

Integrated Project 1

Artists Log – Courtney Healy

Group 6

<u>Week</u>	<u>Day Written</u>	<u>Log</u>
Week 1	4 th Feb 2019	<p>Alongside the rest of the group members I conducted research into games based within the early 80s, in order to present my research to the rest of the group and pitch my ideas for our game.</p> <p>I also researched themes such as Cyberpunk and Steampunk to help me grasp the possible art styles that our group was interested in.</p>
Week 2	5 th Feb 2019	<p>Completed basic concept art of a possible male main playable character. The concept contains the idea of using a cybernetic suit as a costume. Two sketches exist in this PSD file.</p> <p>Alongside the other artist in the group we worked on gathering images for the game's proposal document as a part of the mood board section</p> <p>I had also written a small part of the Games Concept Document outlining the art style of the game.</p>
Week 3	11 th Feb 2019	Created basic pixel sprite of a lead playable character, this sprite consisted of a blue cyber suit with four viewpoints for later sprite sheet construction.
Week 4	16 th Feb 2019	The initial sprite sheet for the playable character was completed. This included a basic walking animation.
Week 5	18 th Feb 2019	I created a room concept along with still JPEG images of enemies showing what gameplay would look like through the POV of the camera.
	22 nd Feb 2019	Created a basic template for other artist to follow while making the characters. I also created tiles that can be used in unity to create wall and floor layouts.
Week 6	2 nd March 2019	Fixed character sprite sheet. Included; adding top and bottom directional movement.
Week 8	18 th March 2019	Completed boss design. The "Firewall" design was completed depicting a red wall with details of hot circuits and also the first sprite sheet of the fire that would be coming from the wall.
	24 th March 2019	Completed an enemy sprite sheet and design that included a green enemy that is spider like.
Week 9	30 th March 2019	Completed character design for secondary character to be switched out in game with the player character.

Week 10	1 st April 2019	Created effect animations for projectiles. This was done using a sprite sheet method in photoshop.
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