Content Creation

Project 3

Due date: Monday, September 21st

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

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)

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

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 "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
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 \(\rightarrow\) organized and readable (text, 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 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
  - Artistic quality less important than fact that art is:
    - Original
    - Fits with vision

Grading Guidelines
<table>
<thead>
<tr>
<th>Deliverable</th>
<th>Weight</th>
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<tbody>
<tr>
<td>Artistic Vision Document</td>
<td>10%</td>
</tr>
<tr>
<td>Content Requirements</td>
<td>25%</td>
</tr>
<tr>
<td>Content Selection Listing</td>
<td>25%</td>
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<tr>
<td>Content Selection Justification</td>
<td>10%</td>
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<tr>
<td>Original Content</td>
<td>25%</td>
</tr>
<tr>
<td>Misc</td>
<td>5%</td>
</tr>
</tbody>
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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!
  - Use forums
- Not all of the resources are free in the same way
  - Respect the authors’ rights by following the rules set forth