

A decorative graphic on the left side of the slide consists of white lines and circles on a blue gradient background, resembling a circuit board or a stylized tree structure.

ANIMATION IN VIDEO GAMES AND HOW THEY EFFECTIVELY GIVE FEEDBACK TO A PLAYER

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INDEPENDENT PROJECT

FINAL VIVA

MY PLAN TO SHOW THIS OFF

Playable Character



Moves needed:
Walk **Damage**
Attack **Idle**
Jump

Enemy



Moves needed:
Idle
Attack
Damage
Death

Boss

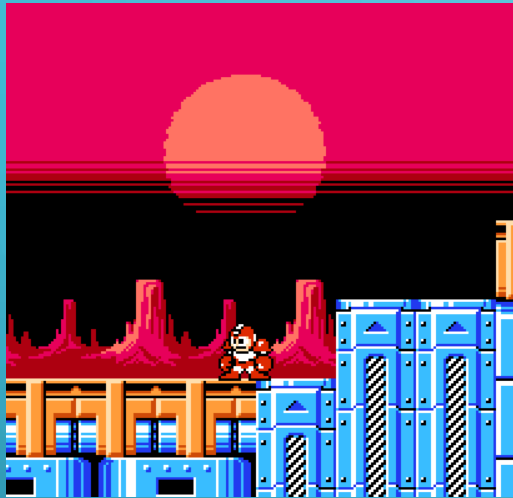


Moves needed:
Idle **Damage (Phase transition)**
Attack **Movement (walk, jump)**
Stronger Attack

