# CS 3540 Game Programming

# Assignment X

# 2D Sprite Animation

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### One of the assignments 4-8 of your choice.

### Assignments 4-8 are of your choice from the 13 assignments provided.

### 2D Sprite Animation

Create a 2D Sprite Animation that MUST be used in a game.

### Part 1 – (50 Points) Create a sprite sheet

Create a sprite sheet. The script must have a set of at least 50 sprites, and translate and rotate a game character.

### Part 2 – (50 Points) Animate a movement cycle

Animate a movement cycle such as a walk cycle, fly cycle, kick cycle, etc using your sprite sheet in a game.

**Scoring Rubric**

100 points possible

|  |  |
| --- | --- |
| **Requirement** | **Points** |
| Sprite sheet | 50 |
| Sprite movement cycle | 40 |
| Quality | 10 |

**Submission**

You will submit your assignment via BlackBoard. Upload to the week that you do the assignment. If you submit this in week 4 upload to assignment 4, if you submit this in week 5 upload to assignment 5, etc.

Click the title of assignment (blackboard -> assignment -> <Title of Assignment>), to go to the submission page.

### 2D Sprite Resources

### What is a sprite sheet? - The Movie - Introduction <https://www.codeandweb.com/what-is-a-sprite-sheet>

### spriters-resource <http://www.spriters-resource.com/>

### An Introduction to Spritesheet Animation <http://gamedevelopment.tutsplus.com/tutorials/an-introduction-to-spritesheet-animation--gamedev-13099>