

Content Creation

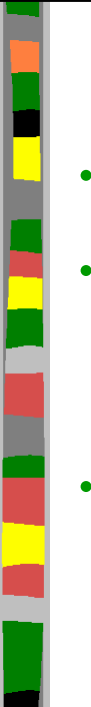
Project 3

Due date: Wednesday, September 20th

(After the mid-term, but start before!)




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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 is to be met
 - Need solid 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)



Motivation (2 of 2)

- Planning is important in content creation as in other parts of game development
 - Changing character design at concept stage 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 this affects programming, too
- The purpose of this assignment to familiarize with decision making and trade-offs, and to create some content yourselves



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 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





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

- 40 "assets" (to be used in *Game Maker*)
 - 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 art is:
 - Original
 - Fits with vision



Grading Guidelines

<u>Deliverable</u>	<u>Weight</u>
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
- Game Maker page has links to tools

