

**Bachelor of Creative Software**

**CS104**

**UX Principles for Mobile Games**

**(NZQF Level 5, 15 credits)**

# **SpriteSheets & Report**

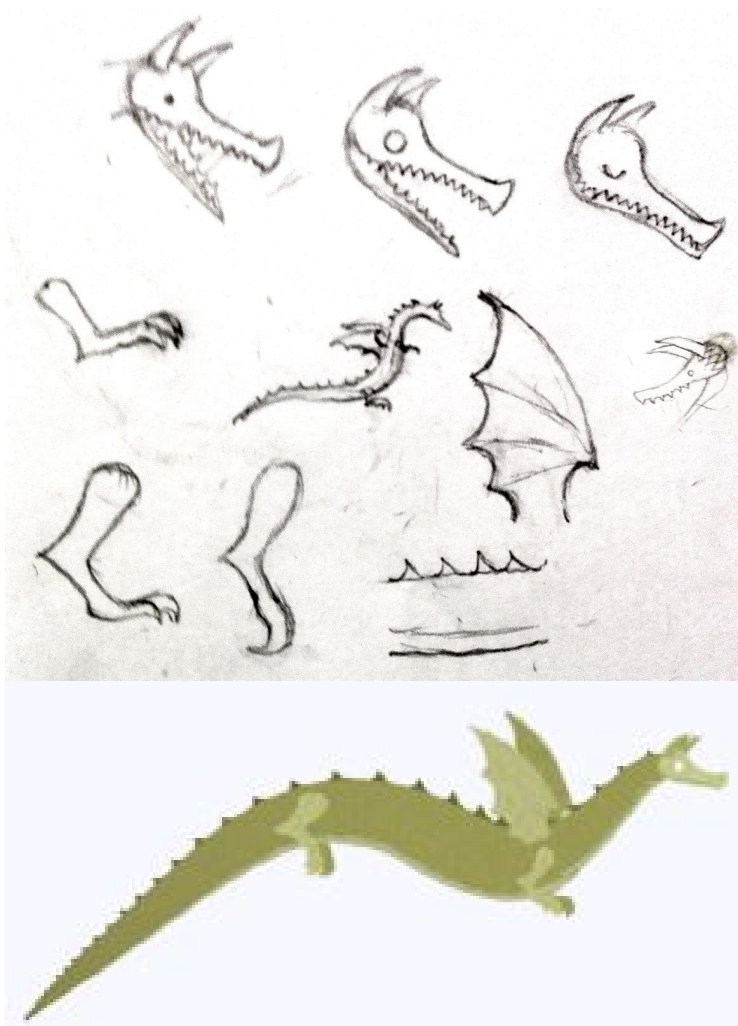
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**6/11/2020**

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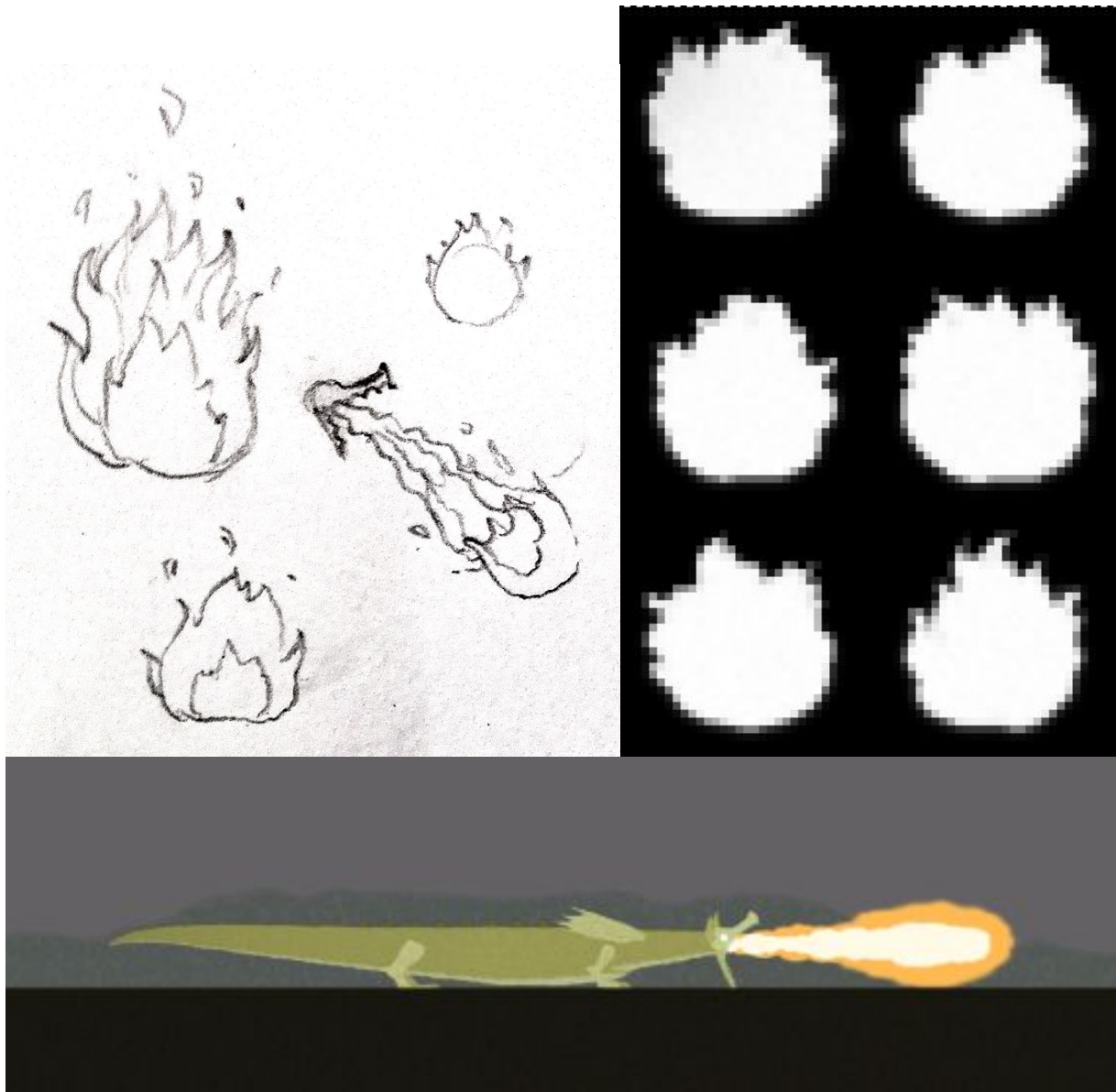
# 1 Dragon



