# Rhythm Game Art Process – Tymoteusz Walichnowski

I would say that I made 80% of the assets within the game. With the only exceptions being the font used in the heat overlay and the drum hit sounds.
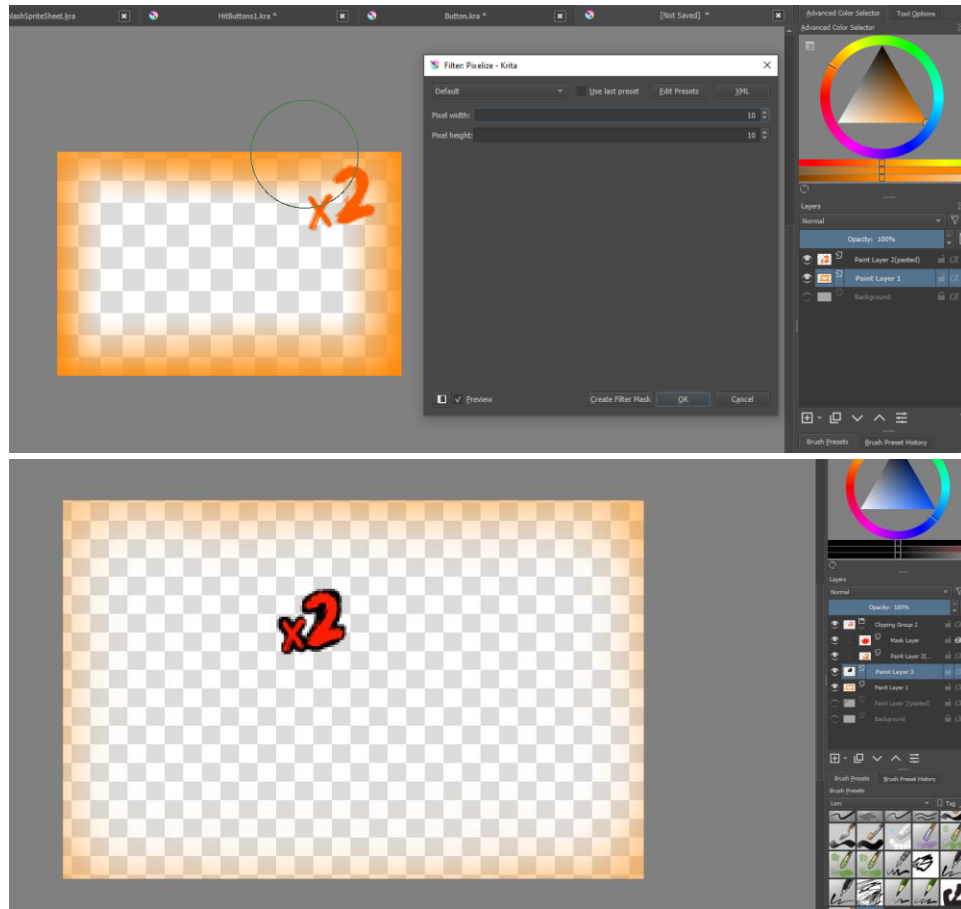

Almost all of the assets were made by me in Krita and made to work as sprite sheets.

