Rovio entertainment want to ride the increased interest in 8 Bit gaming by releasing Angry Birds 8Bit. They have asked you as a game designer to create a new character for the game.

Company outline:

Rovio is a Video game company that was founded by Mikael and Niklas Hed in 2003 when they were first called Relude the in 2005 they became Rovio Mobile then finally settled down as Rovio Entertainment in 2011. The type of games that Rovio Entertainment make are easy and simple phone games which are still mentally challenging for all minds and that is because how the levels are made and with the different type of birds and how many birds you are able to use for the level.

Background:

The features of an 8 bit game is that you only can have a select colors on the screen at once (4 colors per cell) and the game isn't hd at any mean. It is where you can see all the pixels used on the character sprite and because back then with the amount of space there were only able for a select few amount of sprites so in some games like example Super Mario Bros where the grass and the clouds are the same sprite just recolored.When it comes to the differences with an 8 bit game and angry birds are that angry birds are hd while 8 bit is 8 bit, the game in hd will and most likely always feel much smoother than 8 bit because the colors that are able to be used at once, With 8 bit if you are an older customer and was playing games in the 90's where 8 bit games were popular the game can remind you of all the good times you had playing those games but with the hd version it is just a fun game to play in your spare time and that's it.The marketing for this game is going towards the older audience because they were around when there were 8 bit games and so when they play the game they get a nostalgia and remember when they use to play bit games so then they will continue to play longer and the company will make more money.
Rovio entertainment have made many more angry bird spin off games like Angry Birds Go, Angry Birds Epic, Angry birds Pop and even Bad Piggies where you can even play as the pigs but the game that have made the most money for rovio entertainment is The first game they made Angry Birds.

Target Audience:

The target audience for this game is older people that were playing games in the 90's because for them it will feel like they were young again so anywhere from Mid-Late 30's Early 40's

Objective:

What is the main purpose. The success of angry birds can be measured by the amount of times it has been downloaded, the ratings that the people have given to the game and if the company wants to release it how much money they have made over the time of how ever long.

Message:

My bird design is just random and with that comes its powers Random so really when people launch my bird they might not even use the power because its so random.

Mandatory Elements:

Must be a bird or a pig since it is angry birds and the birds are going after pigs
Must have 8Bit colour and music
Cell group technique (only 4 colours per 10 pixel block)
Must actually make sense with the angry birds story

Deliverables:

