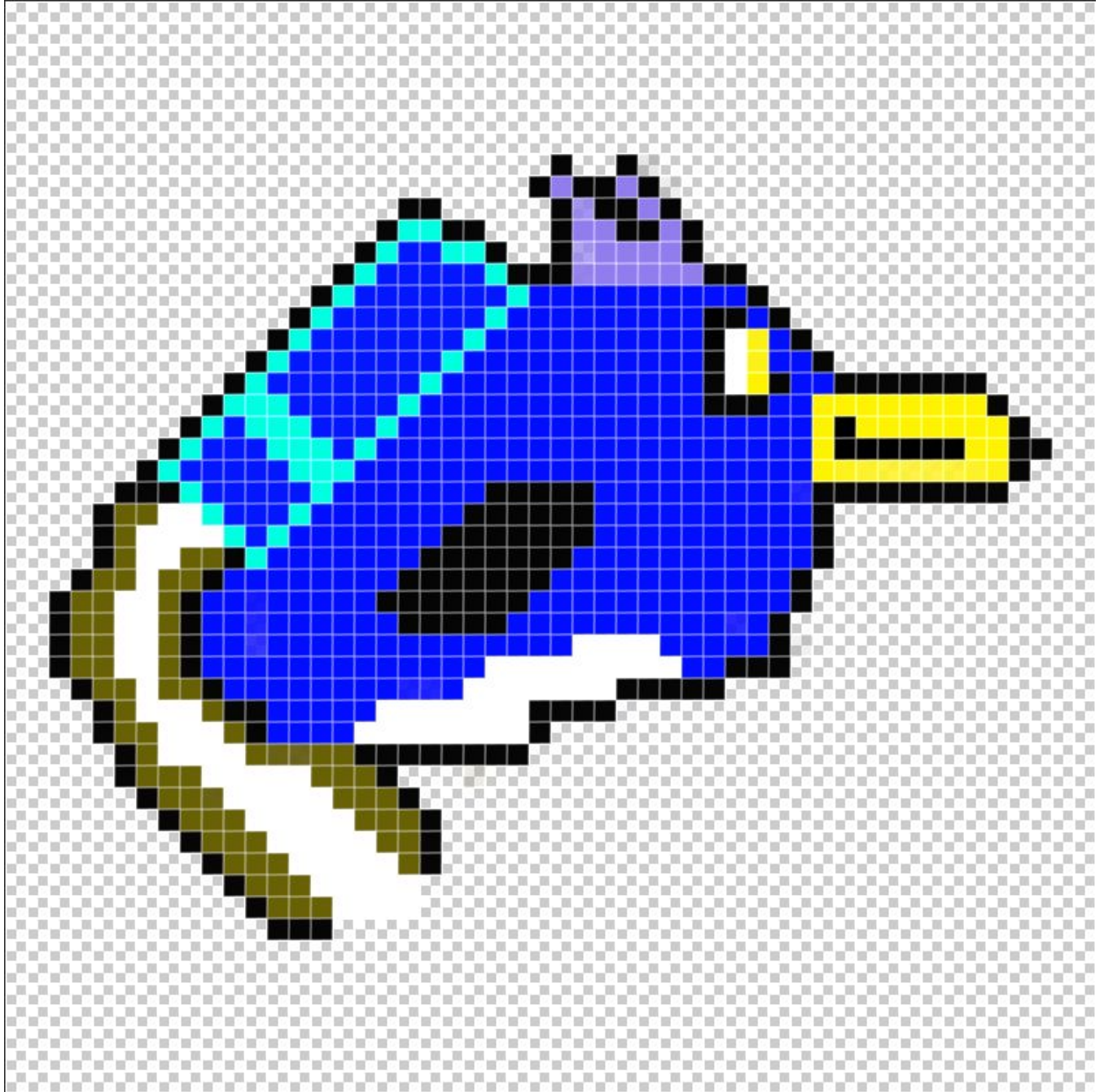# *8bit angry birds character*

Design project by Ayman Berjaoui

NAMI

Rovio entertainment want to ride the increased interest in 8 Bit gaming by releasing Angry Birds 8Bit. They have asked you as a game designer to create a new character for the game

Company outline:

Description of the company the job is being done for

Rovio entertainment started off with a trio of friends with their first game, king of the cabbage world which they sold to Sumea. December 2009 they had released angry birds,its 52nd game, which is a puzzle based game where you slingshot a variety of different angry birds and has reached the No. 1 spot in the app with over 1 billion downloads.

