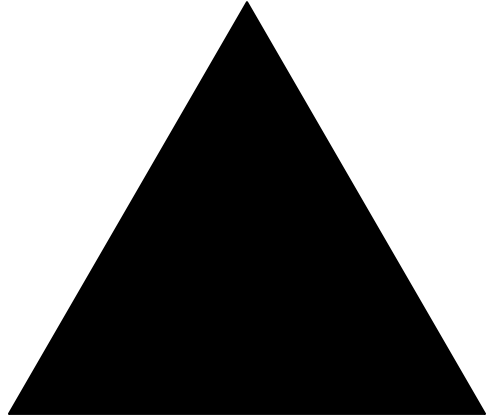
STAND ON.



JUMP ON!

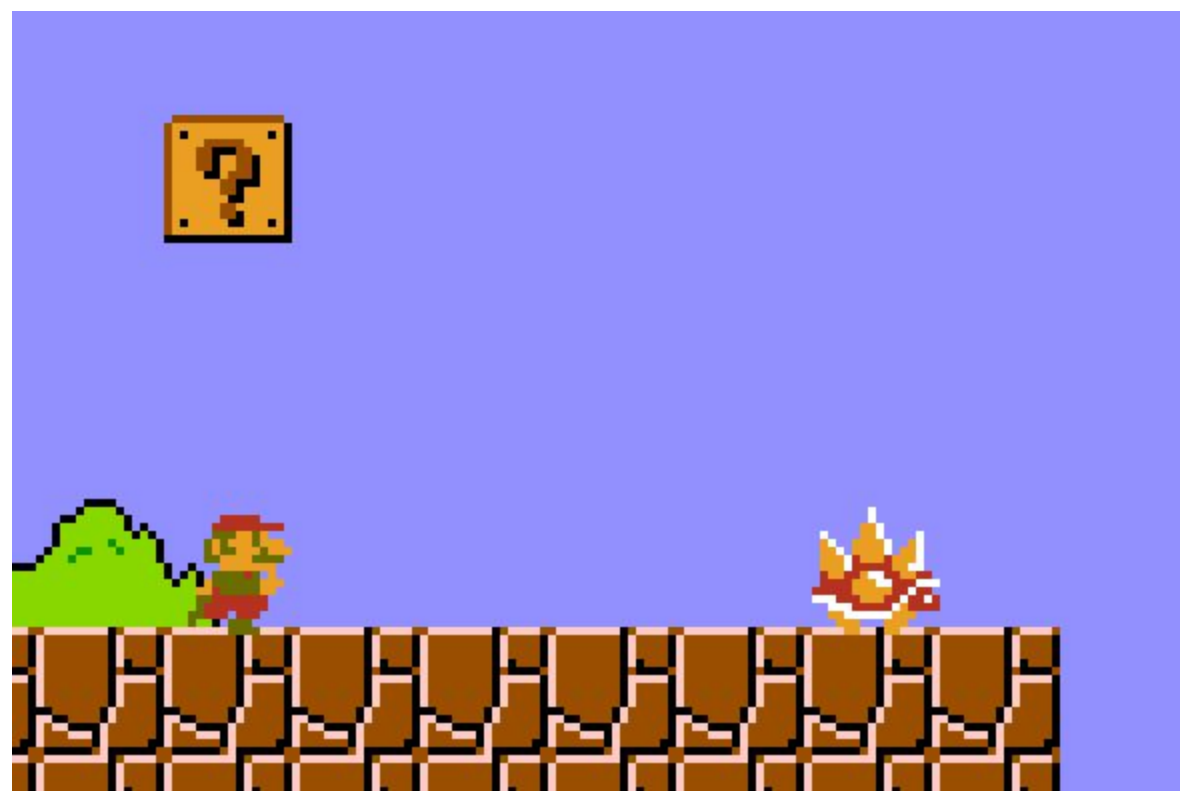


OH GOD









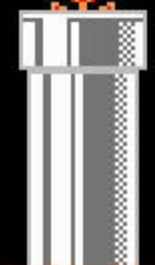
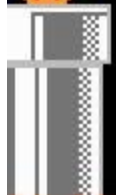
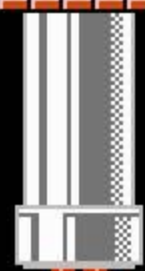
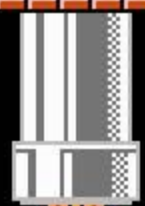