- PNG image of character
- PSD image of character in full layers
- MP3/WAV audio file
- Design portfolio
- Completed character profile
- Criteria for success
- Needs to be suitable character
- 8Bit colour mapping
- 8Bit Audio
- Transparent background
- Complete character profile- 500 x 500px template
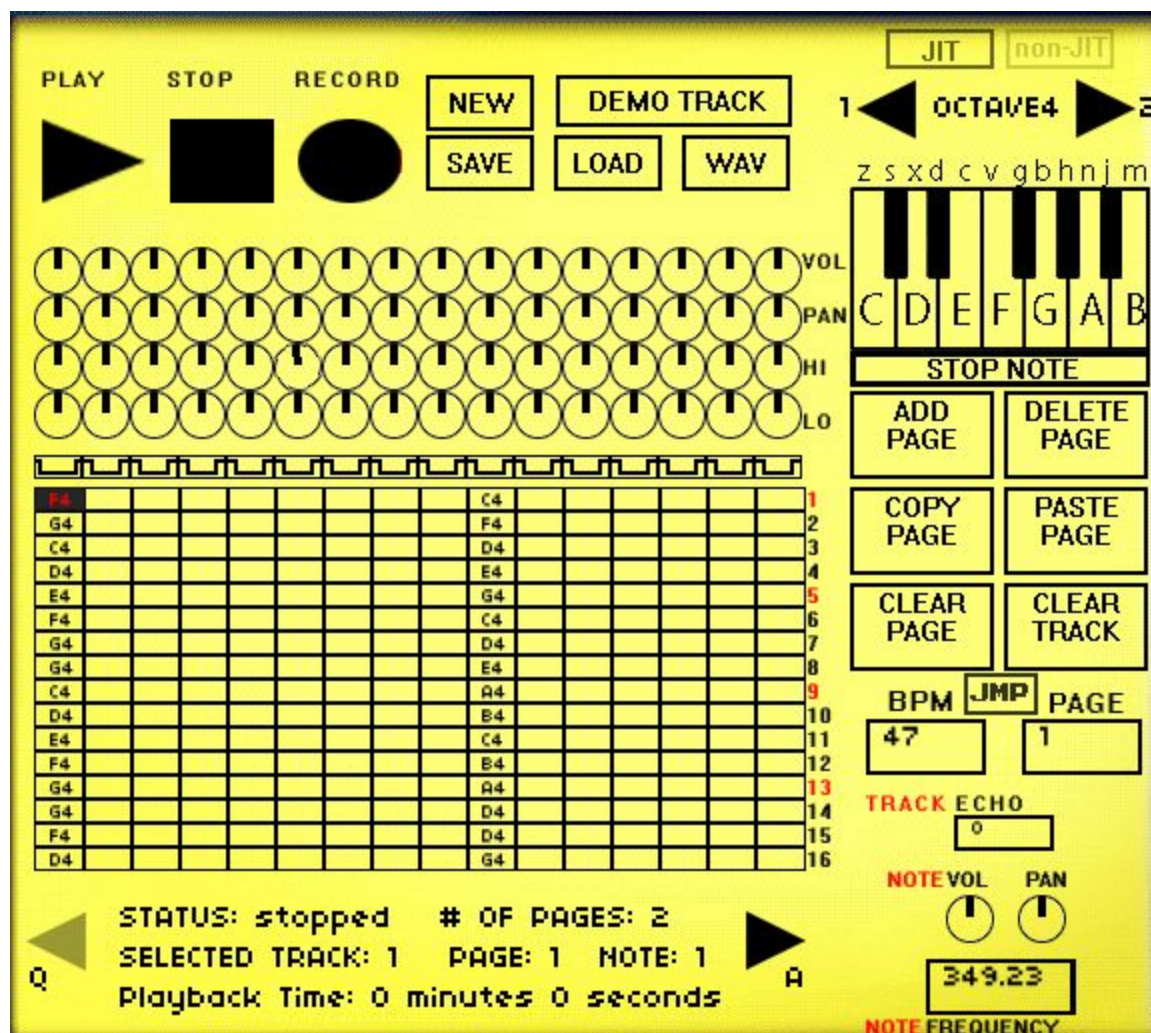
This is the first sheet of music that is going into the 8-Bit Angry bird game for my character. The design that went into this sheet was really simple, for the first column all I did was run my fingers across z,x,c,v,g,n and m for a good 30 seconds and i liked it. The second column was originally not going to