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

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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)

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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

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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

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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

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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* (text, spreadsheet, or whatever works)
- Will also map item to file name of acquired asset (next task)

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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

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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

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Grading Guidelines

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

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Submission

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

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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

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