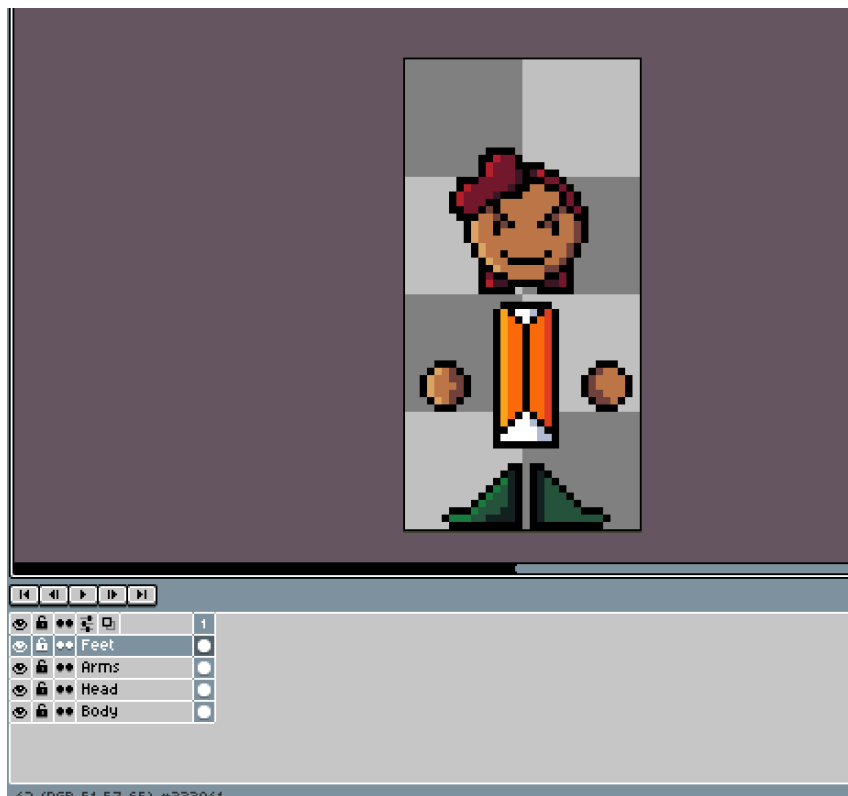


Art Document – Sophia Stanley

For this project a lot of my effort was focused on creating the assets for the game. I worked on the character selection screen and my character Rose during the project.

Rose is one of my characters from my Spring Interactive again, just with a different name. Since the sprites were much, much smaller than the 1980 x 1080 canvas I drew on in the Spring Interactive, his design is simplified and drawn in a different style. Liam had drawn his characters before I'd drawn mine, and we knew we would be drawing them with separated limbs, so I took inspiration from his character to create this version of Rose. I separated each 'section' into a different layer to make animating easier.



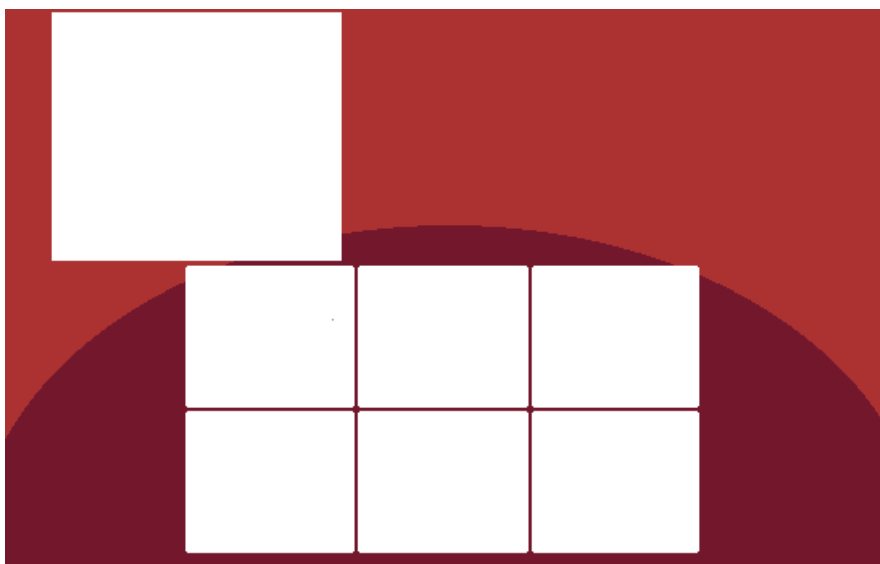
For Rose's portrait, I had the chance to make it more detailed since we didn't need to consider gameplay or animations for them, so I made the portrait more similar to my style. I have never drawn a portrait like this in Aseprite, and I'd used my mouse rather than a tablet and stylus that I'm used to, so it still ended up with a slightly different look to my usual art style.