be in the music but Caellen said "You should try and add something else to it but it's good" so then I took the time to go through the music with each note until i liked the music.
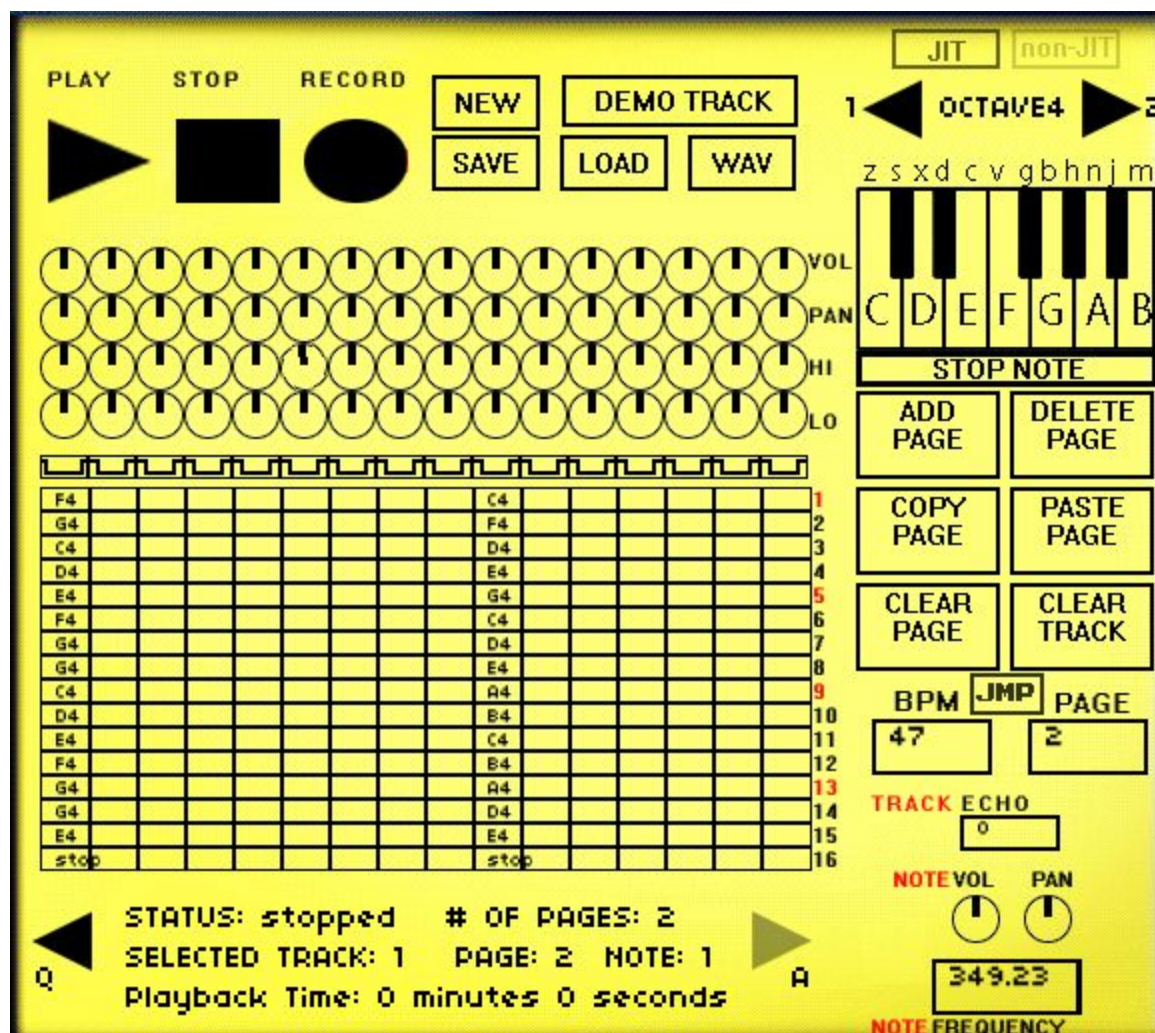
This is the second music sheet for the 8-Bit Angry bird game with the second sheet the second column is exactly the same but with the first line i wanted to change it up so with every note in the first column i wanted it to make it sound good with the second column.
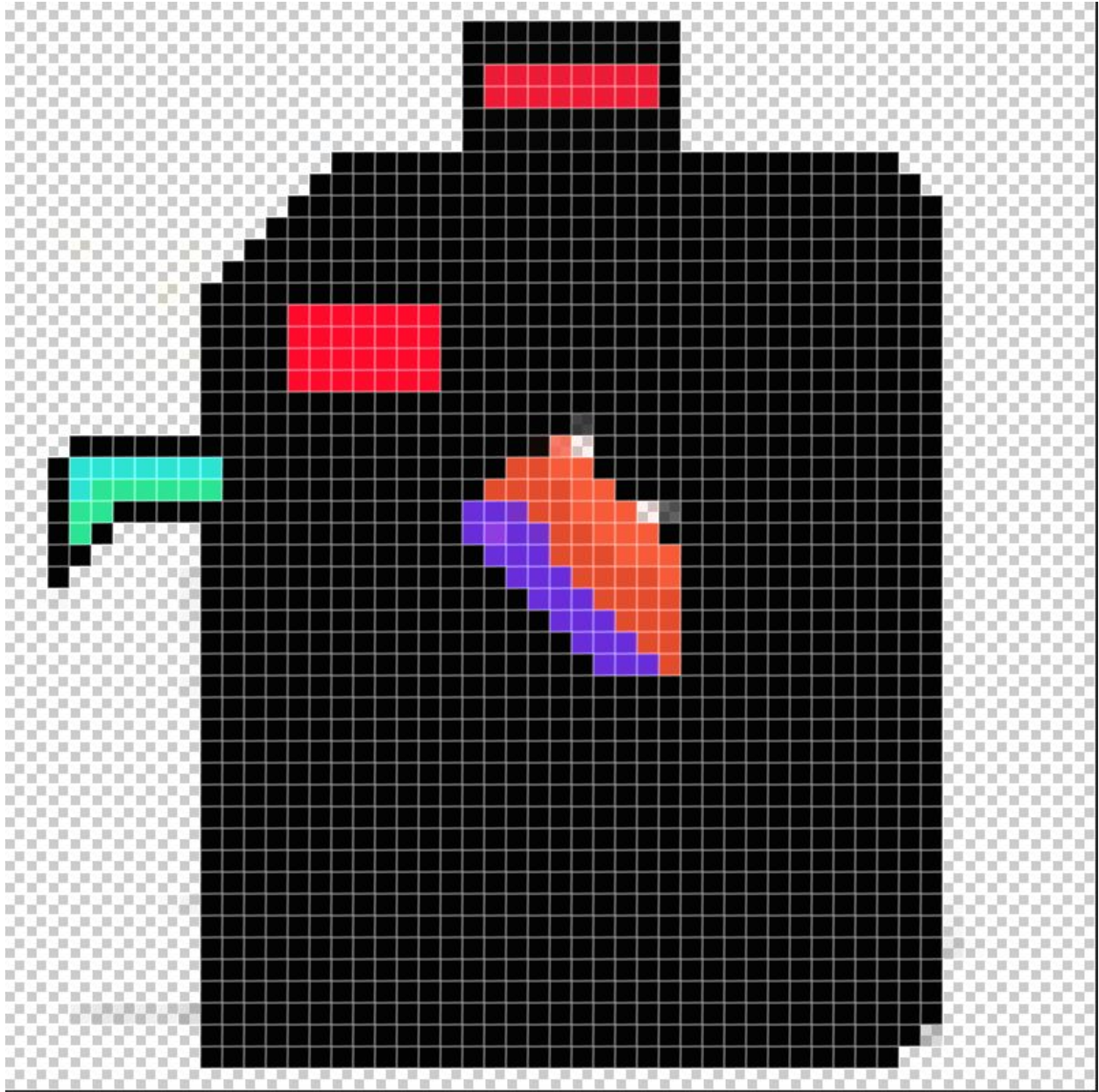
This is my first character design called Bill. He is a very simple birds with a light blue and light green beak, Red eye, Orange