BoomNack

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LUA Video Game  
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# Contributions

As the visual artist of the game, it was my job to create virtually everything that would appear on screen during the game. My contributions range from designating the theme and art style of the game to designing character animations for sprite sheets. While the game’s visuals might not have modern graphics, quite a bit of work actually went into making each and every element that would appear on screen. Most of my work was created using Photoshop where I made things such as a tile set sized 512 by 512, which was completely original work. I made an entire item set pixel by pixel using Photoshop as well. Lastly, I animated a character sprite sheets which have eight parts for every character.

Overall, creating the game was a fun and educational process. I was most proud of how the animation for the characters turned out to be smooth and fluid without too many noticeable jumps. I had the most trouble with keeping up with the demand for the project as everything that was created was original, however once I created assets I was able to re-use or borrow elements from them and re-purpose them. Our team was successful in bringing together the different parts of the project as we went along and making sure that new parts could readily be added to the game. Most of our difficulty in the project stemmed from trying to manage the scope of the game itself because while individual element of the game could repeat, we were limited on time to scale up the game and build on our previous work. To improve on the project I would suggest that while tackling a game, we should have gone for a more app-like experience where you essentially play a mini-game that allows much more of the focus of the game to go into the gameplay element.