Content Creation

Project 2

Due date: Monday, February 7th

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
• Don’t worry if not an artist
  - graded more on your ideas than on your execution
Motivation (1 of 2)

- Creativity in game art necessary, but must be constrained if production deadlines of game is 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 and quantity

Motivation (2 of 2)

- Planning 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)
- The purpose of this assignment to familiarize with decision making and trade-offs
Overview

• Work in same group
• Identify, select and create array of content for game and briefly document
  1) Short vision statement (100 to 250 words)
      - "soft plan" for your game's content
  2) Identify assets: sprites, tiles, sound effects, music, icons, etc
      - "hard plan" for your game's content.
  3) Select content from 3rd party source.
  4) Generate a small amount of original artwork

Vision Statement

• Describe the general "look and feel" of your game's content
  - 100-250 words
  - No specific format, just effective and Describe motifs, styles, colors, sounds
• Rough sketches of characters or settings optional
• Can ref movies, games, etc. as inspirational
  - Say explicitly which aspects
  - 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
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 (prose, spreadsheet, or whatever works)
- Will also map item to file name of acquired asset (next task)

Select Content

- Select content
  - Pointers to libraries on Web page, but can use others
  - Document sources
- Briefly describe (100-250 words) how fits vision
  - Explain why chose assets that you did
  - Describe tradeoffs and compromises
  - Address "soft" and "hard" requirements, as appropriate
Create Content

• 20 "assets" (used in GameMaker)
  - 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)
• Artistic quality less important than fact that original and fits with vision

Grading Guidelines

• Deliverable
• Artistic Vision Document 10%
• Content Requirements 25%
• Content Selection Listing 25%
• Content Selection Justification 10%
• Original Content 25%
• Misc 5%
Submission

- Turnin (see web page for instructions)
- Document
  - Can be one, or separate for each
- Original content

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 ways,
    - Respect the authors’ rights by following the rules set forth
- GameMaker page has links to tools
- TA will do drawing tutorial
  - Reserved movie lab next week