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CS 4700.02
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Silly Goose Games: "Breadth of the Wild Goose" Art Role Daily Logs

Date	Task
Week of 4/2 - 4/8	Assigned to find/create prototype art for characters and backgrounds
4/4	Researched: <ul style="list-style-type: none">- Sprite and background design of TMNT and other 16-bit beat em up games- How to import sprites into Unity- Net guns for planned ranged enemies
4/5	Created art style concept sheet for the goose main character
4/6	Started creating the background for the park stage
4/7	Adjusted and touched up the park background and goose sprite to have side lengths of powers of 2 for better scaling in Unity
Week of 4/9 - 4/15	Assigned to make enemy and background sprites
4/13	Started template sprites (just the figure, no characterization) for ranged enemy: idle, walking, attacking
4/14	Finished ranged enemy templates and started goose walk cycle sprites
Week of 4/16 - 4/22	Assigned to make animation sprites/poses for the goose and a melee enemy
4/16	Started melee enemy template sprites based on the ranged enemy templates and started more goose sprites
4/18	Continued working on goose sprites

4/19	Finished goose sprites, set them up as a spritesheet, and added them to the Unity project. Used Unity sprite editor to automatically slice the spritesheet into individual sprites and labeled each sprite for later use
4/20	Finished melee enemy template sprites
4/21	Started creating sprites for a melee enemy character based on the templates
4/22	Continued working on melee enemy character sprites
4/23	Finished melee enemy character sprites and added them to the Unity project using the same method as the goose sprites