

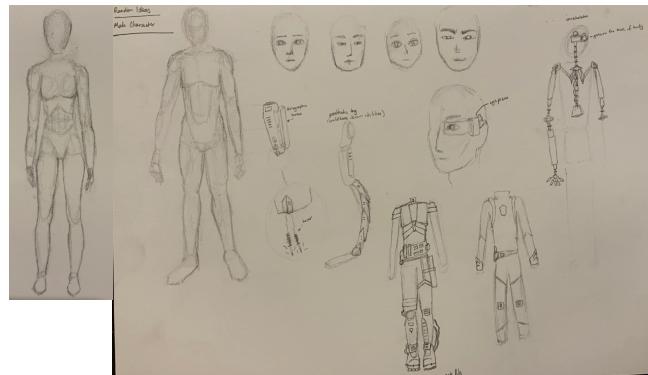
Art Log

Integrated Project 1 - Group 6

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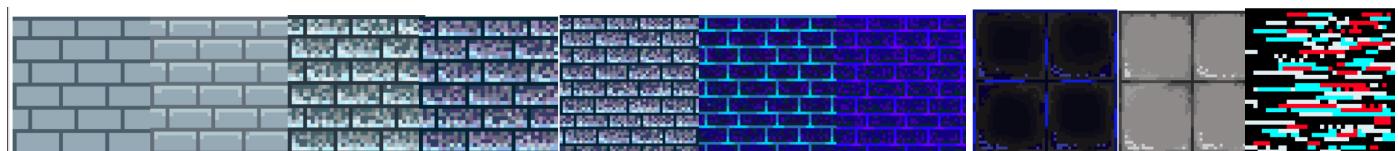
Week 2

After our first group meeting, we have decided on making a dungeon-crawler game with a cyberpunk theme. We have also chosen to do a pixelated art style to resemble an 80's arcade game. I have also had a discussion with Courtney about our strengths and weaknesses and how to split the workload between us. In the end, Courtney and I decided that she put her focus more towards the characters whilst I work on the background and environment. I have also sketched a few ideas to give myself a place to start.



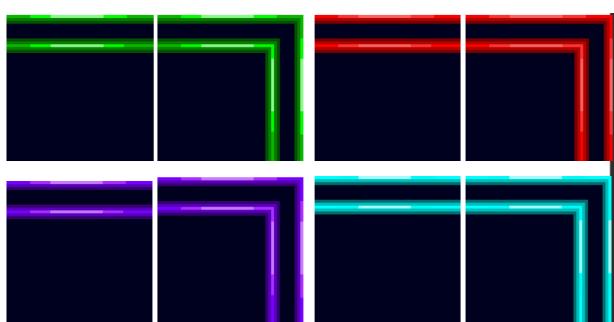
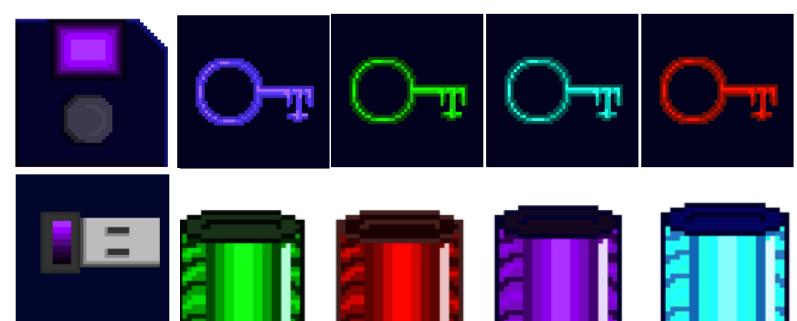
Week 3

I have done some research and created several mood boards on the colour palette, theme and art style of the game we wanted to create. Also, I have started to make tiles for the background.



Week 4

I have continued to make several more tiles to present to my group as well as design ideas for portals and keys.