Background:

Provide details of why the job is being done.

The job being done is to make an 8-bit angry birds character. being rovio entertainment means they got a lot of money and they want more so they sold the products and they make another game and the have considered that their next angry birds game with be angry birds 8-bit and soon enough they sell the product so they make money but before 8-bit angry birds a thing they made a number of other games and that how 8-bit angry birds is the plan.

Target Audience:

Who are they? (age group, describe them ie Professional Single Female, 25-35) What is their perception about you and their attitudes in general.

They are targeted at teenagers - adults in their early 40s which is a large amount of people and it's not only males , its females too but a small minority of them with in the age group has being playing angry birds. Large numbers of females that were gamers (in the time of 8-bit games) might come back for the 8-bit angry birds

Objective:

What is the main purpose. How will it's success be measured or understood?

the objective is create an 8- bit angry bird character the rovio entertainment for their new angry birds game angry birds 8-bit. personally the game will live to its potential but no one the time of console and computer gaming with great HD will understand the creation of the game being that's it's pixelated

Message:

What is the single most important fact or promise we must communicate about this product. Why will your audience believe what we say?

my design will consist of 8-bit colour mapping (only 4 colours per cell) and music and will be a bird. this will show how original that the ideas of 8-bit gaming can be like. 8-bit design (back when it was the most popular thing in gaming) is really

Mandatory Elements:

eg: logo, address, phone number Competition license number, disclaimers etc.

- Must be a Bird or a pig
- 8Bit colours & Music
- Cell group technique (4 colours per 10 pixel block
- be relevant to the Angry birds story

Deliverables:

What items are we producing? Brochure, Direct Mailer, Press ad, Packaging?

- PNG image of character
- PSD image of character in full layers
- MP3/WAV audio file
- Design portfolio
- Completed character profile

Criteria for success

- Needs to be suitable character
- 8 Bit colour mapping
- 8 Bit Audio
- Transparent background
- Complete character profile- 500 x 500px template

Production of the bird
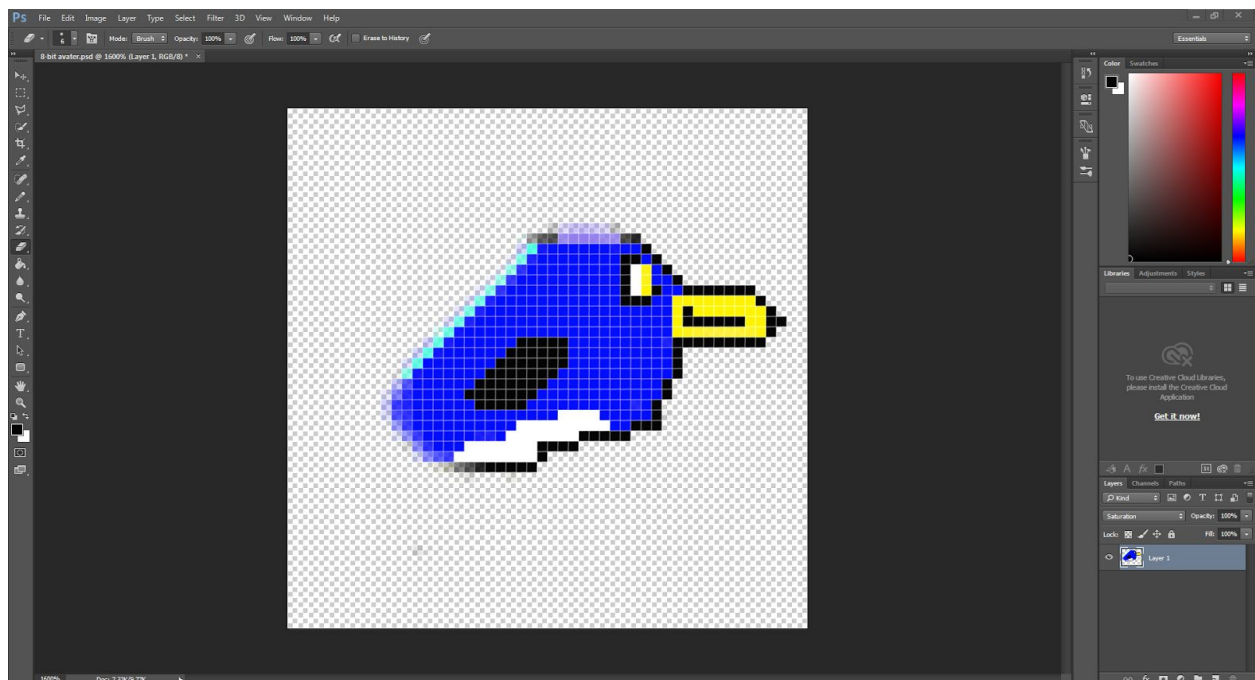
I was trying to pick the shape and colour needed on the bird and with birds shape i needed a colour but with at first i decided to go red but it limited my choices for his abilities so in a rush changed his colour to blue and started giving him purple hair