ORIGINAL STORYBOARD



ART STYLE INSPIRATIONS



[1] Mega Man Series



[2] Shovel Knight

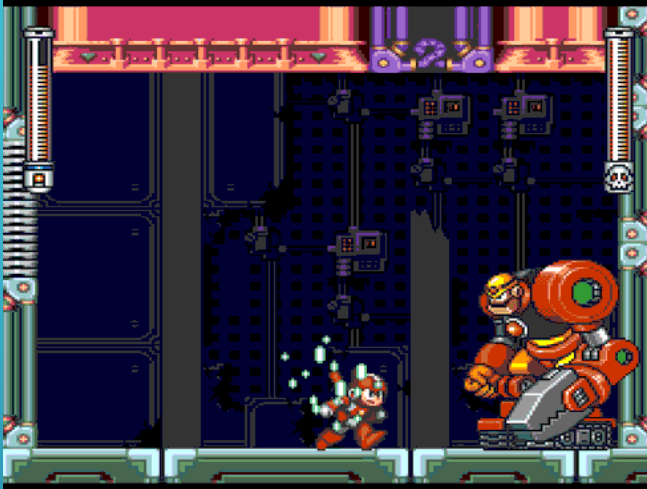


[3] Kirby Super Star

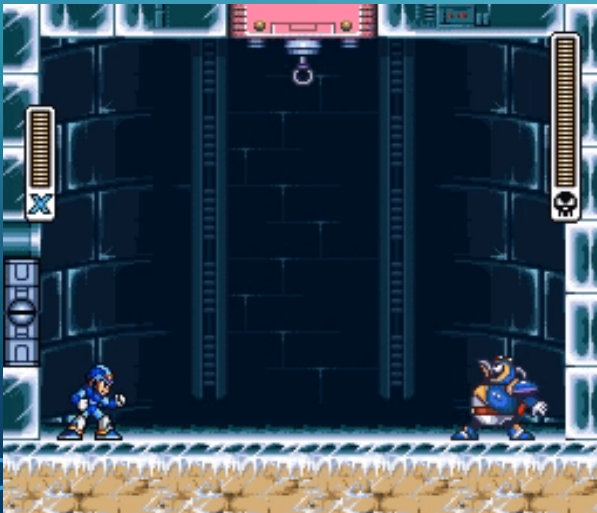


[4] Pizza Tower

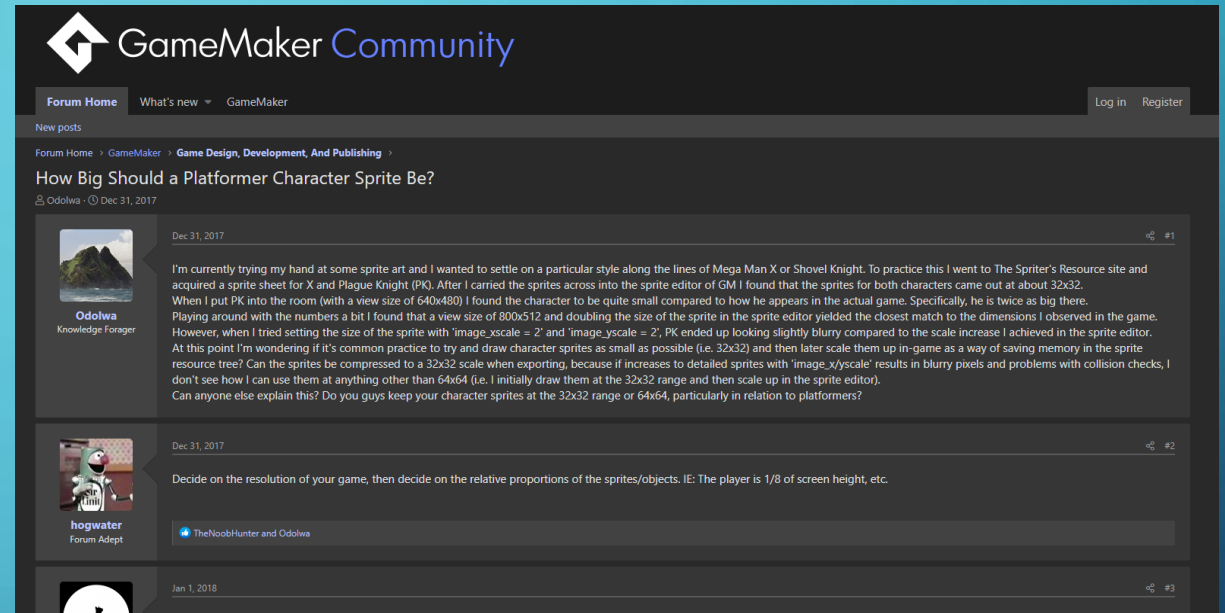
SPRITE SIZING



[5] Mega Man 7



[6] Mega Man X



I looked up different sources to see what the ideal sprite size would be. The usual seems to be 32x32 or 64x64 but sprites are usually set to fit the game's proportions [7].

Bigger sprites can sometimes cause screen camp:
"Unfortunately the bigger sprites... use up more screen space, leading to a cramped feel compared to the previous NES titles." [8]

MAKING THE SPRITES



[8]

Aseprite is the program I used to make the sprites



dozerbig.aseprite 320 180 (E:\aseprite)

Draft sketch of Dozer, testing the sprite size

ENEMY SPRITING



ENEMY SPRITING - ATTACKS



Attack start up



Attack in action



After attack
(dizzy animation)



[10]



[11]
Sprite
Sheet

ENEMY SPRITING – EXTRA ANIMATIONS, COMPILING



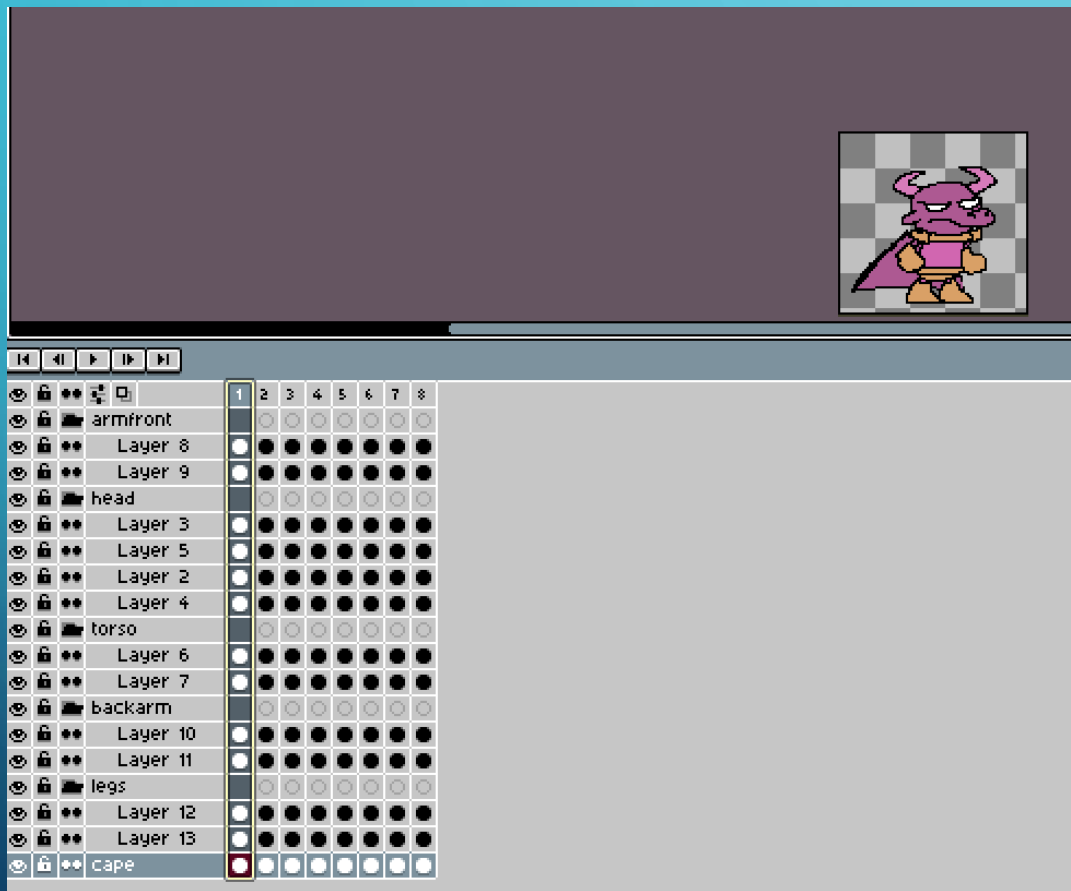
"Recover" animation



Damage animation



PLAYABLE CHARACTER SPRITING – BASE IDLE



PLAYABLE CHARACTER SPRITING – EXTRA IDLES



Extra Idle 1



Extra Idle 2



Idle 2 Continuous Loop



[12]