This is Dragon, the playable character of this game. Dragon's hobbies include sleeping, terrorizing towns and collecting gold. At the beginning of the game it is an orphan, its mother murdered by dragon slayers. It must tactfully use its limited flight and firebreath to survive the encroaching humans and grow strong enough to avenge mummy.

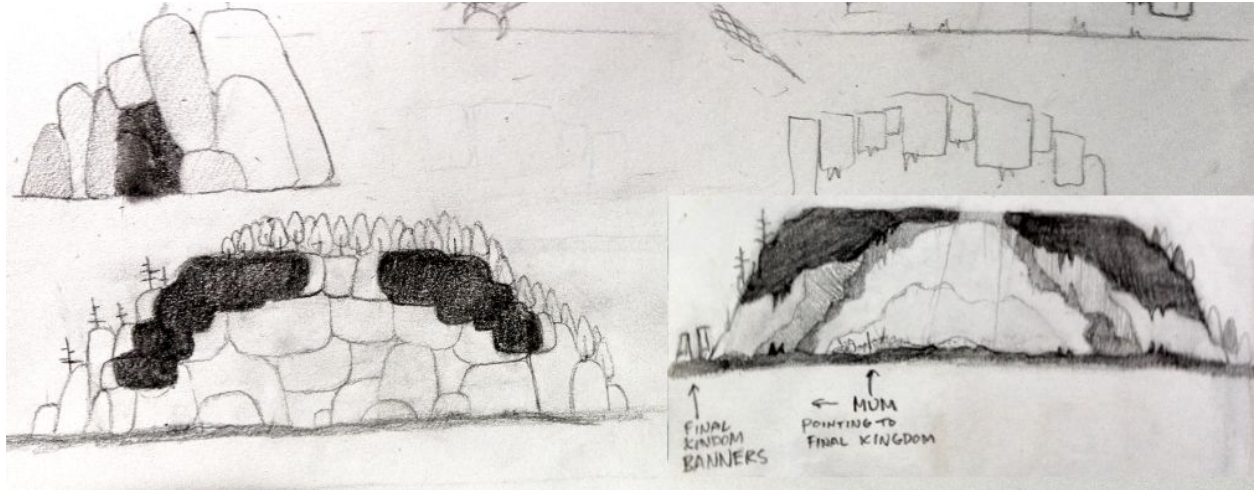
Dragon's body is made up of a chain of alternating segments (spiked/unspiked) resized along its body to make up its neck, torso and tail. The head switches between awake and sleeping and the legs switches between walking and flying. The pieces are rigged and animated through matrix transformations.

