



## Art Task: Resource Icon and Factory

Hi there! It's great to have you working on this task as part of the application process for the [2D / UI Game Artist](#) position — We can't wait to see what you create!

To get started, please familiarize yourself with the game on [iOS](#), [Android](#), or the [Web](#). Take some time to get a feel for the art style and the visual elements used throughout the game.

### Your Task:

**1. Create a New Resource:** Come up with a new, original resource idea that would fit into the game world.

**2. Design the Resource Icon:** Create a 20x20 pixel icon for your resource. Stick to the game's existing art style & Color Palette (attached below), and ensure the icon has a 1-pixel black outline. Check out the Icon Examples below.

**3. Design and Animate the Factory:** Design an isometric factory (roughly 120x120 pixels in size) that produces your resource. Additionally, animate the factory using frame-by-frame animation to show it producing the resource. The animation should be consistent with the game's style, and all assets should have a 1-pixel black outline. Check out the Factory Examples below.

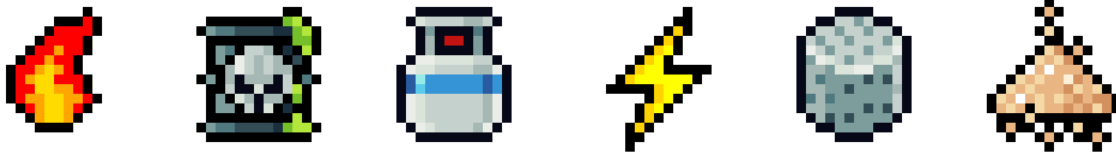
**Tools:** Preferably, use [Aseprite](#) all the way for the illustration & animation, Photoshop is also acceptable. Please provide the Aseprite or Photoshop file(s) along with the final png/gif assets.

Please note that we ask you to spend **no more than 6 hours** on this task to keep things fair for all candidates.

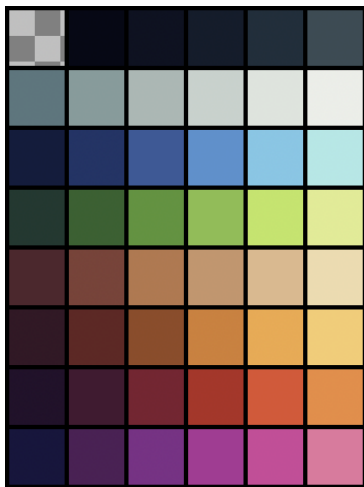
We're excited to see what you come up with!

(to be continued on the next page)

## Icon Examples



## Color Palette



(to be continued on the next page)

## Factory Examples

