The intent of our game was to create a top-down game where the main character, the Spear Snail, collects all of the stamps throughout the map. Narratively, the stamps were stolen by robbers and only Spear Snail can reclaim them. Mechanically, the Spear Snail’s movement is controlled by WASD or arrow key inputs to make him move throughout the map. Similarly to the Groundhog demo in class, the Spear Snail interacts with the world by colliding with them. Certain terrains, like water, interact with the snail by slowing him down. Aesthetically, we found the tilemap online and wanted to make the Spear Snail sprite both stand out and fit in with the background.

One of the joys we experienced was taking the pieces of the tilemap and putting them together into one seamless picture. It felt like solving a puzzle with no specific end goal. (Fill in another joy). On the other hand, one of the frustrations we encountered was the creation of the tilemap palette. The pieces were of strange sizes and using it at the same size as the land around it would make filling in the buildings much more tedious, so instead we chose to individually slice the pieces. (fill in another frustration).

Spencer created the Spear Snail sprite, and we found the tilemap at <https://kvsr.itch.io/citypackpixelart>