

Description:

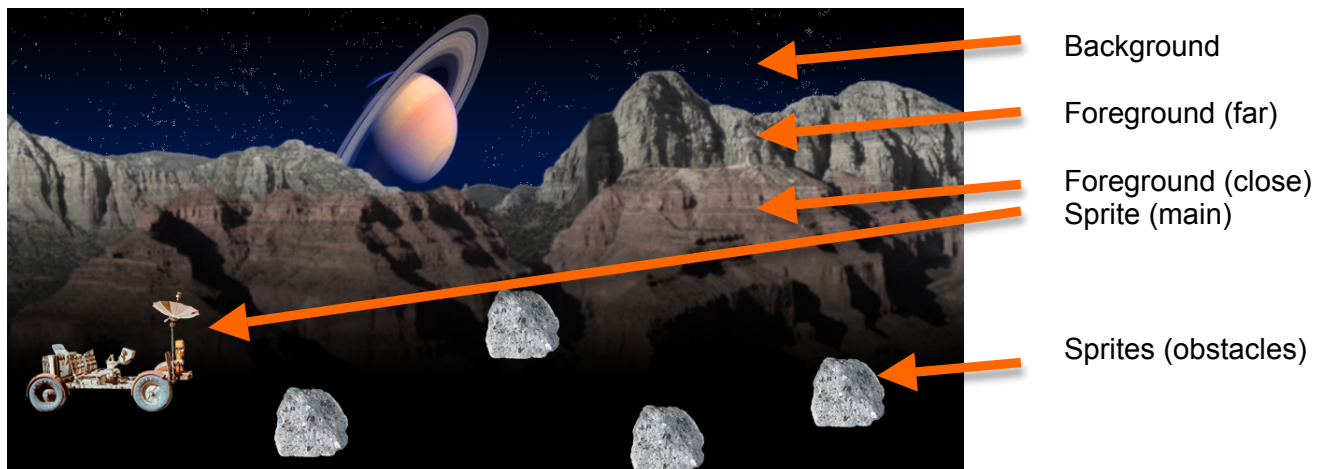
In this lab, you will practice preparing images to be used for a scrolling game. A scrolling game is a video game in which the gameplay action is viewed from a side-view or top-view angle, and the characters move from the left to the right or from the bottom to the top. Classic examples include Super Mario Brothers, Megaman or Space Invaders.

Since the overall goal of this course is to learn scripting, and not creating digital images, the intention of this lab is provide an opportunity to students to go over the very basics of Photoshop and learn the minimum skills to manipulate images. The instructor will provide and hands-on instructions during the lab, and the students will create original images to submit.

Requirements:

1. At least three images need to be created: 1) background, 2) foreground, and 3) sprite (main character). Optionally, you can create multiple layers of foregrounds and other sprites such as obstacles or enemy characters.

The example shows one extra layer of foreground and four obstacles.



The reason of creating at least two layers is to create an effect called *parallax*. As you scroll the screen, you often want something further back to stay in the position, or to move very slowly, while something closer need to move faster. More layers there are, more realistic the scrolling image will be.

Think through what kind of scrolling game you want to create using the image! We will use the image in the later lab sessions.

2. The images have to be formatted either in the JPEG, GIF, PNG, or Photoshop format. If you are using the JPEG, GIF, or PNG format, you will need to submit at least three files, each named with an explanatory name (e.g. background.jpg, foreground.jpg, and spaceship.jpg, etc). If you are using the Photoshop format, you can submit it within one file, but each elements need to be in different layers, each of which named accordingly.

Resources:

The basic instructions of the tools of Photoshop and the example file have been created by the instructor and are found in the "Photoshop Tool Guide" discussion board on the ILMS.

Submission

Submit your work through the discussion board Lab 7 on the ILMS, as an attachment file(s).

Grading Criteria

The lab assignment must be submitted by the end of Tuesday Mar. 30th. The grading will be based on the following criteria:

- Foreground: 2 points
- Background: 2 points
- Sprite: 2 points
- Overall design: 2 points
- File format / layers: 2 points

Again, this lab is intended for the student's experience and minimum learning, so the grading will be more liberal than the usual lab. Extra 2 points will be for work with good overall impression and for extra efforts.

Late submission will be accepted within one week from the original due date, with 2 points deduction. 2 points will be deducted for improper submissions.