I also drew the background for the character selection screen. I created it as a frame to go above the portraits of the characters, so everything would look in line even if the portraits weren't the same size as the frame. This ended up taking much longer than I had hoped, in the end I found it very difficult to make evenly spaced boxes in Aseprite like this, granted I was doing it by hand, there probably was an easier way. I started with a rectangle, then divided it 'evenly' (it's a few pixels off) and cut them into the 6 sections, then added an extra rectangle to display the character's sprite.



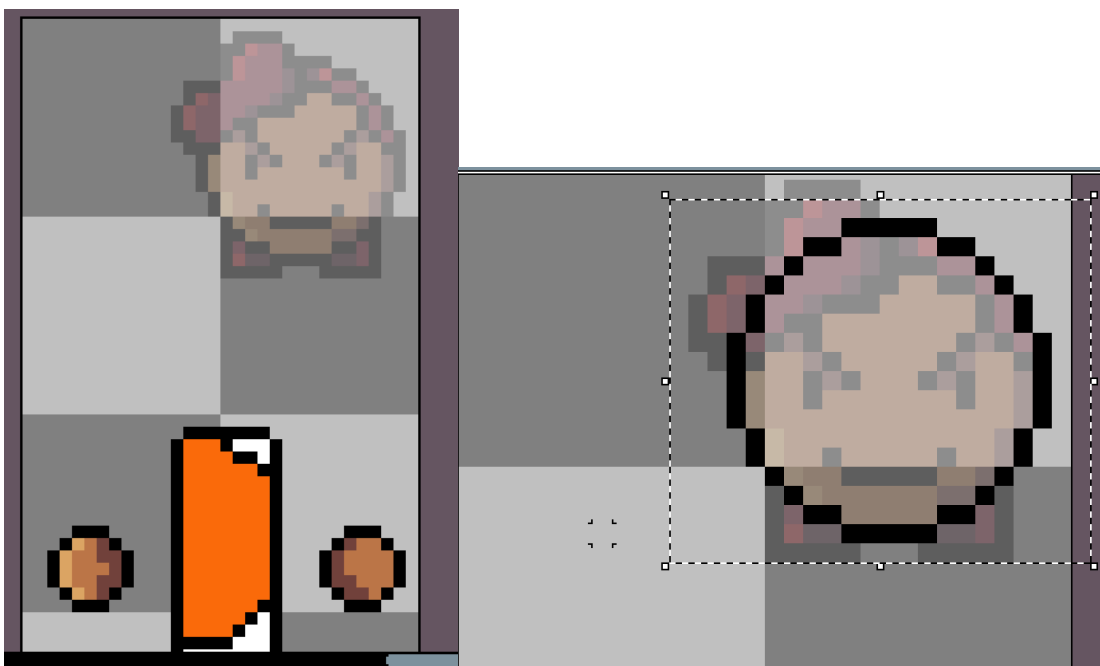
Initially I just had a plain red background, but I decided that was too boring so I added a lighter red circle on the bottom half to make it a little more interesting. The borders were originally coloured black, but I changed it to white so I could see better when I was setting the position for the character buttons in the game. You can't actually see the borders in this document because the image is transparent, but you can in the game files.