[13]

PLAYABLE CHARACTER SPRITING – RUN AND JUMP



Run (original, less frames)



Run (new, more frames)



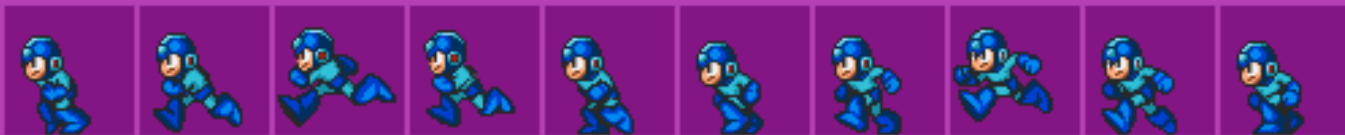
Jump



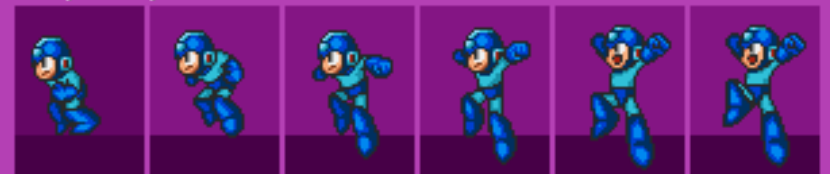
Inbetween



Run



Jump <Play in reverse for "Fall">



PLAYABLE CHARACTER SPRITING – EXTRA FALL



[15]



Fall Loop

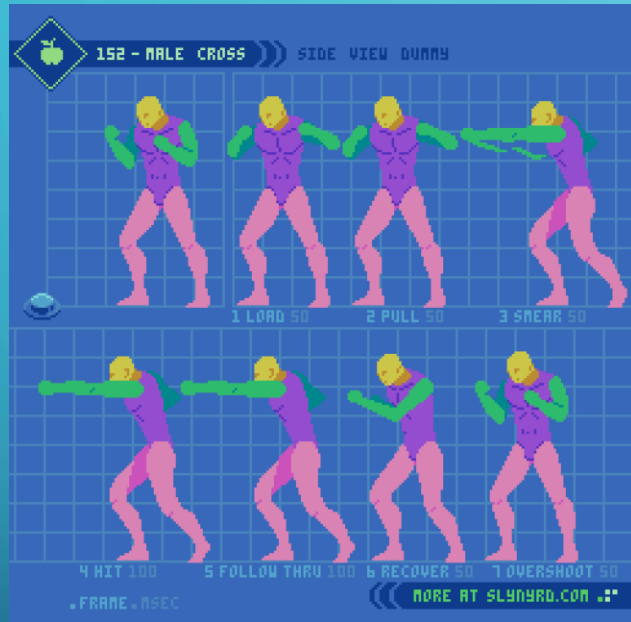


Extended Fall Loop



Fall Proof of Concept

PLAYABLE CHARACTER SPRITING - ATTACKING



[16]



[17]



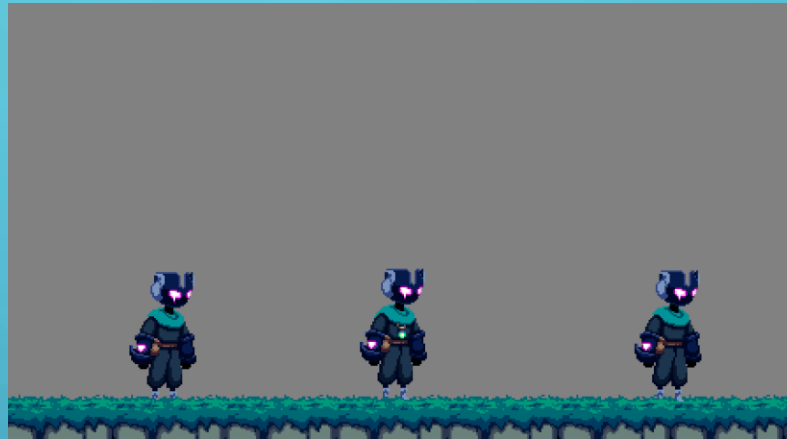
Single Punch



Multiple Punches



PLAYABLE CHARACTER SPRITING - DAMAGE



[18]

[19]