What i ended up doing was a large majority of it his wings back belly and beak but his power wasn't chosen at the time. It was hard to chose from the vast choices then i thought that if he relied on something it'll be an original power. The water pack was apart of him but their wasn't enough time, the bell went.
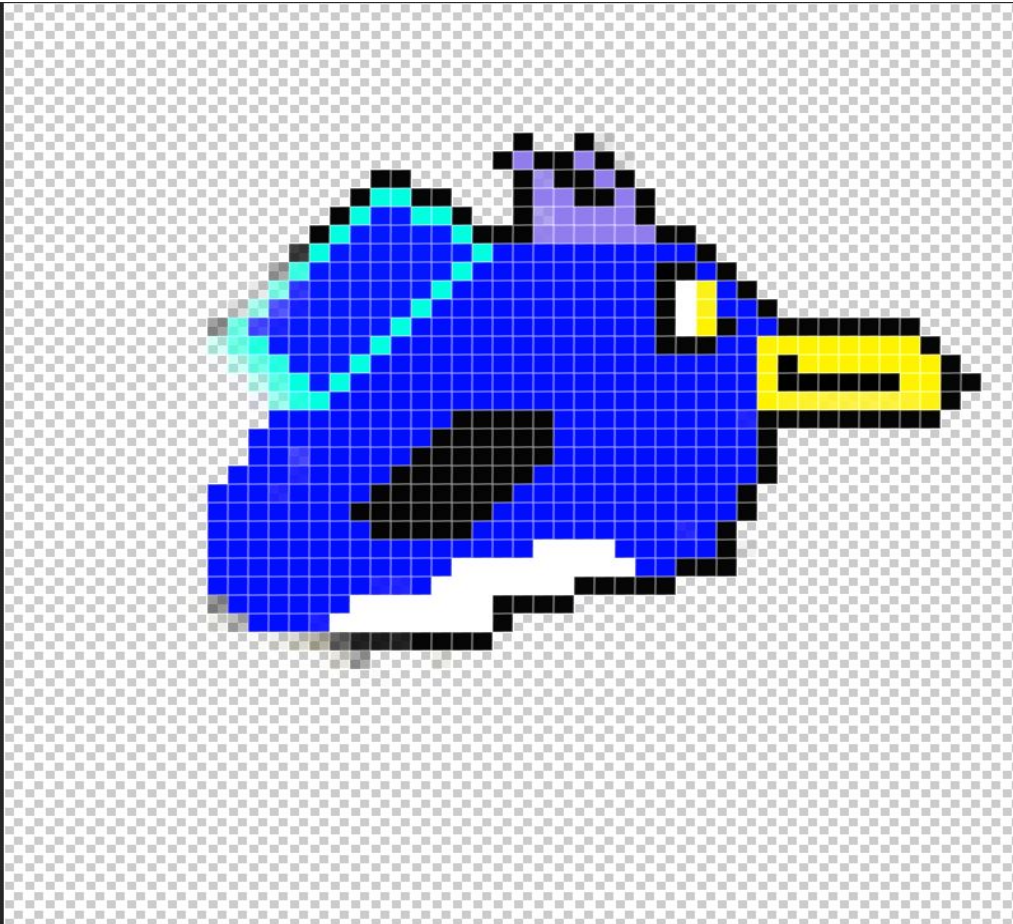

The pack was a hard choice to chose but their soo much things it could do but it limits what the shape of the pack is so i chose that he uses it to hurt enemies but i needed to do more damage so i needed to add another part to it and able to control it at the enemies.

