



Prepare an Asset List

Project 4

Due date: Friday, September 24th



Introduction

- Second in a series of related projects
 - Will build towards working game
- Focuses on
 - the content that must be *created* for a game
 - *decisions* and *tradeoffs* that go into its creation
- For the artistic creation part, don't worry if not an artist
 - graded more on your ideas and effort than on your execution

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Motivation (1 of 2)

- Creativity in game art necessary, but must be constrained if production deadlines of game are to be met
 - Need sound planning and decision-making to produce art in timely fashion
- Only finite resources (time and money)
 - So tradeoffs between quality (spending lots of time on all art) and quantity (using simple art or re-using art for many assets)

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Motivation (2 of 2)

- Planning is important in content creation as in other parts of game development
 - Changing character design at concept costs a few hours of time at the drawing board
 - Changing character design that has been animated costs weeks
 - Exacerbated if technical (ex: MIDI to something else, normal to bump-mapped) since affects programming
- The purpose of this assignment to familiarize with decision making and trade-offs

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Overview

- Work in same group!
- Identify, select and create array of content for game and briefly document
 1. Write a vision statement
 2. Create an asset list
 3. Select and document assets
 4. Create 40 original assets
 5. Submit your plan and assets

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Vision Statement

- Describe "look and feel" of your game's content
 - 100-250 words
 - No specific format, just effective and Describe motifs, styles, colors, sounds
- Sketches of characters or settings optional
- Can reference movies, games, etc. as inspirational
 - Say explicitly which aspects, not just whole film
 - Can include specific descriptions or sketches of specific characters, environments, interfaces, etc.
- Clear enough so if given to several artists, they would all return with similar work

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Identify Assets

- Identify all assets for game
 - sprites, tiles, sound effects, music, icons ...
- Document functional requirements
 - sprite size (dimensions), number of frames and types for animations, length of sound loops ...
 - Ok if details are just best-guesses
 - Ok to specify ranges
- No specific format → *organized* and *readable* (text, spreadsheet, or whatever works)
- Will also map item to file name of acquired asset (next task)

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Select and Document Assets

- Select assets
 - Download actual content
 - Indicate filenames in list
 - Document sources!
- When done, should be an actual filename associated with every asset
- Make notes if content fall short of your requirements, for some reason

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Submission

- Asset plan document
 1. Team name, individual names, email
 2. Game title
 3. Artistic vision statement, 100-250 words
 4. Complete asset list (specs, file names, comments)
 5. A separate list of the 40 original assets you have created.
- Folder/directory with original content
- Online Turnin

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Create Original Assets

- 40 assets (to be used in Flash)
 - One image, tile, icon, frame-of-animation, sound-effect, or measure-of-music is one "asset"
 - Any combination
 - Could be single sprite
 - Hint: one sprite faces in four directions with five frames of animation per direction = 20 frames)
- If unsure what is 1 asset, ask
- Don't modify others – work must be completely original
- Artistic quality less important than art that is:
 - Original
 - Fits with vision

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Grading Guidelines

- Rubric on Web page
- Names/logos: 1 point
- Game title: 1 point
- Artistic statement: 8 points
- Asset list and documentation: 50 points
- 40 original assets: 40 points

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Resources

- Links to libraries of tilesets, sprites, sounds
- If you find others, can let class know!
- Not all of the resources are free in the same way
 - Respect the authors' rights by following the rules set forth

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