and Purple wings and the little hat at the top is a top hat and instead of it being white it is red because of the 4 colour per 10 by 10 pallet in 8 bit games.
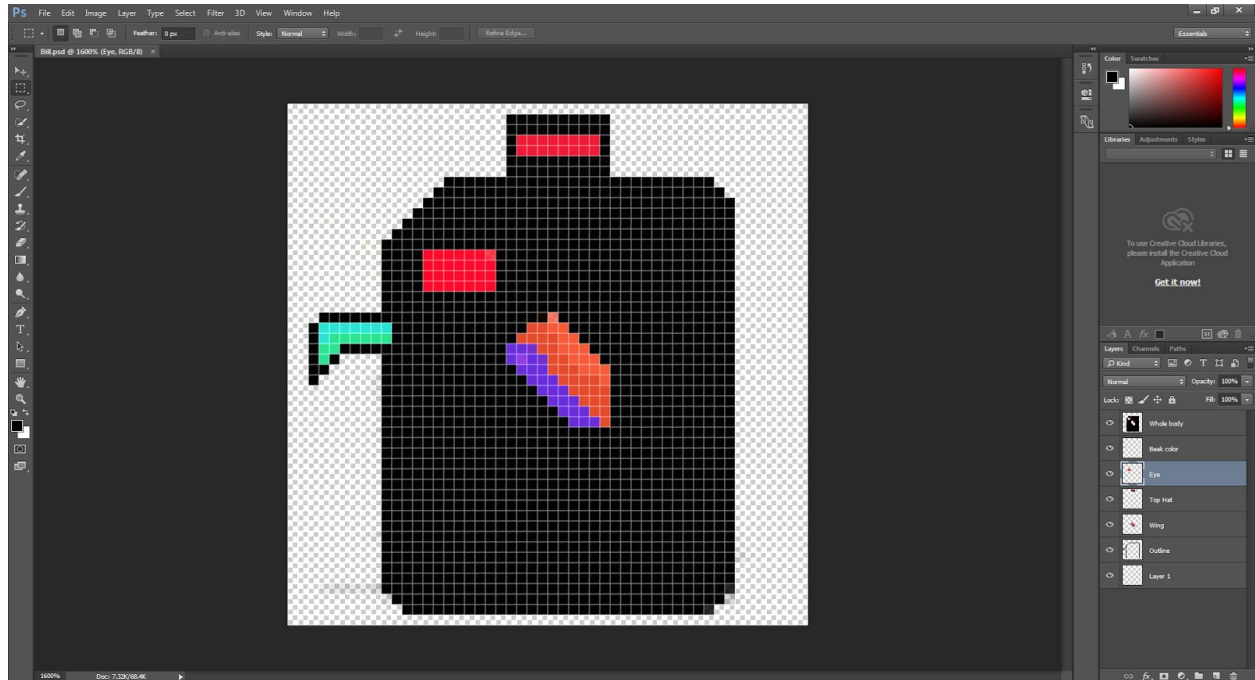
This is my final production of bill with the little layers in the bottom right. In this nothing much has changed only that just fixed up some white spaces and made the corners of bill a little sharper because i liked it. Some stuff I could of fixed was the purple to orange ratio on his wing and with the layers some of the wing is in the body and some of the outline is in the beak. The powers with this are random sometimes you wanna use it sometimes