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 0x00	Stand2 0x01	R-Run 1 0x02	R-Run 2 0x03
R-Run 3 0x04	R-Run 4 0x05	L-Run 1 0x06	L-Run 2 0x07
L-Run 3 0x08	L-Run 4 0x09	Detect 0x0A	Dig 0x0B