These Start and Quit buttons went unused as I figured it would be better to use the keyboard, as it was a keyboard-only game.
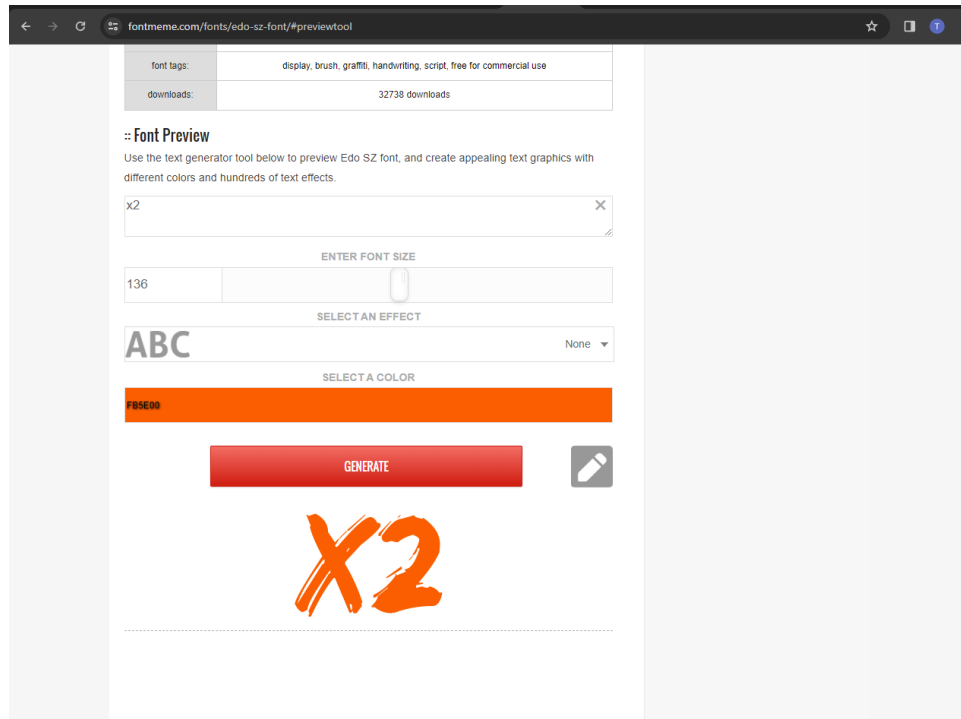
For the "Heat Mode" text, I used the Edo SZ font from fontmeme.com. This font is predominantly featured in the 'Yakuza' series, where I first saw it.
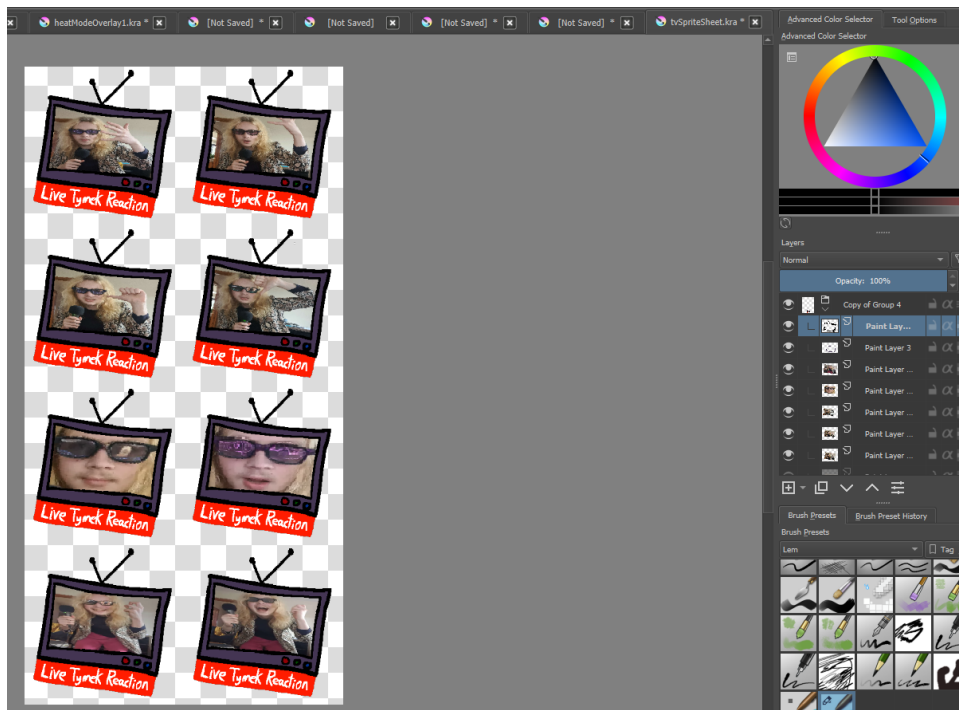
The overlay and text were both pixelated to fit the style of the game and already-existing assets more. They went through a couple iterations before I found something I was happy with.
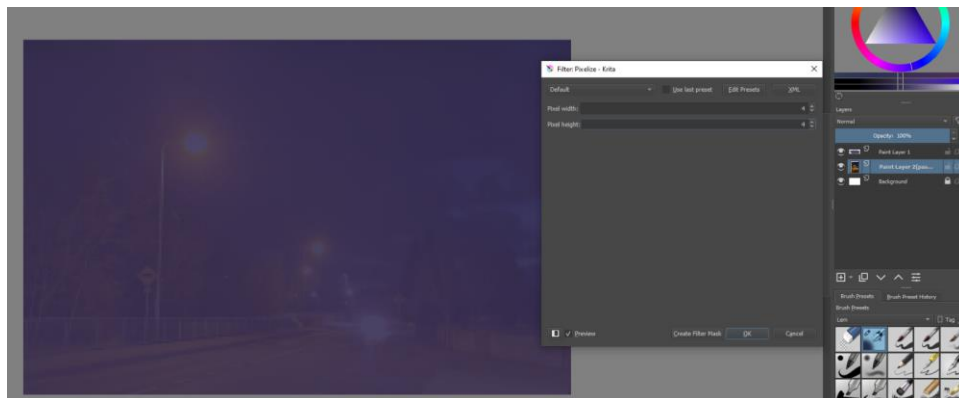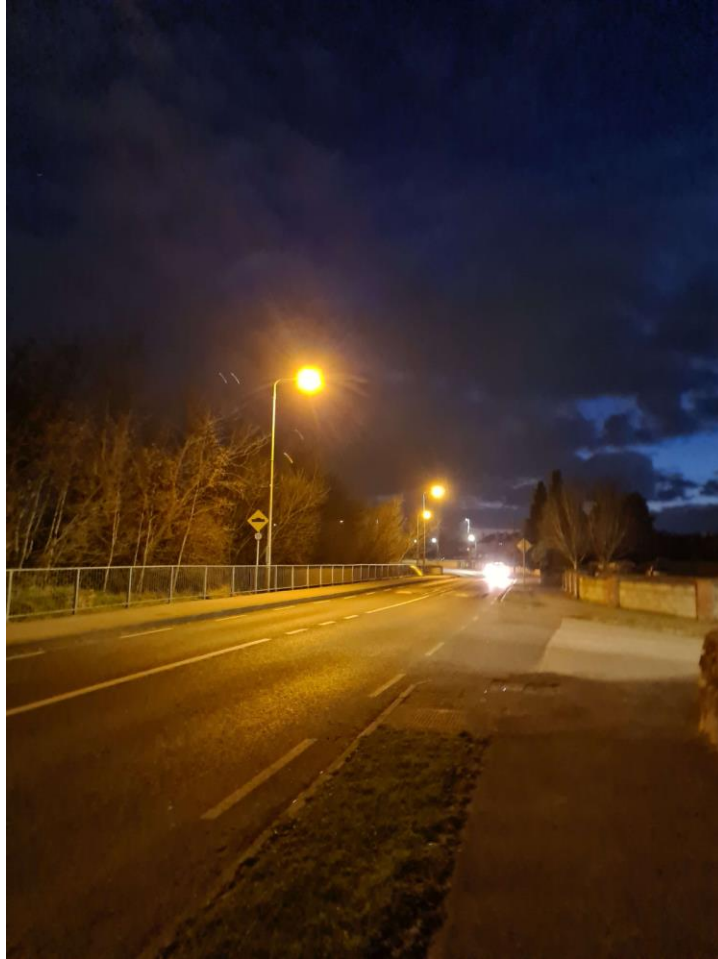
I used a photo I took myself for the background, just cropping, tinting and pixelating it.

