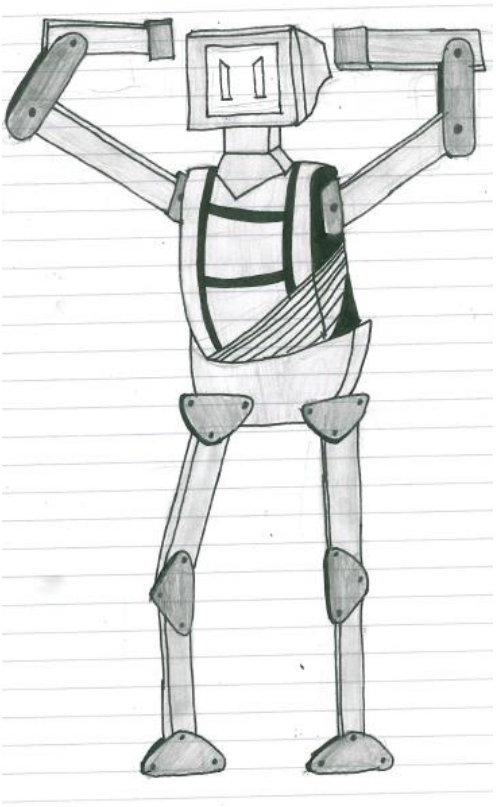
Developing the Coded Solution- Henbit

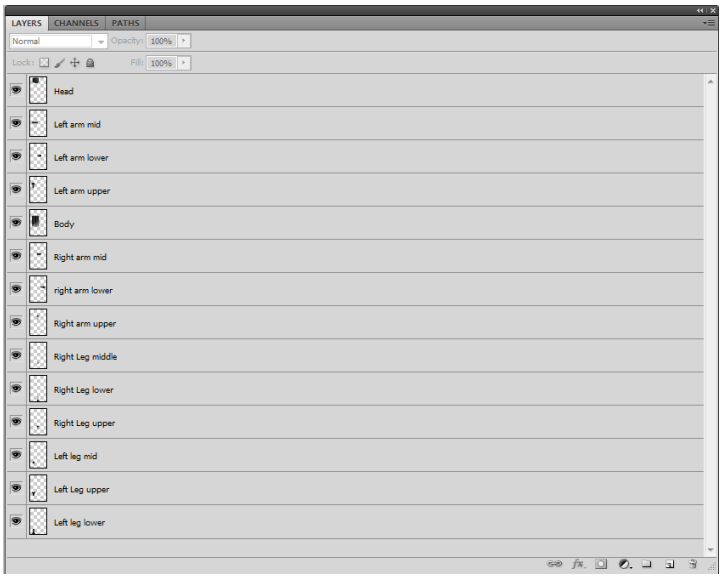
After the first character has been digitalised, the second one would follow.



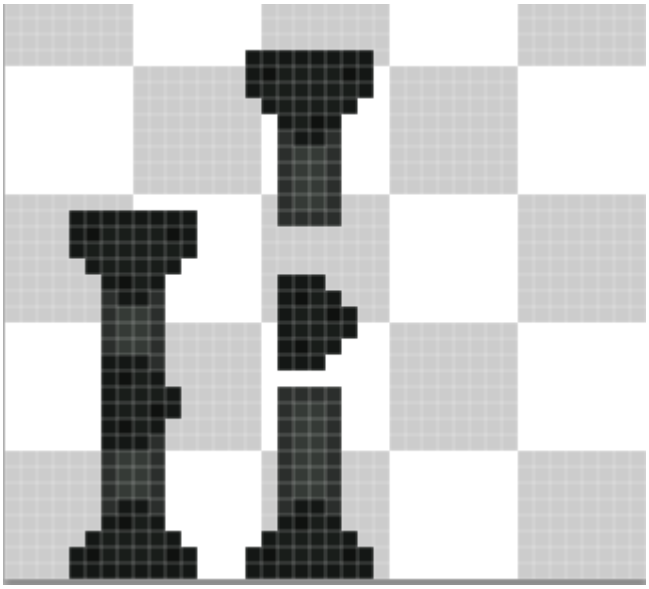
The software I chose was Adobe Photoshop. My reason for this was mostly due to experience, as I have the software downloaded at home. Photoshop also has a strong interface focusing on layers and the ability to constantly undo large chunks of work if needed.

This software allowed me to consistently edit my work to increase its quality past the point that I could without a computer.

