

Assignment 01

WSOA3004

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Designer Report

In this report, I will be discussing the planned assets for the game and the end result.

The original concept for the assets to be used in the platform game we were making for assignment 1 was based off of a construction theme. The original plan was to create a solid pale blue background, with a layer of brickwork in front of it. This layer would have had an opaque dark grey layer over it in order to create a sense of depth when used in conjunction with the interactables.

Following this, the interactables would have been a version of the same brickwork that was used in the background; however, it will lack the opaque overlayer and would also have been smaller in size. Its overall colour would be the same but brighter so to create contrast with the background brickwork. The other interactable would have been designed after a girder. It would have been light grey, steel grey in order to contrast the background and highlight its intractability.

Finally, the character would be a denim blue with yellow eyes. This would provide character highlighting so that the player would always know where their character is as well as which direction they are facing. The eyes would also allow for animation, mostly in the way of emphasis of actions such as jumping and idling.

The final interactable would be the “Keys” that are needed to progress through each level. This would be a simple key, coloured bright gold. This would make it visible to the player against the background as well as noticeable overall. The key would have had a basic floating animation.

The music track would not have been a conventional soundtrack, but instead ambience from an actual construction site, further adding to the construction theme.

Unfortunately, due to events out of my control, I was not able to complete the above-mentioned designs aside from rough sketches done and basic layouts planned.

The game itself works and does not need the aesthetics, as they would have added to the game but not taken away anything by not being there.