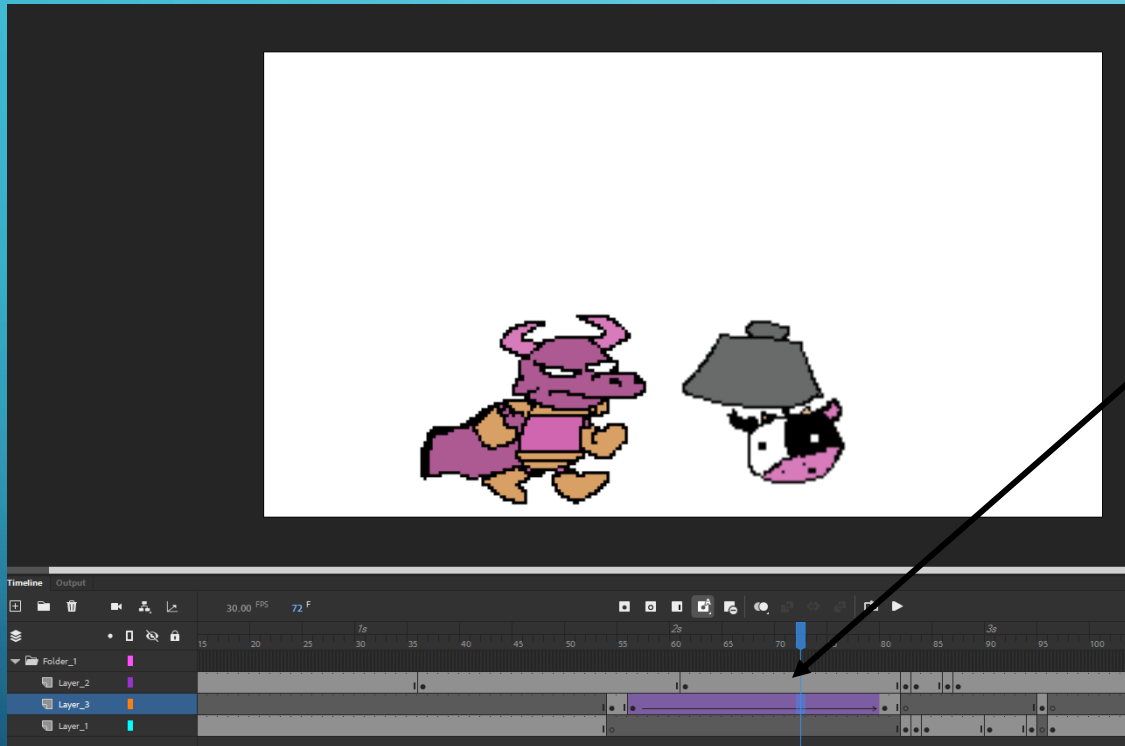


PLAYER CHARACTER - DEATH



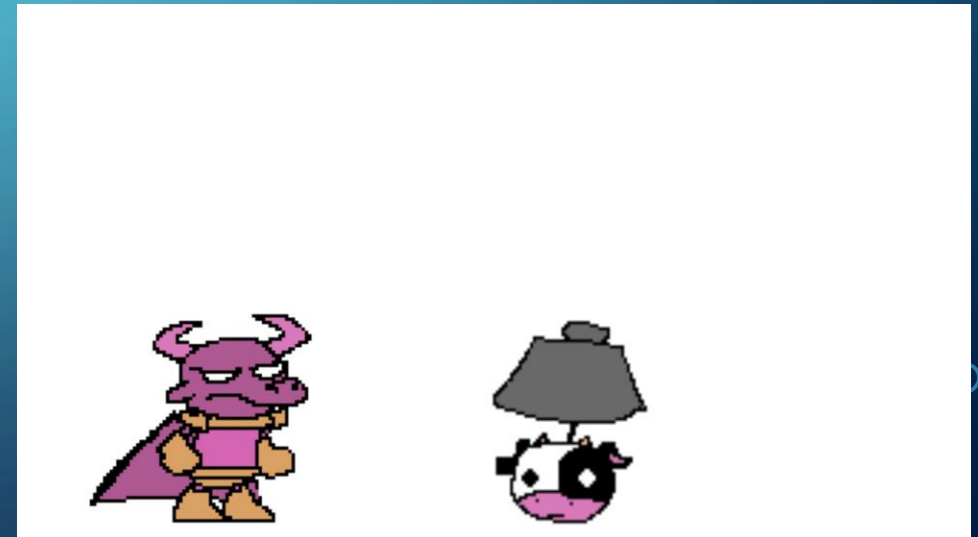
[21]

TESTING OUT ADOBE ANIMATE



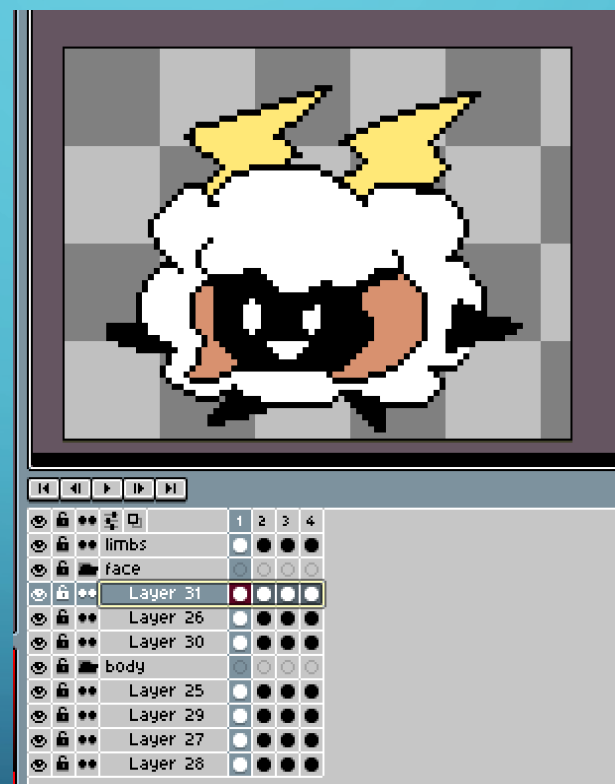
Tween – Makes an animation move from one place to the other

