

Computer Graphics and Animation

"Programming Assignment 17 - Sprite Animation Bubble Crab"

Group Members:

Luqmanul Hakim (001201800095)

Michael (001201800020)

Yodi Fakhri Muhammad (001201800107)

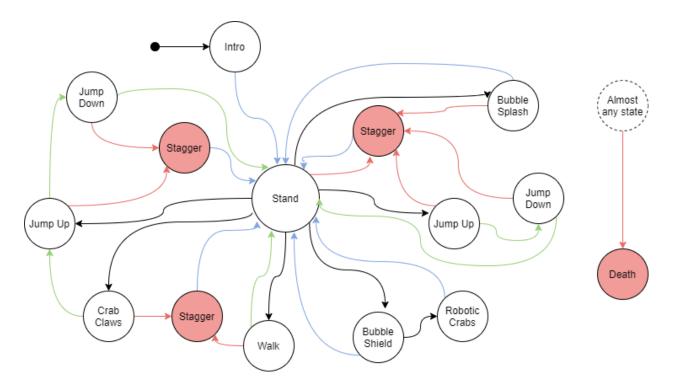
CIT-4

President University

Semester 5

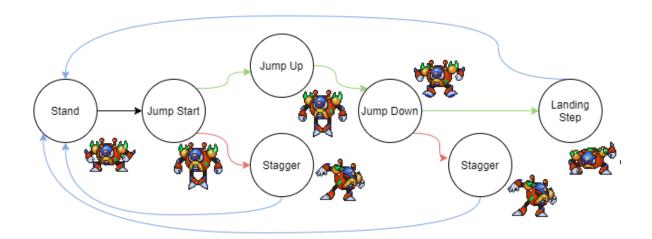
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I. Bubble Crab's State Diagram

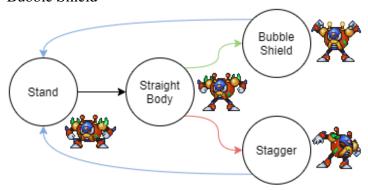


In-between States

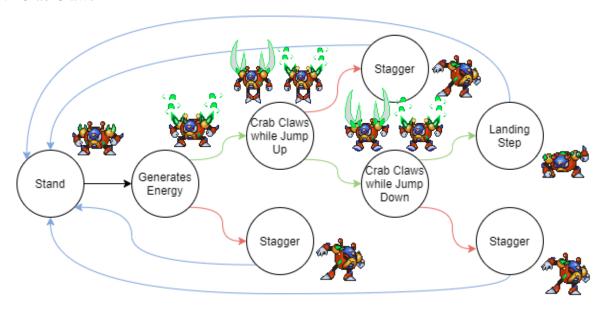
1. Jump Up and Jump Down



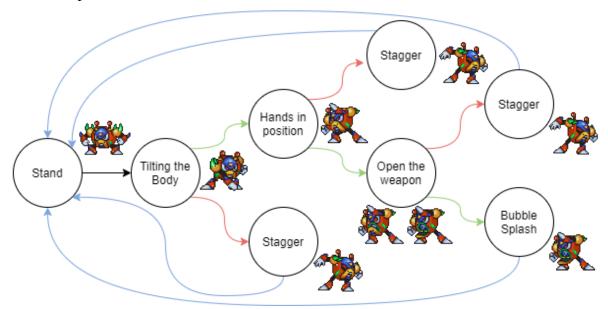
2. Bubble Shield



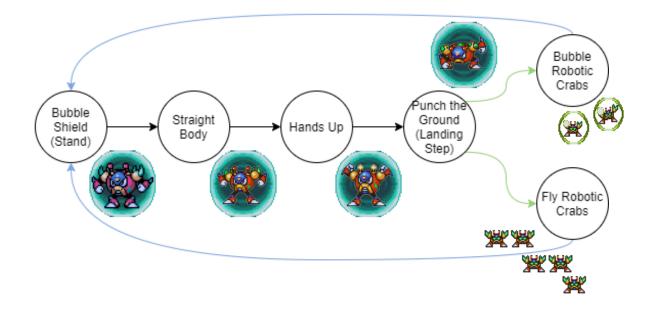
3. Crab Claws



4. Bubble Splash



5. Robotic Crabs



II. Bubble Crab's State Transition

Previous State	New State	Trigger
Introduction	Stand	Intro animation is finished
Stand	Walk	BC decides to move
		left/right
Stand	Jump Up	BC decides to jump
Stand	Crab Claws	BC decides to generate
		Crab Claws
Stand	Bubble Splash	BC decides to attack with
		bubble splash
Stand		BC surrounds himself with
	Bubble Shield	a shield that protects it from
		damages
Walk	Stand	Walking movement is
		finished
Stand	Stagger	BC gets hit by Mega Man

Stand	Death	BC gets hit and HP = 0
Jump Up	Jump Down	Mega Man is below BC
Jump Up	Stagger	BC gets hit by Mega Man
Jump Up	Death	BC gets hit and HP = 0
Jump Down	Stand	BC lands on the ground
Jump Down	Stagger	BC gets hit by Mega Man
Jump Down	Death	BC gets hit and HP = 0
Crab Claws	Jump Up	BC automatically jump
		after generate Crab Claws
Crab Claws	Stand	BC lands on the ground and
Crao Ciaws		the attack is finished
Crab Claws	Stagger	BC gets hit by Mega Man
Crab Claws	Death	BC gets hit and HP = 0
Bubble Splash	Stand	Attack is finished
Bubble Splash	Stagger	BC gets hit by Mega Man
Bubble Splash	Death	BC gets hit and HP = 0
Bubble Shield	Stand	Attack is finished
Bubble Shield	Stagger	BC gets hit by Mega Man
Bubble Shield	Death	BC gets hit and HP = 0
Bubble Shield	Robotic Crabs	BC throws a robotic crabs
		diagonally upwards
Robotic Crabs	Stand	Throw robotic crabs is
		finished
Stagger	Stand	Stagger animation is
		finished

III. Bubble Crab Animation Sprites

Series of sprites for every state of Bubble Crab's movement is shown below.

Actions Name	Animation Sprites
Introduction	
Stand	
Walk	
Jump Up	
Jump Down	
Bubble Shield	

