

Assignment 3 - Pixel Art for Tile Games

Replace the tiles and sprites in the template files:



Environment Tiles:

- 1 Level side scroller with 2 layers of depth (the level/front layer and the background layer)
- Up to 256 colors each layer
- Up to 256 tiles per layer in the tile bank
- Tile size: 16 x 16
- 33 tiles (H) x 80 tiles (W) -- The bottom row is preserved for animated tiles

Character Sprite:

- Up to 16 colors can be used per character
- Sprite size: 32 x 32

Enemy Sprite:

- Up to 16 colors can be used per enemy
- Sprite size: 32 x 32 for normal size enemy or 16 x 16 for small size enemy

File format and naming convention:

Submit one .zip file with the following contents:

Environment Tiles:

- *StudentLastName_StudentFirstName_Tilemap.psd*
- *StudentLastName_StudentFirstName_Tilemap.png*
- *StudentLastName_StudentFirstName_Tileset.png*

Character Sheet and Animated gif file:

- *StudentLastName_StudentFirstName_Character.psd*
- *StudentLastName_StudentFirstName_Character.gif (animated)*
- *StudentLastName_StudentFirstName_CharacterSheet.png*

Enemy Sheet and Animated gif file:

- *StuedntLastName_StudentFirstName_Enemy.psd*
- *StuedntLastName_StudentFirstName_Enemy.gif (animated)*
- *StuedntLastName_StudentFirstName_EnemySheet.png*

Color Pallets:

- In .psd files, create a layer called “pallet” for the colors used to create the tiles/sprites

If you would like to create your own level instead, you may do so. However it should still include the environment, the character, and the enemy. You can decide the tile size and sprite size based on the requirements/limitations of your game engine and game design.

Want to challenge yourself? Try isometric instead ☺

Due Date:

- Session A: 3/13/2016 5:00 PM (Sunday)
- Session B: 3/11/2016 5:00 PM (Friday)