

**Game1113**  
**Assignment 01 - Environment Asset Production**

**Project overview**

Throughout this course we will be building a 2D Vertical Shooter in Unity. We will primarily be using Photoshop for our asset creation. Components which will be required are an environment background, mid-ground, an environment obstacle, a player/craft, and a minimum of three enemy crafts (one of which must be a boss for the end of the level). This will require you to art direct a theme for your game.

**Assignment 01 Description**

For this Assignment you will be designing and producing the **4 FINAL environment assets (not the player or enemies)** required for a 2D Vertical Shooter. **(Videos will be provided for the assignment, please watch them in their intended order)**

**Required Textures**

*Please make sure you watch the class lectures/demos for each of these required items*

1. A tileable/continuous sky/background texture (400 x 400 pixels) submitted as **background.png** (e.g. Starry Sky from class example)
2. A large detailed mid-ground layer (1600 W x 2990 H pixels) submitted as **midground.png**
3. An environment obstacle which will be moving down the screen. (475 x 800 pixels) submitted as **obstacle.png** (e.g. Meteorite from class example)
4. A turret layer to be laid over 1 of the tiles (400 x 230 pixels) submitted as **turret.png**

Name	Filename	Dimensions	Tileable/Continuous	Transparency
Background	background.png	400 X 400	Yes (x and y axis)	No
Midground	midground.png	1600 X 2990	Yes( y axis only)	Maybe
Obstacle	obstacle.png	475 X 800	No	Yes
Turret	turret.png	400 X 230	No	Yes

**Mid-ground layer details**

The mid-ground layer (1600 W x 2990 H pixels) mentioned above, will be where the bulk of your work for this Assignment will be. This is a very large texture and you may create it with whatever style you want, but an approach using tiles will be presented in class.

**Submission**

Put **ONLY** your **four** required elements as **PNGs** into a **folder** named **FirstNameLastName\_Assignment1**. Submit a **zipped** version of this folder.

**Rubric**

Theme/Cohesion 15%  
Art Style (Form/Shape/Pattern/Colour/Texture/Variety) 15%  
Background Texture (see Marking Scheme for details) 15%  
Midground Layer (see Marking Scheme for details) 25%  
Obstacle (see Marking Scheme for details) 15%  
Turret (see Marking Scheme for details) 15%

**Weight**

This Assignment will be worth 15% of your overall mark.