**Brainstorming Ideas**

**Sprites needed**

* Background
* Players
* Enemies
* Explosions
* Projectile

***RiouxSVN Login***

**U: GraphicTeam**

**P: Graphic4Team**

**3/22** - Group meeting in class

Setting up pixel art account.

Put all files in same svn folder

1 player sprite

Multiple versions of enemy sprite

Multiple levels? - backbone says no; must check with specs

Making sprites using png - can get blurry if enlarged

There is 50mb of free space

We will create sprites and any size then lower it to the size that specs required so we can start making animations

Projectile would be a square like a bullet (can be more defined) possibly with color

Each of us do one background or 3

Same for Professor

Same for sprite

Maybe 2 backgrounds and have them move at different different speeds like flappy bird

We have to create animations(negotiate with specs and backbone)

Hard : creating running/idle animation for players and professors

💡High definition sprites: keep both versions and upload the compressed version

**3/29**

Pick an editing software - Gimp?

Look into pixelating images

Debate if we have to do animations with backbone

Look at tutorials to start doing the sprites

Specs should give us the specs today on discord

Create a directory so we can upload our meeting notes, sprites etc.

**3/31**

Pixel me app

**4/3**

Roles. Everyone must choose a task where they create/animate something. MAKE SURE THEY ARE ANIMATED. I could just be that it rotates for items.

Enemy #1- **Chelsea R.**

Enemy #2 - **Amir C**

Enemy #3 - Mohammed F

Student -

Paper Ball - **Patricia G**.

Textbook - **Fredy Diaz** -

Expel Paper - **Jun Lin.**

Failed Exam Paper - **Sherzod M.**

Background Images pixelated - **Wenfeng Jiang**

**4/7**

We discussed how to create the sprites animations.

We need to upload any rough sketches to the repository