The tricky thing is i had to finish his hair but i added his pack but needed more to the pack to which was why i had to hurry with the features but i just had the design before the bell went.
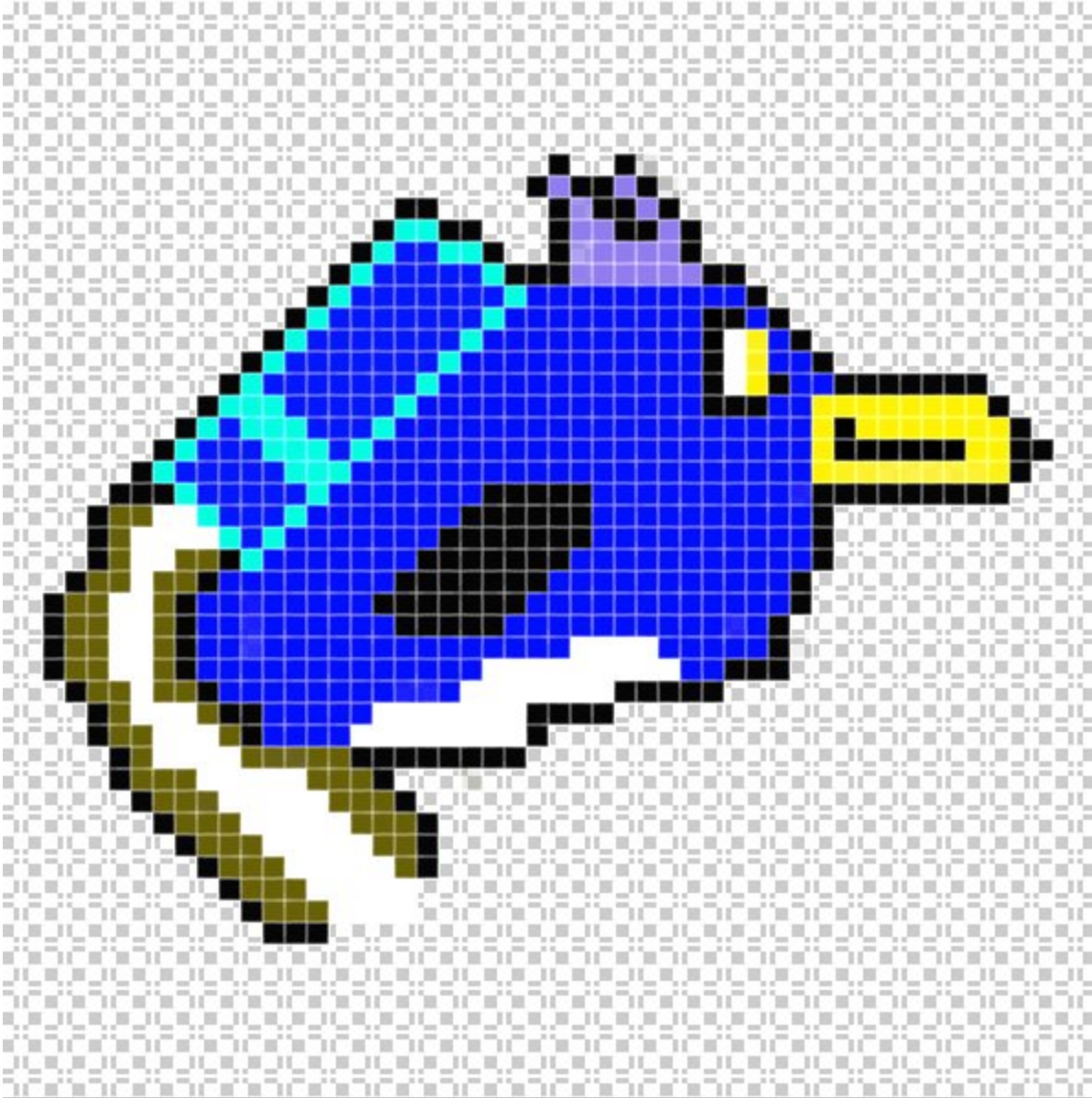
The bird is done and it's time start the music but that was harder the bird is complete he is a playful guy who does what he wants but it was just the beginning. I need to make it more directional so i added a hose that projects water at the enemies under him.

