



UOW
MALAYSIA
KDU

PART OF THE UNIVERSITY
OF WOLLONGONG AUSTRALIA
GLOBAL NETWORK

Bachelor of Game Development (Hons)
XBGC 1013 | XBGC 1013N
FUNDAMENTALS OF GAME ART

Ng Yiing Y'ng
yy.ng@kdu.edu.my

ASSIGNMENT BRIEF

Asset Development and Implementation (30%)

You are tasked to create the visuals of a simple **Pixel 2D platform game** based on your chosen platform type with the following self-designed assets:

Action Platform

- 1 Animated Character (32x32) – Walk + Jump + 3 Unique Actions
- 3 Animated Enemy actors (32x32) – Idle + Unique Action
- Complete Terrain Tilesheet - 16 seamless tiles (min)
- Props Tilesheet - 5 props (min)
- 1 Background – Seamless

Interactive Platform

- 1 Animated Character (32x32) – Walk + Idle + 3 Unique Prompt Actions
- 3 Animated NPC actors (32x32) – Idle + Unique Action
- Complete Terrain Tilesheet - 16 seamless tiles (min)
- Props Tilesheet - 5 props (min)
- 1 Background – Seamless

You are to do this assignment in stages:

PROGRESSION 1: BLOCKOUT (3%)

- Create a blockout of what your level will look like (.psd & .png)
- **DEADLINE: 21st November 2022, 2pm**

PROGRESSION 2: CHARACTER SPRITESHEET (10%)

- Develop character & enemy according to specifications using sprite-sheets (.psd & .png).
- **DEADLINE: 21st November 2022, 2pm**

PROGRESSION 3: ENVIRONMENT ASSETS (10%)

- Develop the environment art assets: background, props and tilesets (.psd & .png)
- **DEADLINE: 28th November 2022, 2pm**

FINAL PROGRESSION: FINAL VISUALS + IMPLEMENT IN STENCIL (7%)

- Put all the assets together into several visuals based on the level design (.psd & .png/.gif). And demo the implemented assets in a workable Stencil file (.stencil) to the lecturer in class.
- **DEADLINE: 5th December 2022, 2pm**

You are required to submit all the working files (.psd, .stencil, .swf) and the assets produced (.png) along with any art reference files you used.

REQUIREMENTS

1. The game you design must be themed according to your chosen "theme". (eg. Post-Apocalypse) The look and feel of your game should reflect that theme.
2. Your game must be at least 640x480 or 1024x768 in size.
3. Monochrome is not allowed. Minimum 2-bit color = 4 colours.
4. The level you design need not be overly long but should showcase all your tilesets used.
5. Characters designed must be anthropomorphized and not overly simple (i.e. a square block).
6. Submissions should have your name & student ID on the submission folder.

DUE DATE: 5th December 2022 [Final submission]

NOTE: You will incorporate this assignment with your Fundamentals of Game Tech assignment.*