you don't and i like to think of this as metronome from pokemon you have it but when you use it it uses a random move in the game even ones like explosion where you destroy yourself to do damage to them.
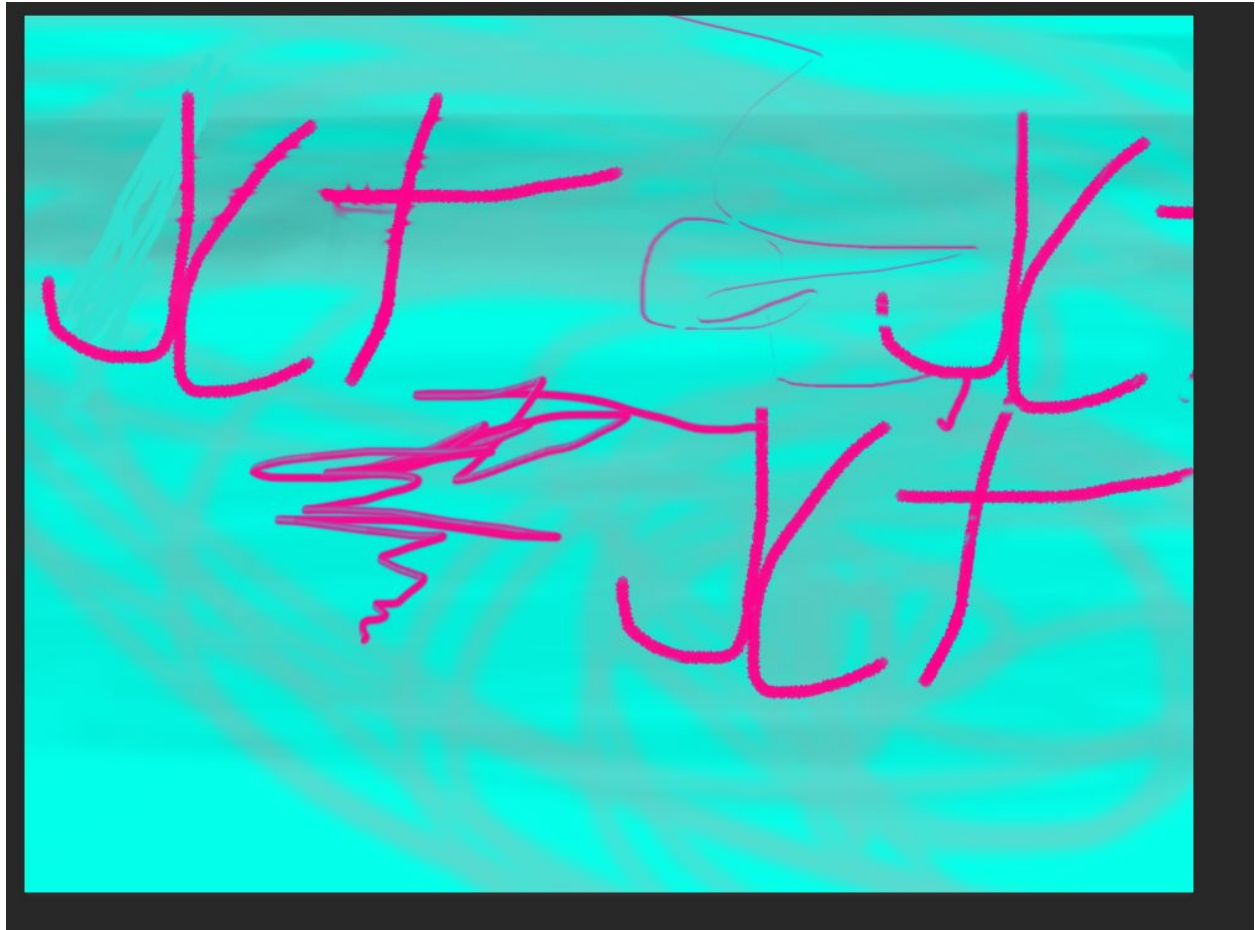
I practiced using the stamp tool and how you use it is you press alt somewhere on the page and while holding alt you press left click and then you trace the picture the stamp is on (hotkey s) also there is an option for aligned circle if ticked you will start drawing from where the first distance was between the mouse and stamp but if not it will always start in the same position from where the stamp first