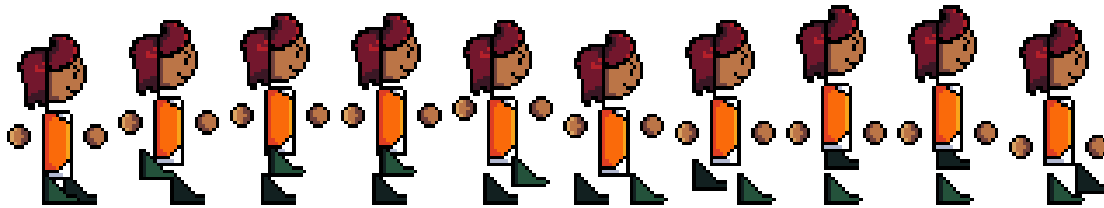
These weren't used in the end, but I made a jumping and walking animation for Rose as well. For the jump, I ended up separating the limbs even further, having each hand and each foot on a separate layer. This is because I wanted one to move further upwards than the other during the jump. I created a squash and stretch effect by moving his head inwards on the first frame, then moving him to the top of the screen before he settles on his mid-air height.



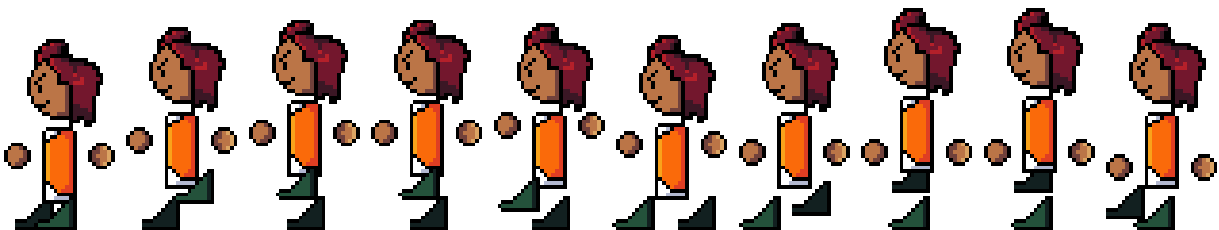
For the walking animation, I had to make him face the side. To make sure his head was the same size, I copied his front facing head and then used the circle tool to create one of the same size as his head.



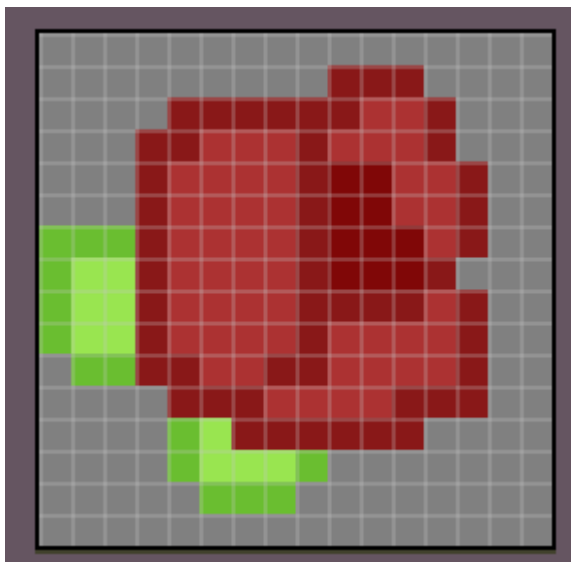
From there I used what I'd learned from the walk cycle we made for Concept Art to create his walking animation.



For the left one, I flipped the right one. I'd made sure to draw the front part of his hair on a separate layer from the rest so I could get away with moving it below the head layer to make it look like it was from behind.



I also made a projectile for Rose. It's meant to be a rose but it kind of ended up looking more like a tulip.



My second character is named Stargazer. They were something I kind of just came up with on the spot, I wanted to add a cloak because I think they're cool and it became a weird, star themed wizard of sorts. I feel like they ended up less human than I meant

them to be, the eyes on the sprite make them look a bit doll like. I also made their hands diamond shaped as I wanted to make it slightly different to the round hands that Rose has.



Their eyes are very different to in the portrait than in the game, perhaps it's part of their powers. They go from more humanlike eyes in regular life to more button eyes in battle or something. I feel like I made them look more uncanny than I was expecting.