Test Animation



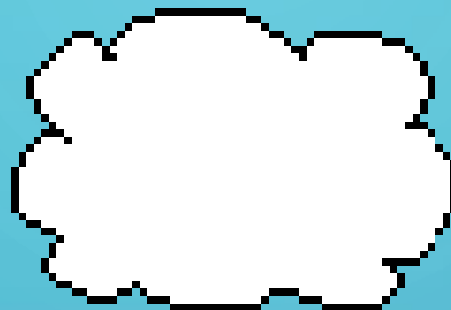


BOSS CHARACTER SPRITING



Boss Idle

BOSS INTRODUCTION



[22]



[23]

Intro Animation

BOSS ATTACK ANIMATIONS



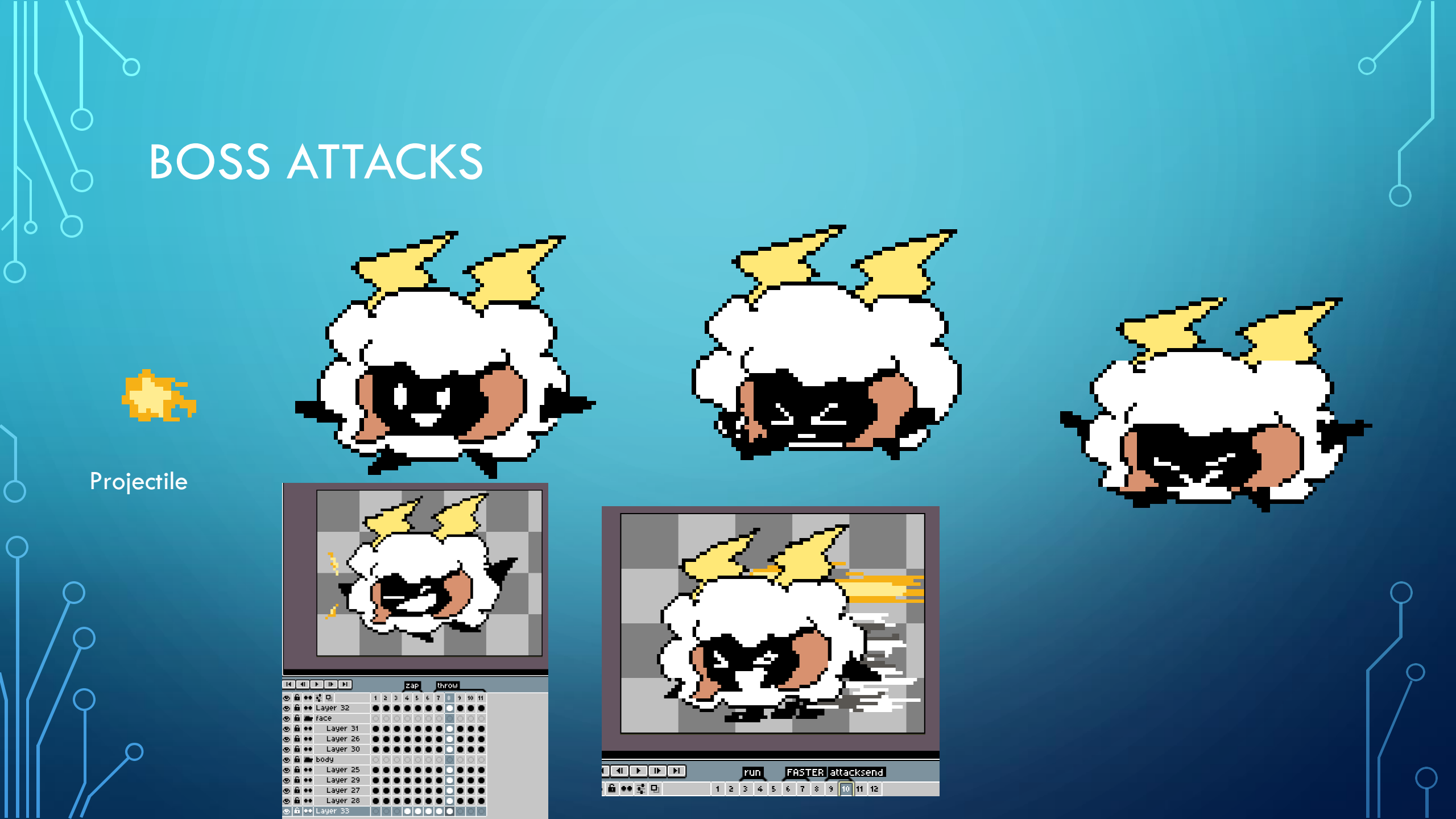
[24]