MARIO
683400

×55

WORLD
7-1

TIME
360



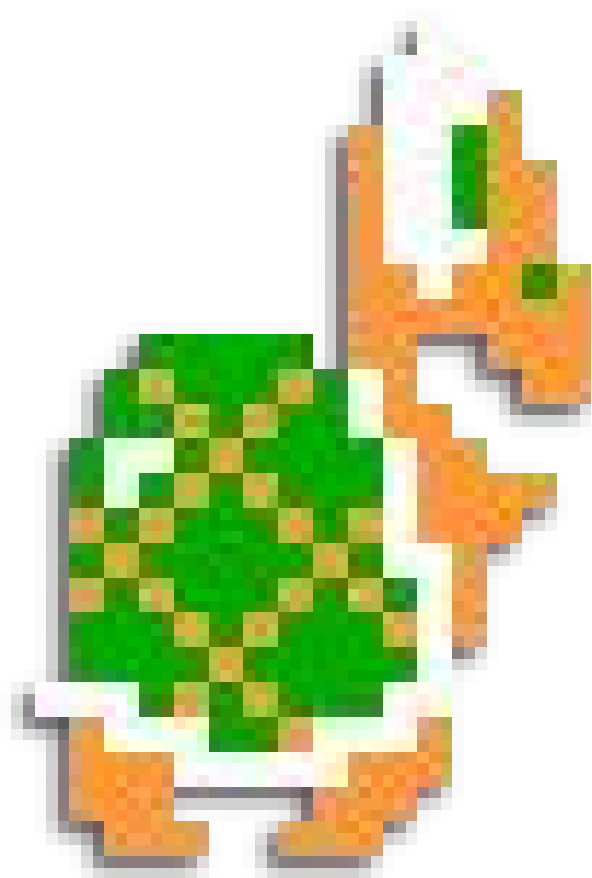
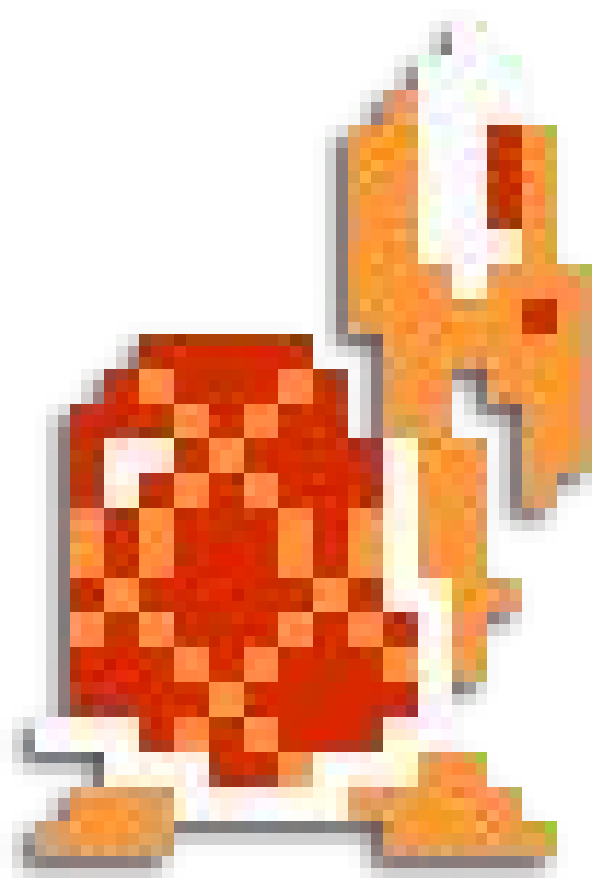


World 2 >>>>>>P \$ 7
(M) x 21 0197010 6282



Motif

A recurring subject, theme, idea, etc.
in a work of art.









3:56



SC

00



4:28



SC

86000



4



CHRIS ROONEY
ChronoBenentia

2/6

07.17.55

GEM HIGH

446

14





637 0315

6370315 03 15 1000 6370315

43

12

1,117m

70

10



The background is a solid teal color. It is decorated with various geometric elements: a large red circle in the top left, several smaller red circles, and a trail of yellow dots that forms a curved path across the upper half. There are also white-outlined polygons and a grey circle with a white line segment. In the center, there is a large red L-shaped structure. Below it, the text "You are a beautiful, gooey snake" is written in a white, handwritten font. To the left of the text is a vertical ladder-like structure, and to the right is another one. A small red square is at the bottom right, and a grey circle with a white line segment is near the bottom center. The overall style is abstract and playful.