was. Dodge Burn and sponge (o) it will brighten paint or darken paint above blur sharpen and smudge where basically you can make your painting look like a water painting and you can darken and brighten your drawing also you can give your paint sharp edges if needed also while using paint or eraser you can press right click (MB2) and then select another eraser or paint brush (option)
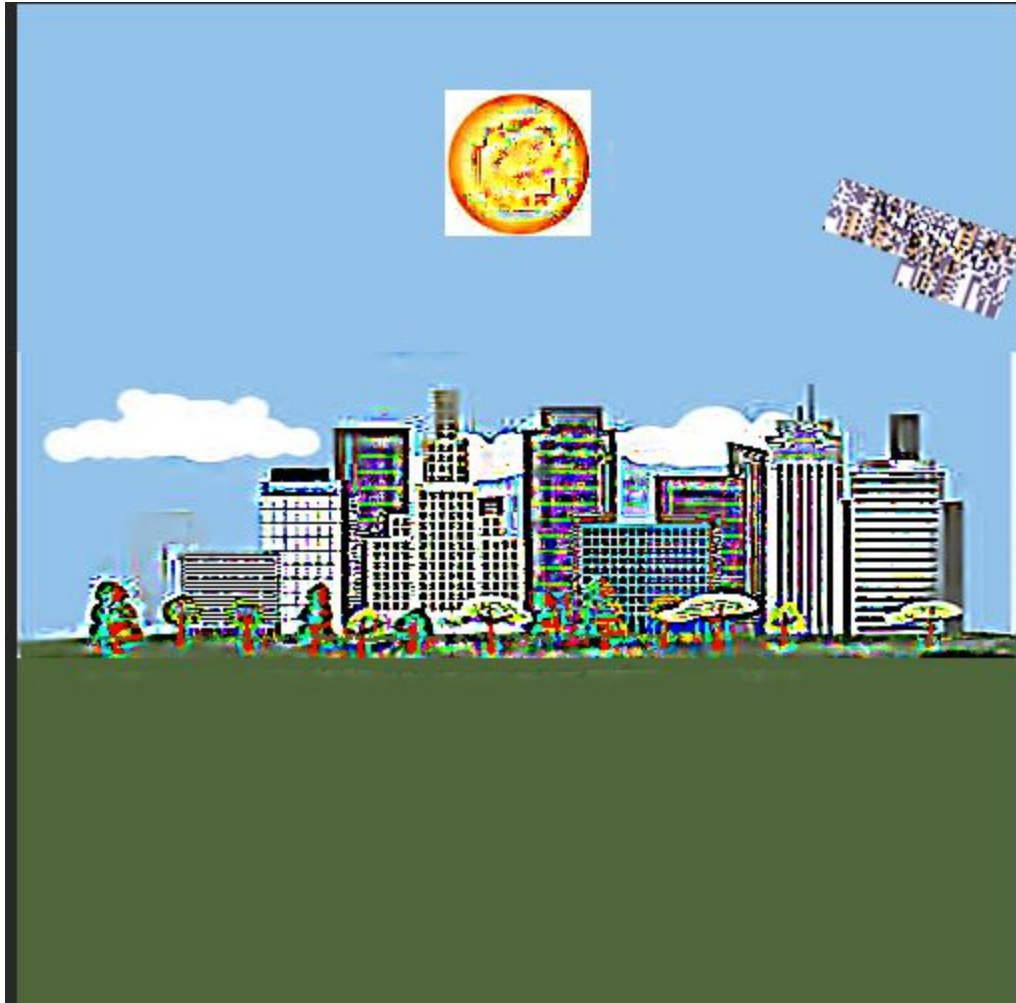
This day was the day when we were playing with the smudge, sharpen and blur tool. We had to make a city then use these tools so i decided to do something with missingno so when messing around with the sharpen tool then i realised