

# Shovel Knight Development

## Ideas

- Designer Nick Wozniak stated that the idea for the game started out as "sort of as a joke conversation over lunch that kind of got too serious".
- The team was already planning on making a <sup>NES classic</sup> ~~Zelda II~~-themed game. Taking Link's sword attack from ~~Zelda II~~, thinking it would be better adapted for a shovel, giving birth to Shovel Knight.
- Other inspirations include: Castlevania III, Duck Tales, Super Mario Bros. 3 and the Mega Man titles, as well as being influenced by U.N. Squadron and Dark Souls.
- Shovel Knight's graphics, similar to its music, mimics the style of older video game titles from the NES era, and even limited itself to the NES colour palette (with the exception of four colours not present in the NES's colour palette) and animation count.
  - To achieve this with larger sprites, they were superimposed on a black background to keep the limit of colours available on a screen to a realistic ~~minimum~~ maximum.
  - Other trickery to properly honor the NES limitations include camera shakes that act only on a single axis, and a game interface that acts as a background layer instead of being overlaid on top of the gameplay.

## Design

- For the game engine, they created their own C++ engine. It uses DirectX on PC and OpenGL on Mac+Linux
- For the level editor they used tiled: <http://www.mapeditor.org>
- For pixel animation, they used Promotion:  
<http://www.cosmigo.com/promotion/index.php>

## Sources

<https://www.yachtclubgames.com>  
[https://en.wikipedia.org/wiki/Shovel\\_Knight](https://en.wikipedia.org/wiki/Shovel_Knight)