Minigame 01

Title: Pixel Art

Objective: Draw a pixel art picture using the pixels moving across the screen

Procedure: You control a painter working on a new masterpiece. When the game starts, you have one pixel in the bottom right of your picture frame. New pixels will move right to left across the screen. When a new pixel collides with one already in your painting, it is then added to the painting. The goal of the game is to fill your picture frame and show off your masterpiece

Controls: The “a” and “d” keys are used to move the character left and right around the screen. The space bar is used to make your character jump. Holding the left mouse button allows your painting to avoid collision with new pixels. Holding the right mouse button allows your pixels to merge colors with new pixels instead of them being added to the painting. Use these controls together to make each pixel of your painting the color you desire.

End Game: Upon filling the picture frame, a prompt will appear letting you know you can end the game. You can continue merging colors with new pixels to fine tune your painting, but your picture can not grow any larger. When you hit enter while this prompt is visible, the game will end and your masterpiece will be displayed. At this point you can also choose to save your painting to your computer if you wish to hold onto it. You lose the game only by being disappointed in your own artistic abilities.

Resources: 5 pixel art sprites for the painter (Made in Piskel). Filled rectangles for the pixels (Made with Graphics). One Background music track (Made with Bosca Ceoil). Sound effect for adding a pixel and completing the game (Found online at various sound effect sites)