After so i had to make music made for him but i had no to put anything together to make a picture of my work but i know how it should be like, repeatable and fun because this bird is made of all that joy and cheekiness.
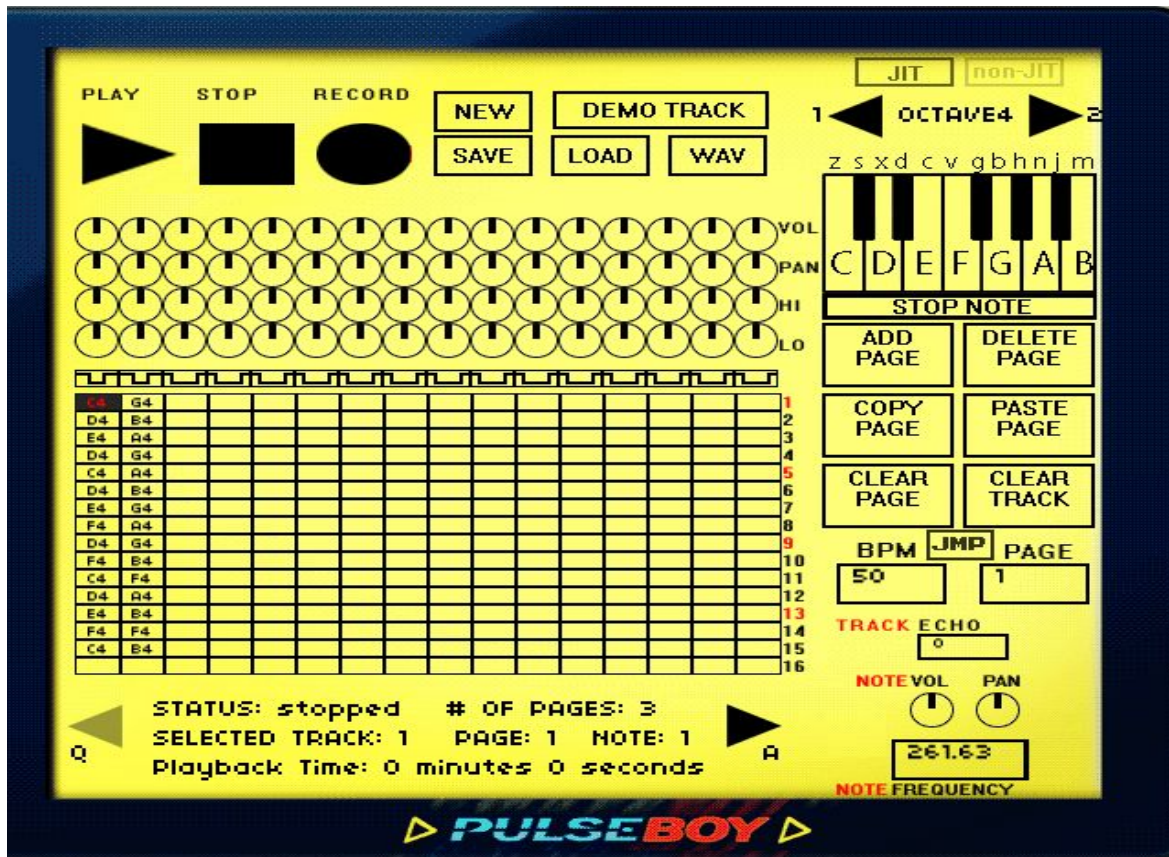
The production of his music is nearly done just needs a bit of work which is unknow at this time but with some advice from my friends which i started to add to my music on the next day of doing work as i was out of time that day.