if i sharpened the town enough it could come out glitchy so i did that for the entire town and then i remembered
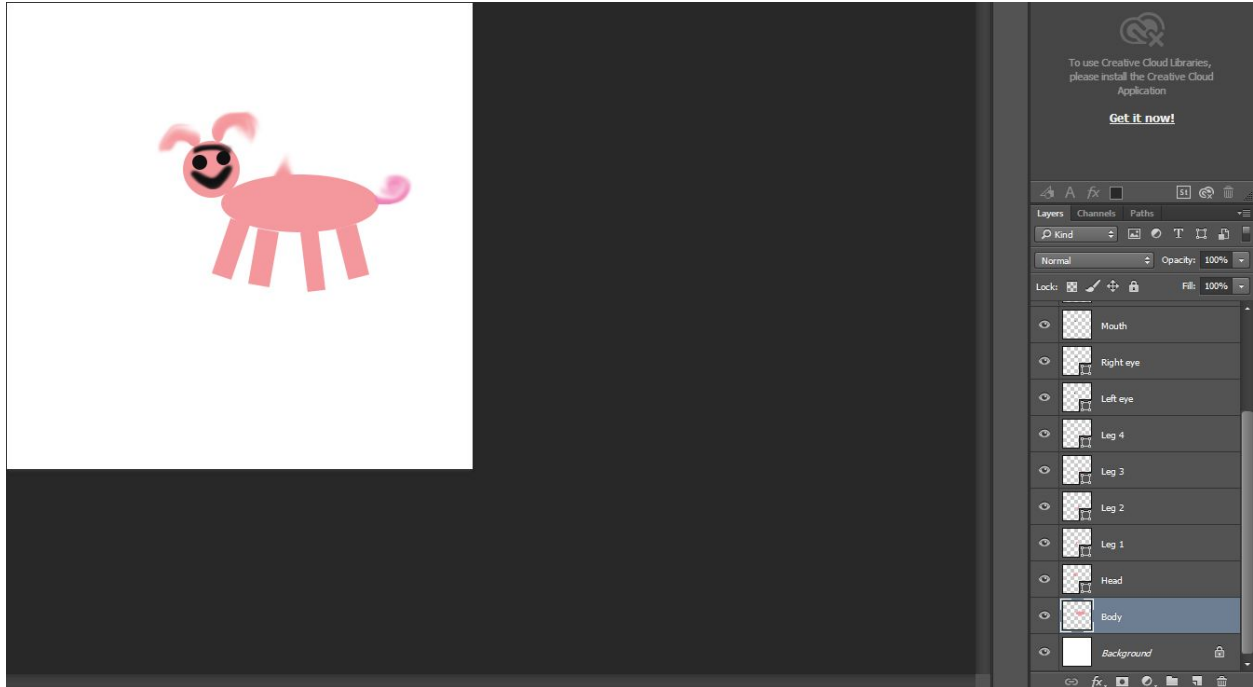
This is the start of photoshop and we were just learning the basics so different layers,shapes, where all the tools are and the smudge tool.The thing that helped me the most was the layering, the reason why this helped me a lot was because I was able to get rid of layers to see what I needed to fix up on and when it came to mistakes and i wanted to get rid of them all i had to do was click on the layer and rub out all i wanted to instead of doing it so i had to be careful of what i rubbed out.