## 2 Fire



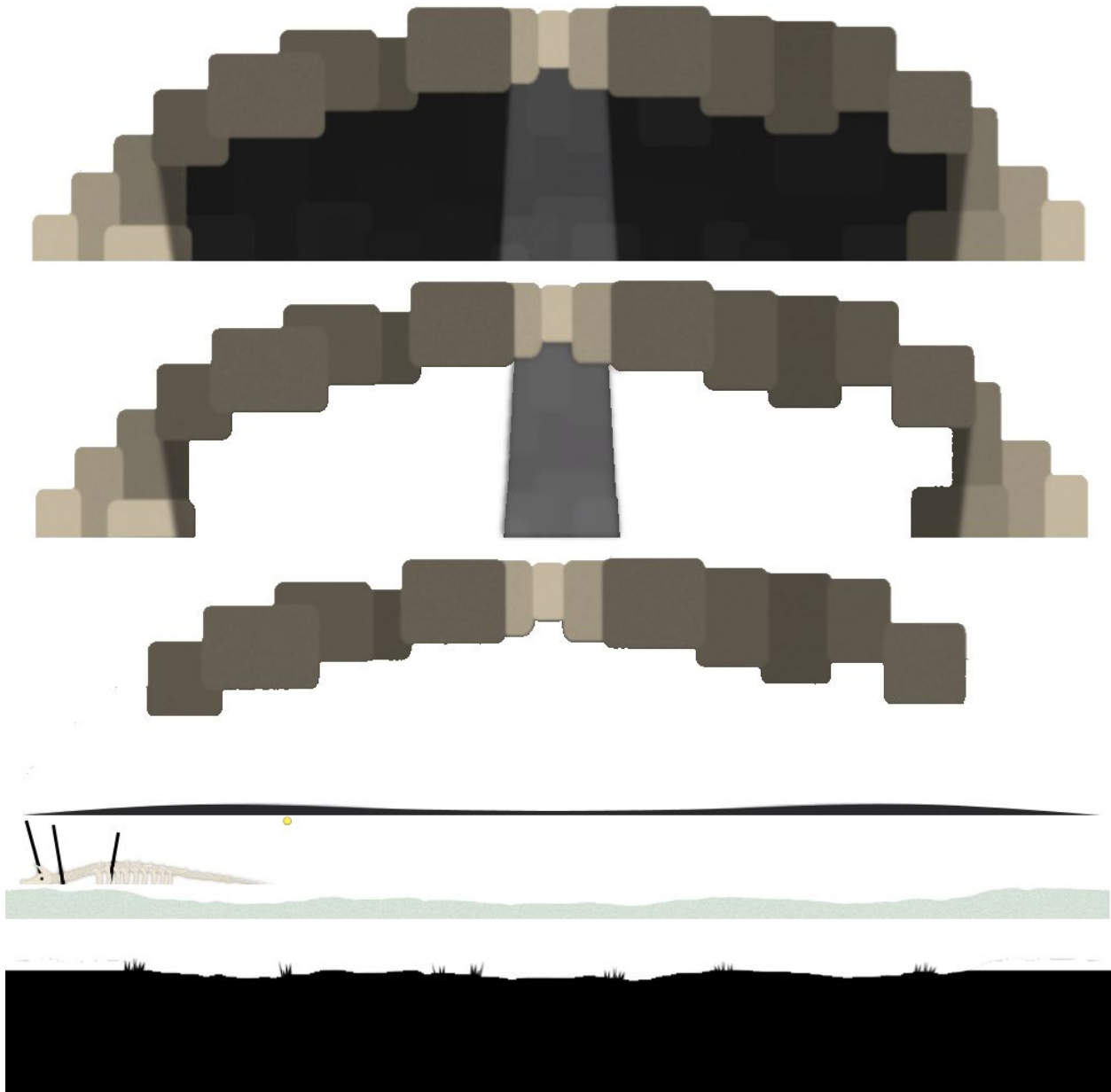
Fire is the primary weapon of Dragon. Breathing fire costs mana, its range and attack damage is dependent on Dragon's stats that can be upgraded while sleeping on gold. The fire breath is made up of a stream of individual flame objects that switch randomly between the six fire sprites.

### 3 Environment



This is Dragon's lair where it can sleep to regain health and mana. At the center of the lair where the light shines down is where Dragon will deposit its gold. Sleeping on the gold will cause Dragon to grow. The more gold there is, the faster it grows.

On the left is Dragon's mummy. She's not very talkative but sometimes gives helpful advice to Dragon. Years ago she was known throughout the land as the "calamity from the skies" but has since been forcefully retired. Seeing her in such a sorry state makes Dragon want to set villages ablaze.



Other sprites on this sheet include gold coins, mountains, and the ground. NPC and buildings burst into coins on destruction that can be collected by Dragon. The hazy silhouette of mountains can be seen in the background. The ground is ... grassy?

### 3 Health and Mana Bar



The health bar (green) and the mana bar (blue) are drawn with `canvas.drawRect()`. The health bar indicates how much damage Dragon can take before joining mummy in the afterlife. The mana bar indicates how much flight and fire breath can be used before having to take a rest on the ground. The bars in this screenshot indicate that Dragon is having a bad day, and from where that arrow is heading...

## 5 Composite