BOSS ATTACKS



Projectile

run FASTER attacksend

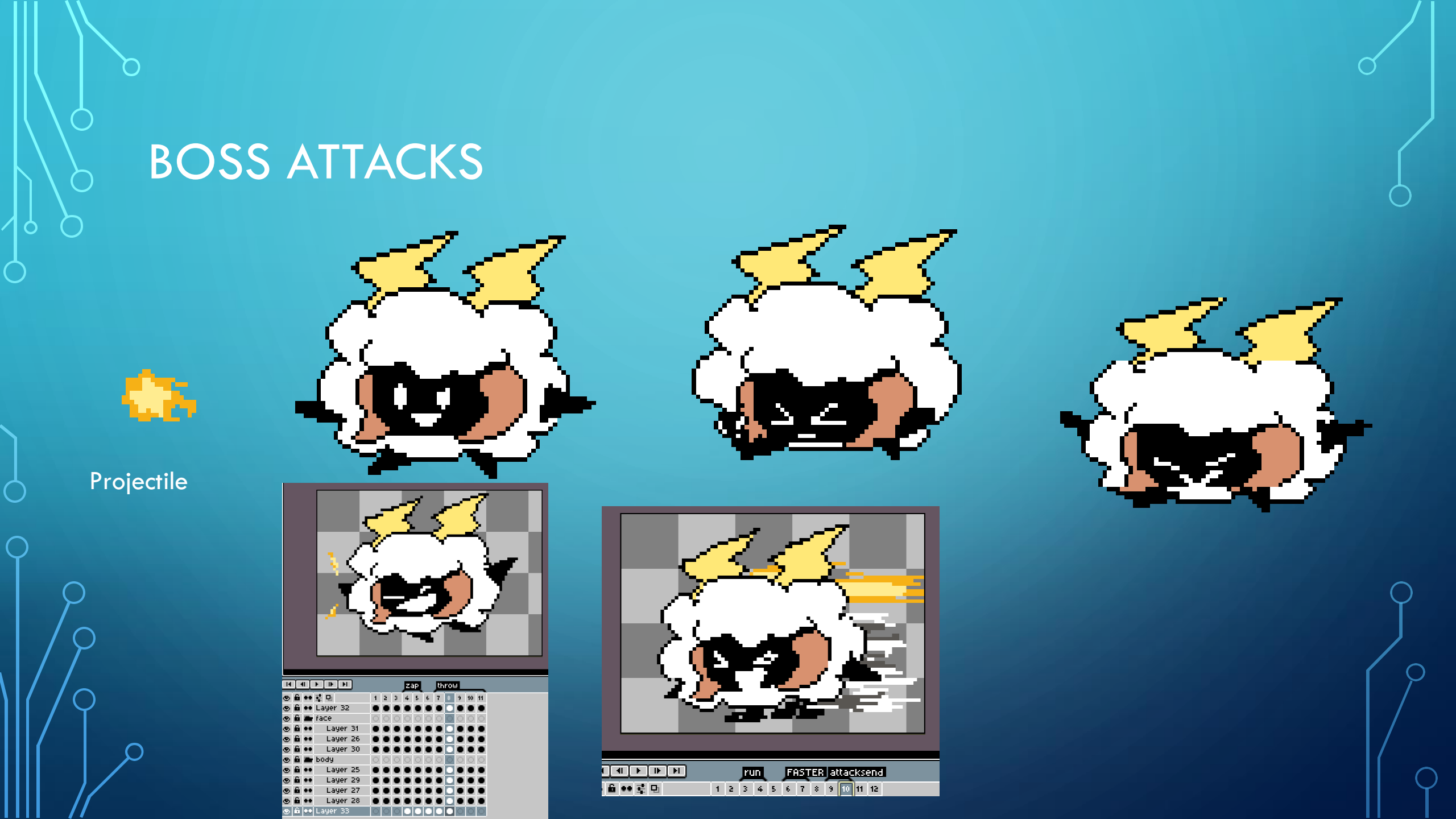