The difficult thing i did then was the planning of the music meaning how it should be played but a few tries of how the music played then i was done.
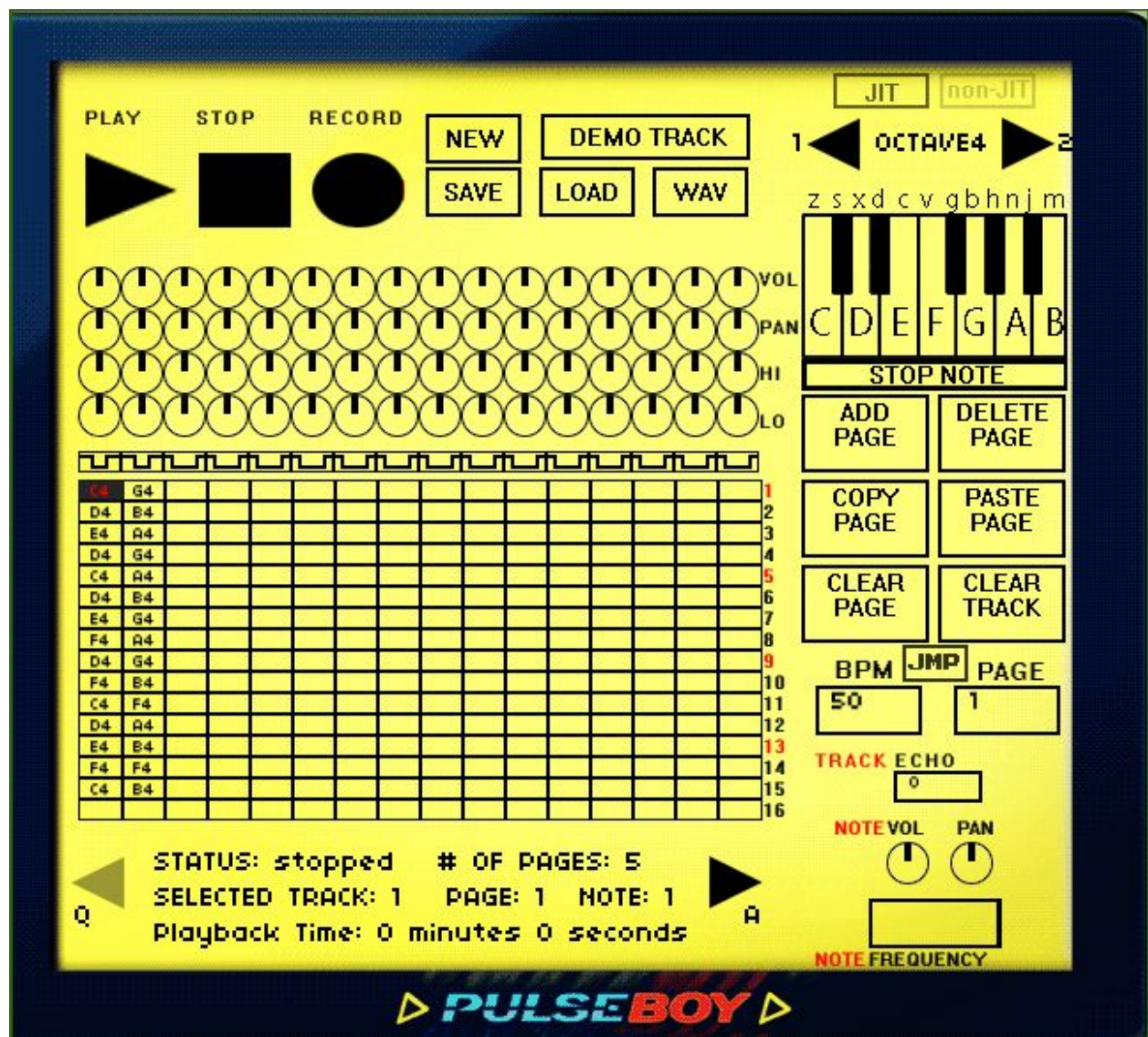
I have finished the music with a twist and the is i've repeated the first to verses because Nami would love to repeat anything he does for fun.

Nothing hard happened to day as the i only repeated the verses with the copy and paste page to complete the tasks.

EVALUATION

I think the task was a mixture of both easy and hard. It was my first journey in the technology subject and i had fun with the topic that we did but it might get harder as i go but let's see

PEER OPINION

- "It looks like a turret" Sebastian Ghavaseh"
- "?"- mardin karimpor
- "Looks like a penguin with a jetpack" -caellen fennell
- "Looks like a chain saw"- Ali Awick
- "It has great detail" Milos Mijatovic
- "Its nice" Altin Jahrih
- "If piplup was a bird with a jetpack" Kiren Reynolds
- " Its looks like it belongs in the 8-bit angry bird world" Mr Jones