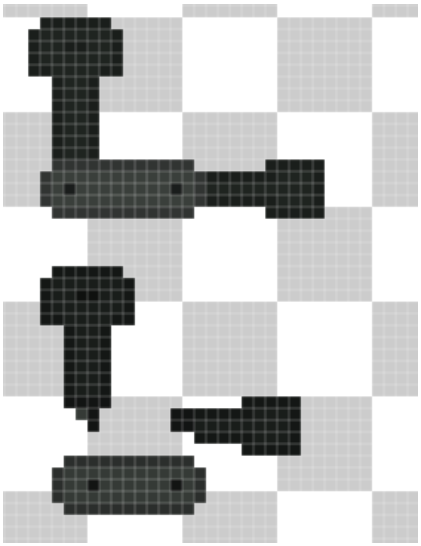
After Sherbet, Henbit was next (his name coming from the same stem as Sherbet). Even if I don't manage to implement him into the game, I will create him as an asset and include him somewhere.



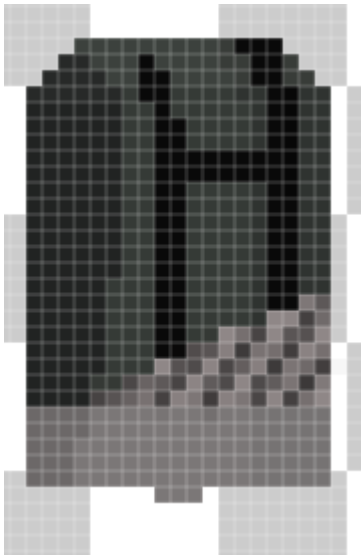
Like Sherbet Henbit uses layering. Unlike Sherbet, the limbs come is a greater number of sections, leading to more layers. As he does not that wheels on his feet, he will have to move each section of his legs for his animations.



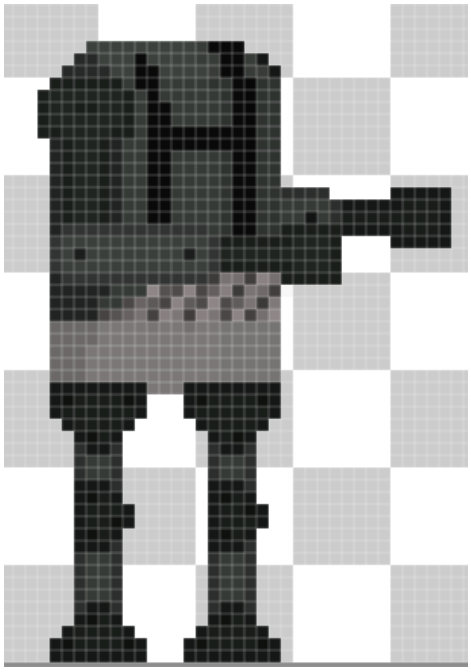
The legs themselves consist of three different layers making up the three different joints.



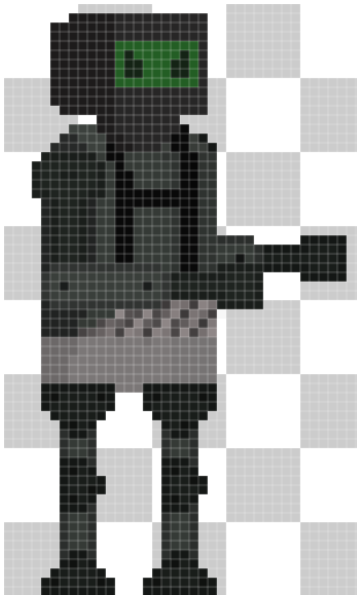
The arms were developed in the same way as the legs, with the right arms being slightly shorter and darker to maintain the side-on illusion.



The body took longer to make, as it featured designs and a level of complexity that was not present with Sherbet, this slowed down the process as I had to make this character to the same standard as Sherbet.



The limbs are added, with the left limbs being in front of the body, and the right limbs being behind.



Finally, the head is added. Due to limits on size, the modem had to be lost. But digital colour did allow me to use a different colour screen.

As I was afraid of losing detail via scaling, I decided to work in real size, that being the size it appear on screen. This meant that I was forced to use pixel art as the size of the character on screen 40x64 pixels:

This size is important, as there is an invisible bounding box around the avatar for collision detection. This was another reason for working in real size.

The file itself was saved as a PNG as it is a better alternative than GIF or JPG for high colour lossless images and supports translucency. This decision comes at the cost of no support for animation, but as the movement animations for Henbit are not complex, I can make multiple frames.