DGR PLAN OF ACTION – Stage 1

by cheezwiz

The initial stages of progression will solely involve the development of Scrap Tenna and Tenna EX as characters.

I know everyone is eager to develop a fangame, but if we want this to be high quality, we need to take baby steps to develop this character in stages. So, let's start simple: animation!

Stage 1: Scrap Tenna

1) <u>Conceptualization</u> - Firstly, we need some actual renders of this character other than simple sketches. That requires colored (albeit simple) concept art to give to the sprite artists. We need to discuss and decide on Scrap Tenna's colors; I have some ideas to give but I always appreciate input! (Cheezwiz, Tanleek, Hibiscus)
2) <u>Development Discussion</u> – After the concept art is made, we need to discuss how we are going to render this character as a sprite. All "3D"? 2D sprites? Mixtures? All these need to be settled before we start making sprites. (Everybody)
3) <u>Sprite Development (simple)</u> – Our sprite artists could develop a sprite based on the decisions we have come to; by this stage, we should have a solid idea of what scrap Tenna will look like "in-game". (Cheezwiz, Akson, Juancraft, anyone else based on our design decisions)
4) <u>Storyboarding</u> – The first thing I would like to do with the official Scrap Tenna design is to make a simple introduction sequence animation; Tenna introduces himself, recognizes Kris, insists on putting on a show for them, etc. This will mostly be worked by the writers, less by the artists and may take some time. (Primarily Cheezwiz, Kazoo and Akson helping)
5) <u>Sprite Development (complex)</u> - Once the storyboard for the sequence is completed, we can start creating sprites for the different poses and positions Tenna makes. (Cheezwiz, Akson, Juancraft, anyone else based on our design decisions)
6) <u>Librarian</u> - All sprites and assets need to be logged for future use. (MemeMachine, Cheezwiz)
7) <u>Animation</u> - After all is said and done, and we have all the assets, all we have to do is animate said sprites. We also need to animate the text boxes, including the "stitched on png's" that plague Tenna's dialogue box in this AU. (Juancraft, Akson, probably more)

Once we get a full animation, we can post it online and see the reception. The higher the quality, the better the character will be received. The better the character is received, the more people will anticipate more content.

It would also be nice to work on some Tenna EX sprites while we are developing this, but that doesn't matter as much currently.

<u>Time is not an issue; we can take our time! I think if we really work at it, we can get this done before the end of November.</u>

Do not be upset if a team member gives constructive criticism on an idea. That is what being part of a team is. WE CAN DO THIS!!