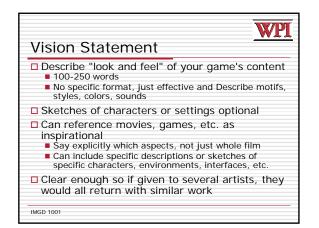
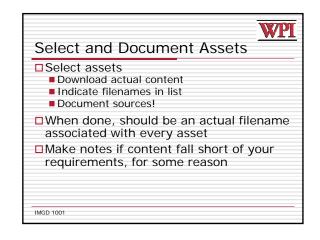


Work in same g	roup!
Identify, select game and brief	and create array of content for y document
. Write a vision s	statement
2. Create an asse	t list
3. Select and doc	ument assets
I. Create 40 origi	nal assets
5. Submit your pl	an and assets



Ider	itify Assets
	tify all assets for game rites, tiles, sound effects, music, icons
■ sp fo ■ O	ument functional requirements rite size (dimensions), number of frames and types r animations, length of sound loops < If details are just best-guesses < to specify ranges
	specific format \rightarrow organized and readable t, spreadsheet, or whatever works)
	also map item to file name of acquired et (next task)





С	reate 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
IMG	D 1001

Grading Guidelines	
■Rubric on Web page	
Names/logins: 1 point	
Game title: 1 point	
Artistic statement: 8 poir	nts
Asset list and documenta	tion: 50 points
□40 original assets: 40 poi	nts