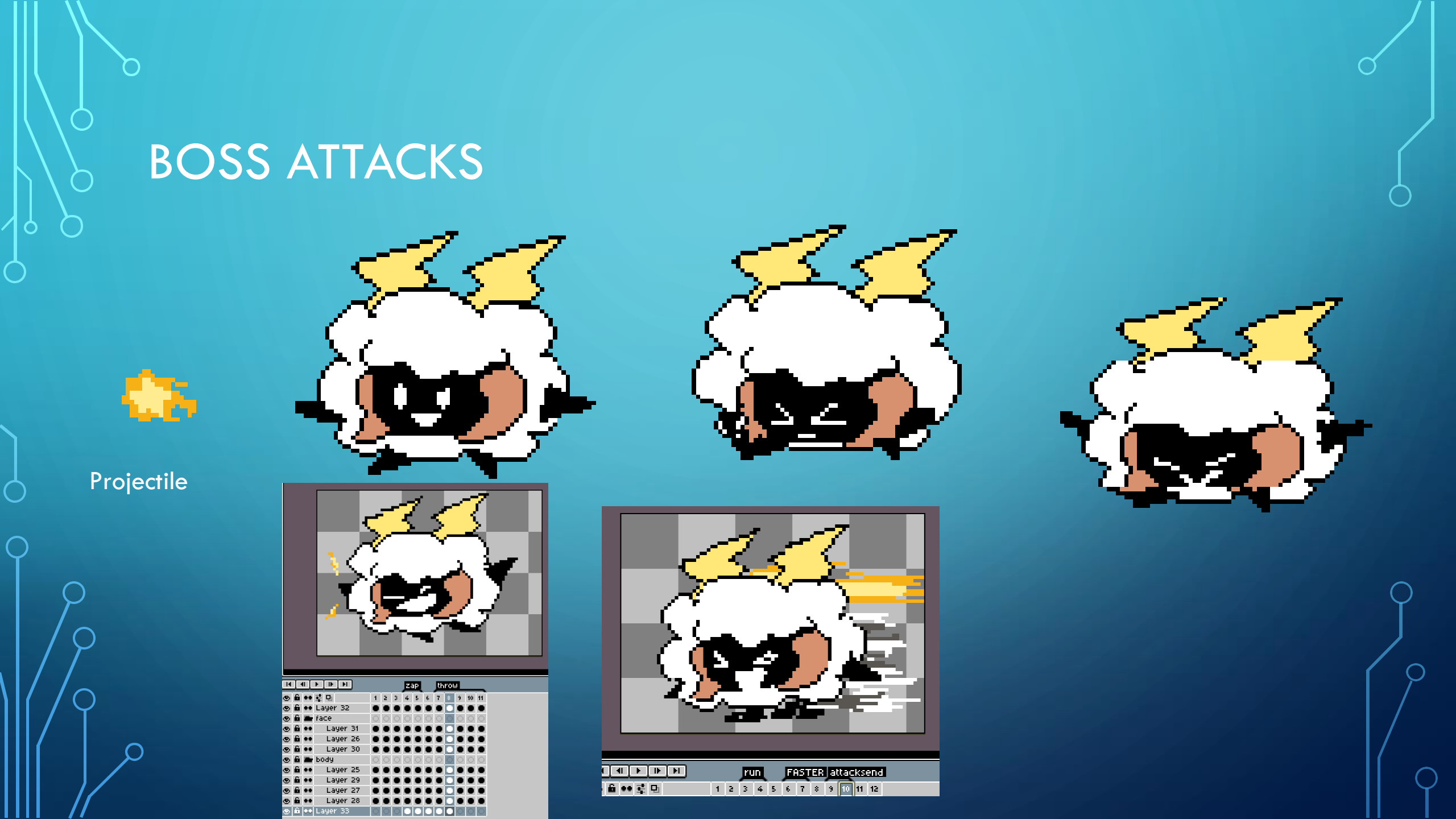