I took many pictures for the TV images, but only a handful were used.

I wanted to keep the tv sprite sheet very simple, so animations were only 2 frames and there was a total of 4 possible emotions, I also tried making sure every sprite was cleanly

sectioned off in a 300x300 area. One sprite went unused due to not being part of an animation.

I used the default Jummbox/Ultrabox (online music-making websites) standard drumset instrument for most of the game sounds, however I took "NoboDrum1.wav" from a drum track posted by artist 'Nobonoko' as I really liked the sound, if I spent more time on the project I would have played around with the sounds and sampling more.
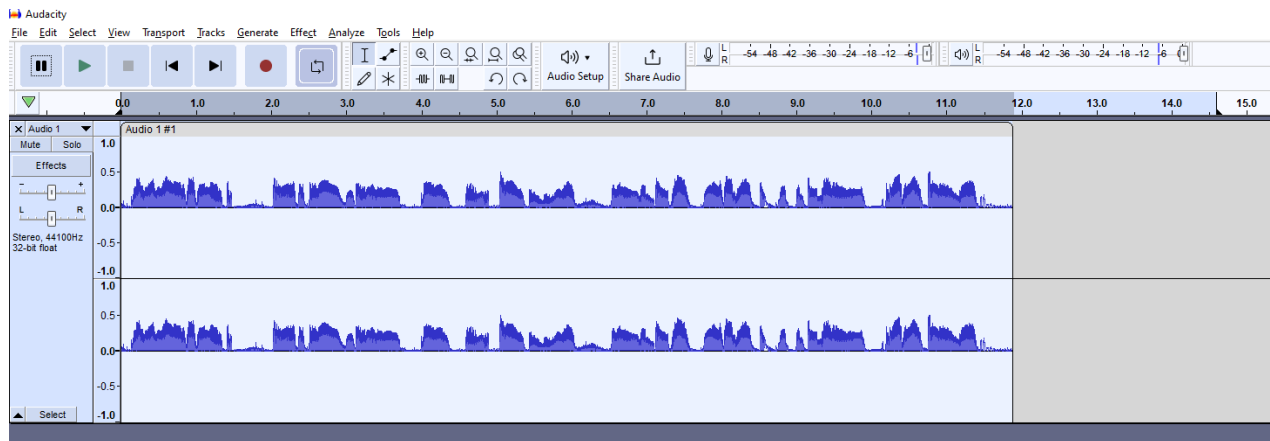
I recorded my own dialogue in audacity and then distorted it (for comedic value, but to also fit in with the crunchy low fidelity feeling of the game visuals).