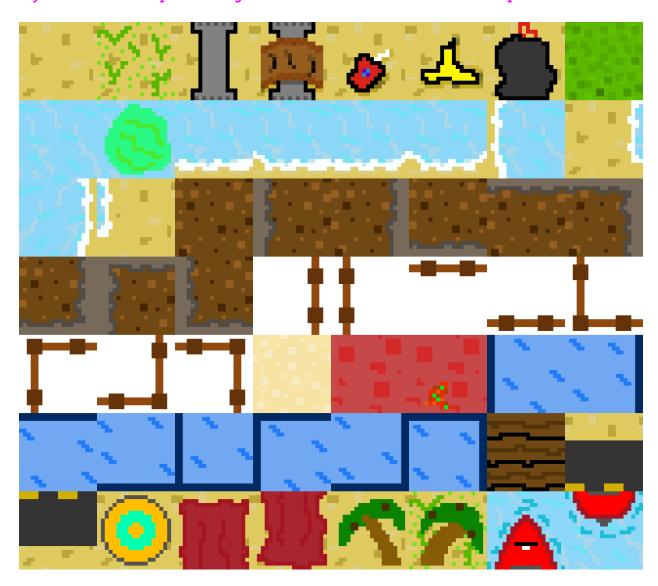
CRT 360: Advanced Prototyping

GamePad - Concept Development

Part II: Game Resources

1. Create an image resource library including all tiles and sprites necessary for the game. Include hex addresses for each sprite for reference (e.g. 0x04). Background tiles should be 20x20 pixels and any tiles that use transparent backgrounds should have a width that is a multiple of 8.



Refer to the file labeled "TileCodex.txt" in the Game Assets section of my github for the names and hex codes of each tile.

Dr. Duino (32 x 32 px)				
Stand1	Stand2	R-Run 1	R-Run 2	
0x00	0x01	0x02	0x03	
R-Run 3	R-Run 4	L-Run 1	L-Run 2	
0x04	0x05	0x06	0x07	
L-Run 3	L-Run 4	Detect	Dig	
0x08	0x09	0x0A	0x0B	