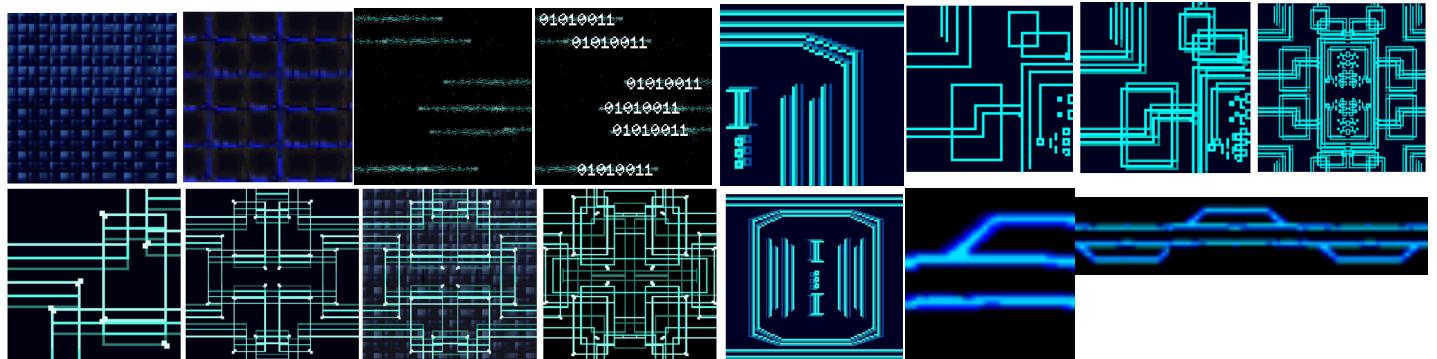


Week 5

Courtney and I have combined our work so far in order to create the Concept Art Bible. I have also designed a character of my own.



In addition, I have created several more tile designs as last week's tiles do not completely fall into the cyberpunk theme.



Moreover, I also designed a mock-up of a pause menu.



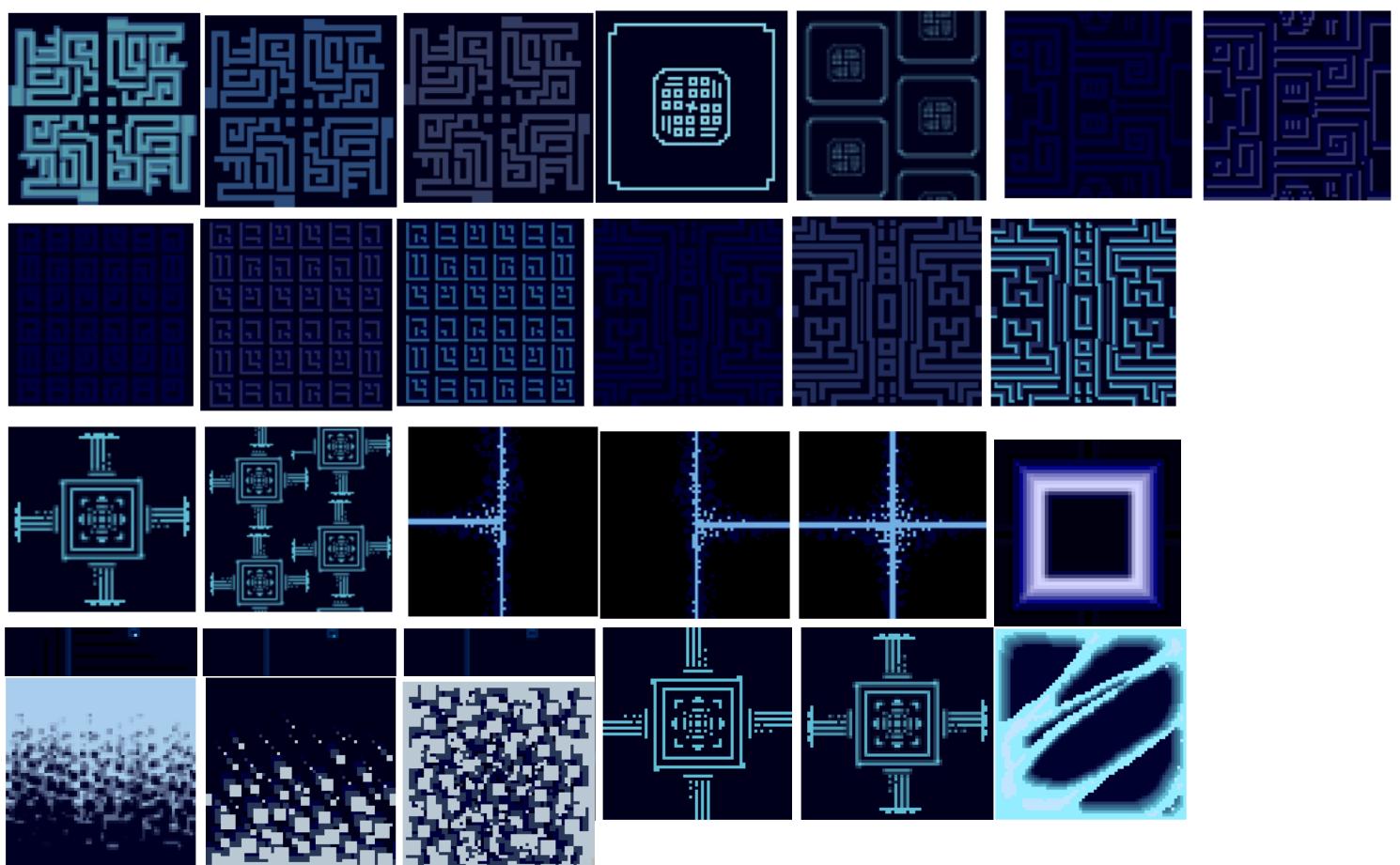
Week 7

Continuing from last week's work, I have created a sprite sheet for my "Glitch" character and edited its design to make it easier to animate. I have also made designs for projectiles.