Evaluation

My angry bird fits the requirements for the design brief because it is an 8-bit angry bird and we had to make either a pig or bird, it only has 4 colours per 10 by 10 pixels which is the only thing possible in 8-bit games, the reason why it is square is because I can't do very complex drawings but I like it like this because it explains everything the angry bird is random.

Well with meeting the design brief there isn't much that can be added to it to fit the design brief but just a better bird than what i have now because mine is just a square with some colours and a top hat which isn't very detailed but it's what i could do.

I asked 3 students and Mr Jones on what they thought of my bird and what they said was:
"It looks like hitler wait wrong name jack the ripper" - Chadi (I don't really see it beside red eyes)
"He looks like he is a dark character" - Saif (is it because most of his body is black?)

"It is a unique and fun character" - Ali (Thanks Ali)

"Good, it has nice colours and when you're playing it would be very noticeable you are playing a bird but i would just make the beak bigger" - Mr Jones (Thanks Mr Jones i didn't want to make bigger but maybe I should of)

This project of making an 8 bit angry bird was really fun with learning hotkeys and the tools of photoshop it definitely made my understanding and skill better when it came to 8 bit avatars and photoshop. The only thing I had trouble with was trying to do more with my bird but i didn't know what to do either than that it was fun and relatively easy once you got the hang of it.