

## Sketch 7: Sprite Sheets

**Due: Wednesday, February 22, 2017, 1:30 PM**

Use Piskel, Adobe Photoshop, or any other image creation software to create a collection of sprites for a imaginary 2D video game inspired by one of your early sketches (Event Score, Candy Land Mod, Twine Game, or Avatar).

Make a web page to display your sprites. Describe the premise of your game in a short written paragraph (no more than 100 words). Make sure you give your game a title and a goal for the player. You will not be required to make this video game in this course. Beneath your explanatory paragraph, display your sprites as GIFs (animated or static). On this page, describe each sprite in exactly one sentence.

### Rules

1. Your collection should include at least **five** sprites. Requirements:
  - a. At least one player character (does not need not be human, may be abstract)
  - b. At least one piece of scenery (could be something small, or could be an entire game board)
  - c. At least one object that can be collected, used, or possessed.
  - d. At least three of your sprites should be animated.
2. The size of your sprites should not exceed 64 x 64 pixels per frame. They can be smaller. They do not have to be square.
3. Each sprite should be saved in **four** different ways. Create a folder for all files and upload to GitHub.
  - a. Source document (.psd or .piskel)
  - b. Static or animated GIF (.gif)
  - c. A single page "sprite sheet" with all frames of the image in a grid (.png)  
*NOTE: This file will be larger than 64 x 64 px if the image is animated.*
  - d. An "image sequence" with a separate file for each frame of each sprite. Name your files with an underscore and a number. For instance: face\_01.png, face\_02.png, face\_03.png. (.png)
4. Display the GIFs on a web page that contains the paragraph-long description of your game and the sentences about each GIF. Fork and modify the GitHub project and post the link to your page on the class blog.

### Learning Objectives

1. More practice with illustration and animation using WYSIWYG editing software.
2. Learn to adapt and/or translate game ideas in visual form.
3. Consider the virtues and drawbacks of using sophisticated software (rather than code) to create images and animations.
4. Channel your inner Warren Robinett (and/or Yoko Ono)

### Inspiration/Resources

1. Piskel  
<http://www.piskelapp.com>
2. The Spriter's Resource  
<https://www.spritters-resource.com>
3. Using Photoshop to create Pixel Art for Games  
<https://www.raywenderlich.com/14865/introduction-to-pixel-art-for-games>
4. Sprite Sheet Generator Script  
<https://www.johnwordsworth.com/projects/photoshop-sprite-sheet-generator-script/>