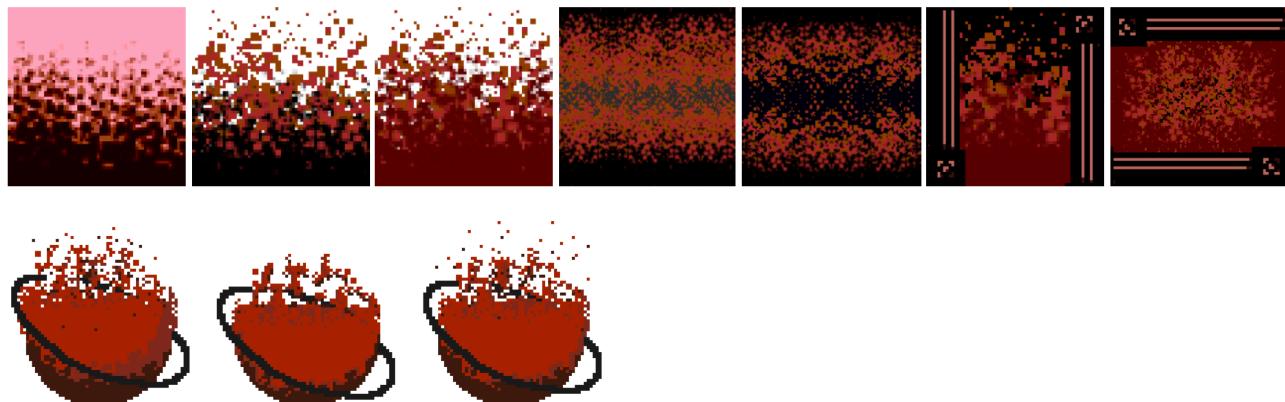


Week 8

I made another set of tiles. After hearing comments from my team members, I decided to make more simplistic tiles that don't appear as busy or bold as the previous tiles.



After a recent group discussion, we wanted to add new characters and an enemy spawner to our game. Thus, Courtney and I have split the task and decided to make different enemies and create a design for the enemy spawner. I had tasked myself with creating a sprite sheet for the “Fireballer” enemy as well as creating several designs for a “Firewall” (the enemy spawner)

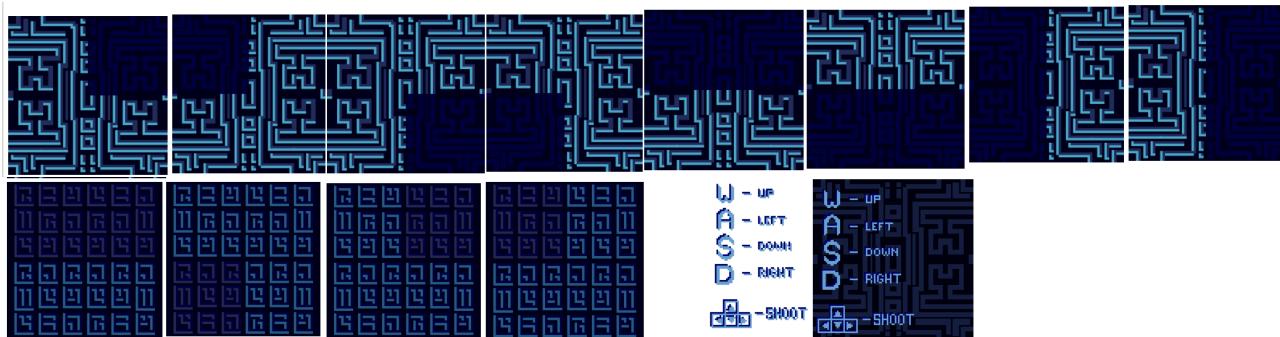


In addition, I have also made sprite sheets for the projectiles I created last week.



Week 10

I have edited some of my previously made background tiles by having a border in order to show the edge of the rooms. In addition, I made a tile that can be placed in the background which explains the controls of the game as suggested to, by other members of the group.



Week 11

I have made more designs for keys and collectables as well as tiles for new door/portal ideas.

