# Lab Sheet Phaser Animation Week08

Task 1: Create sprites by using Piskel

- Create a Pac-Man and export it as individual PNG files
- Create your game characters in Piskel and export it as individual PNG files

Piskel is an online tool to create spritesheet which is also can be used as a tileset (http://www.piskelapp.com/). Piskel as a GUI where you can add frame, draw your sprites and save each frame as individual files or as a spritesheet file.
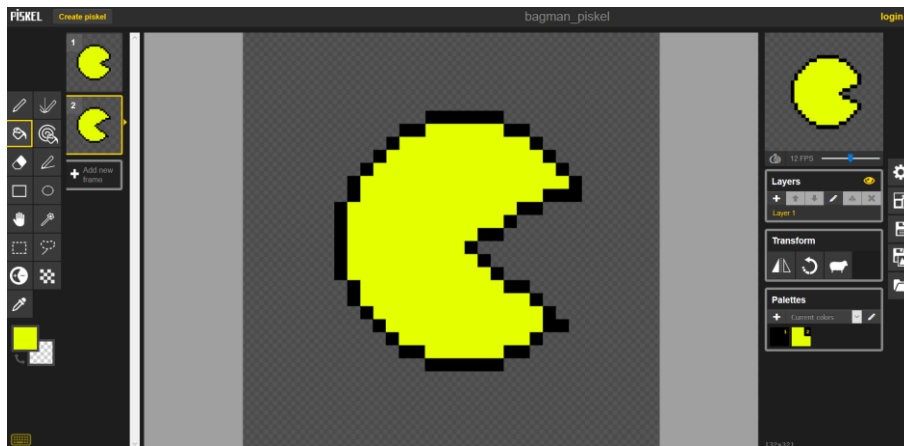
Task 2: Create animation data using sstools http://www.leshylabs.com/apps/sstool/

sstools is an online tool to generate animation data in multiple formats (Phaser uses JSONhash, JSONarray, XML and spritesheet)

- First, drag and drop the individual sprites you create to the tools
- Choose which animation data format you would like to generate
- Save the animation data and also the spritesheet
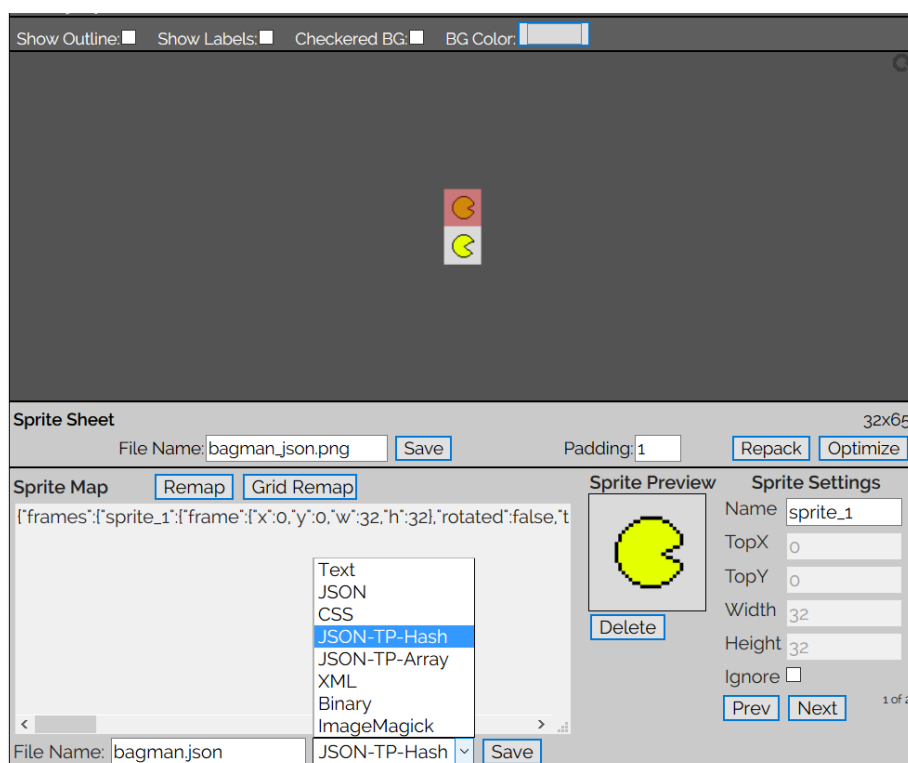
- Generate Pac-Man's animation data
- Generate your game characters animation data

1. <u>Animate the characters in Phaser</u>

- Create an animation which Pac-Man move across the screen (the solution is available on Moodle - index.php)
- Create an animation for your game characters

2. <u>Create animation using tween in Phaser</u>

- Create an animation which Pac-Man appears to fall and then bounce before move across the screen (the solution is available on Moodle - index2.php)
- Combine tween and individual character animation for your game characters. You can also create tween for animating text and images and try different tweens available. Some demos are available on Phaser.IO