You are a beautiful, gooey snake



Lv **110**

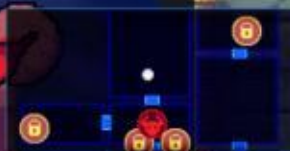
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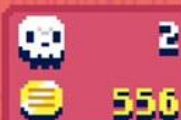
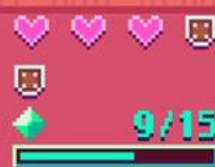
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17



14 mp



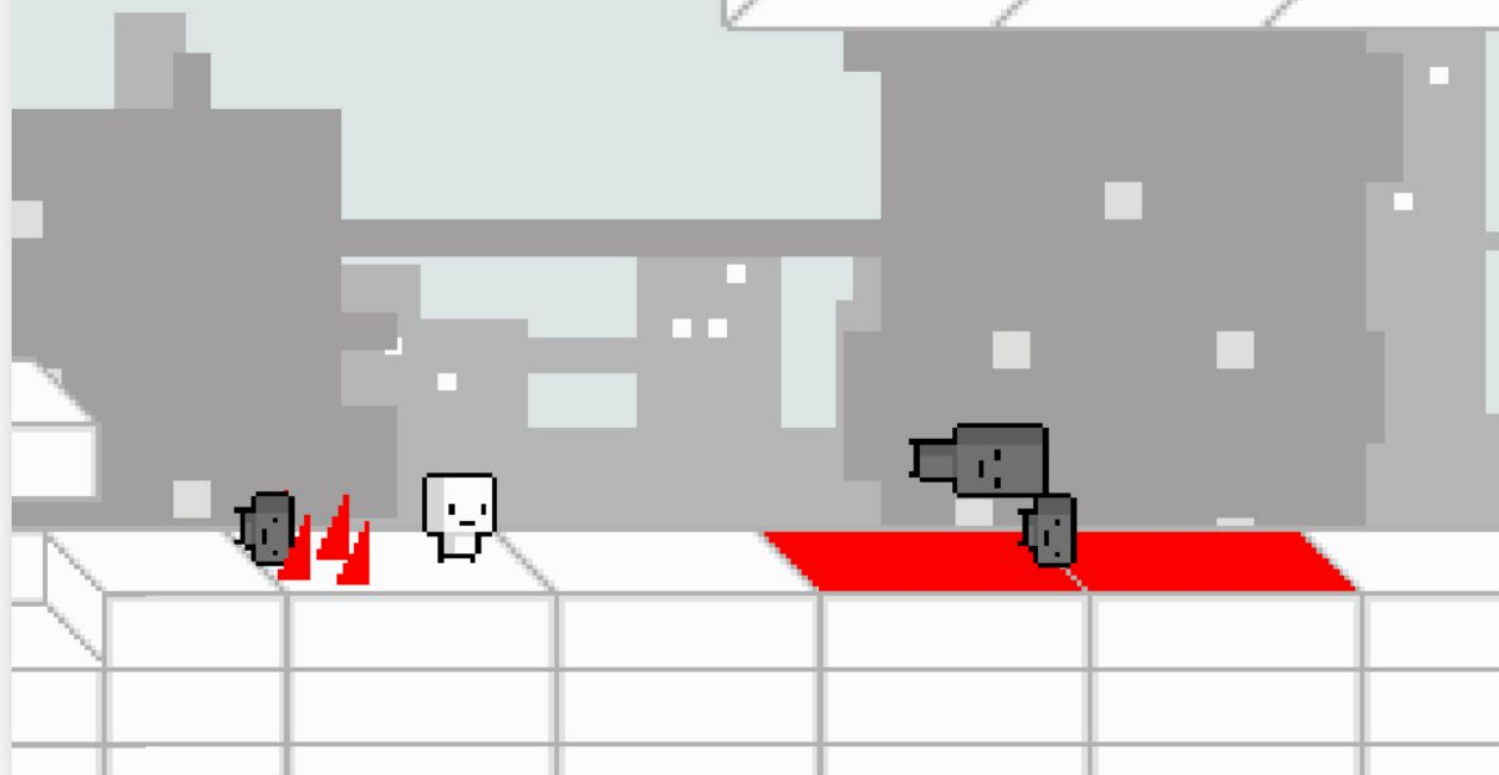


556



CASUALTIES: 10

3



000000297200

x15



Multikill X3



score:

68

High Score:

1566



\$ 138000

TOTAL

0

TIME 427

HP



\$

P. 3



ASSIGNMENT

2D GAME MOCKUP

- 1920x1080 (if pixel art, consider working at 192x108, 320x180, etc and scaling up when complete)
- A mockup of a screenshot of the game in action
- You must include the following elements
 - A player
 - At least three enemy/obstacles types
 - At least one which forces the player to rethink the primary mechanic of your game
 - Two unique types of terrain or game area
 - One piece of level which results in game over when touched