

Astro Hopper

Asset List

Team: Jake Fitzgerald & Nathan Byrne

Player Assets:

6 different states with varying frames of animation for each.

- Front Idle 1, 2, 3
- Back Idle 1, 2, 3
- Left Idle 1, 2, 3
- Right Idle 1, 2, 3
- Win 1, 2, 3, 4
- Lose 1, 2, 3, 4, 5, 6, 7, 8

Level Assets:

- Asteroid - 7 frames of animation
- Earth - 7 frames of animation
- Spaceship - 7 frames of animation
- UFO - 8 frames of animation
- Tiles
 - Barrier (frames of animation), Base Tile, Tile Grey, Tile Bonus, Tile Trap, Tile Complete, Tile Safety

Text Assets:

- Title - 10 frames of animation
- Mission Status - 2 images
- Controls Text

Audio Assets:

Music: Eric Skiff - Underclocked (underunderclocked mix)

SFX: www.pixabay.com

GUI Assets:

HUD created using built in Javascript functionality "context" in canvas.

Background Assets:

Space background created inside CSS to scale correctly with any screen size.