

## Milestone 1: Prototype Phase

For our first milestone, we met up and began researching assets for our game. The main focus was finding or creating a playable character along with basic movement and animations. We knew we didn't have the time or skills to draw full pixel art and animate it frame by frame, so we looked for a faster solution.

The hardest part was finding a tool that let us *create* characters with animations—without actually *drawing* them. After some searching, we found [Pixel Sprite Mixer by Kingbell](#), which let us quickly assemble and export animated pixel characters. It felt like the perfect tool for our needs.

But we quickly ran into a technical challenge: the exported sprites were way too small for our game. Scaling pixel art without making it blurry or distorted can be tricky. To solve this, we used the [Lospec Pixel Art Scaler](#), which allowed us to scale up the sprites while keeping the crisp, blocky pixel aesthetic. After that, we used [PineTools Image Splitter](#) to break the sprite sheets into individual frames for Unity's animation system.

Even though this all sounded like a hassle at first, it wasn't too bad once we got into a workflow. Once the sprites were prepped, we imported them into Unity, created the player object, and began scripting basic movement using Unity's Rigidbody2D. This gave us solid and responsive player controls with a classic platformer feel.

Overall, Milestone 1 helped us build the visual identity of the game and lay down the foundation of our player movement system. It also taught us a lot about working with third-party tools, solving compatibility issues, and preparing assets properly for Unity.

Pixel sprites: <https://kingbell.itch.io/pixel-sprite-mixer>

Sprite scaler: <https://lospec.com/pixel-art-scaler>

Sprite splicer: <https://pinetools.com/split-image>

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