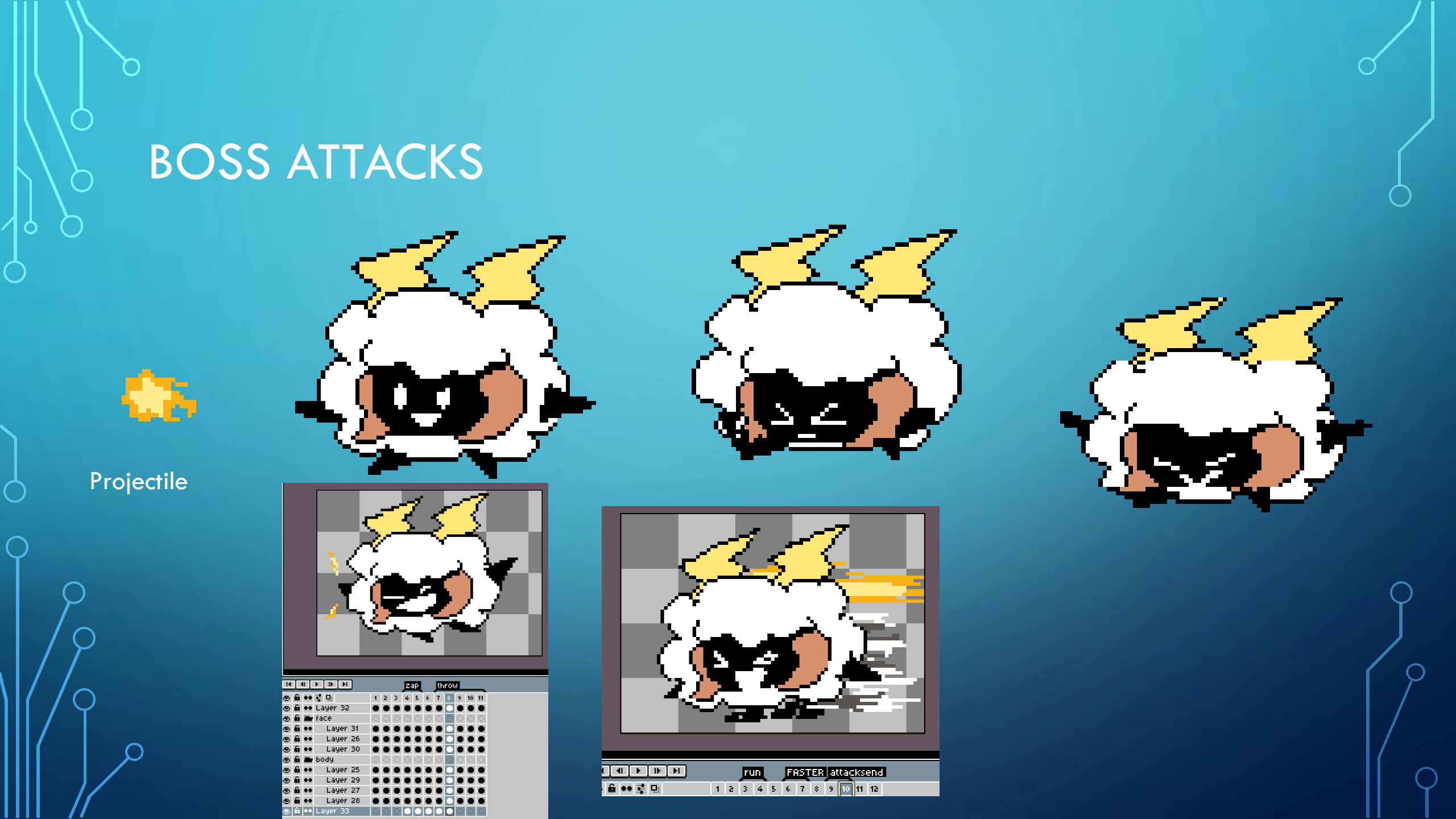
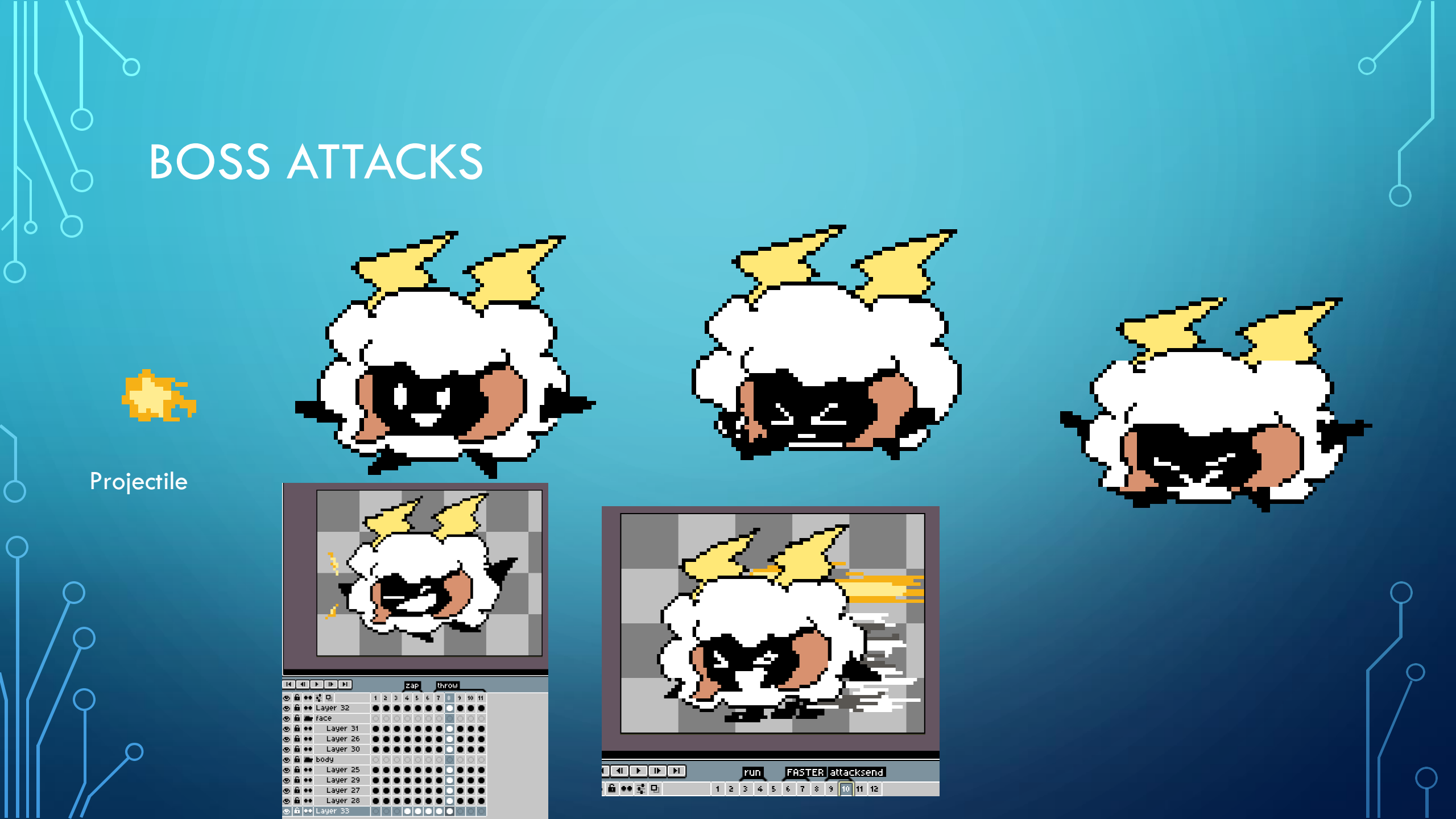
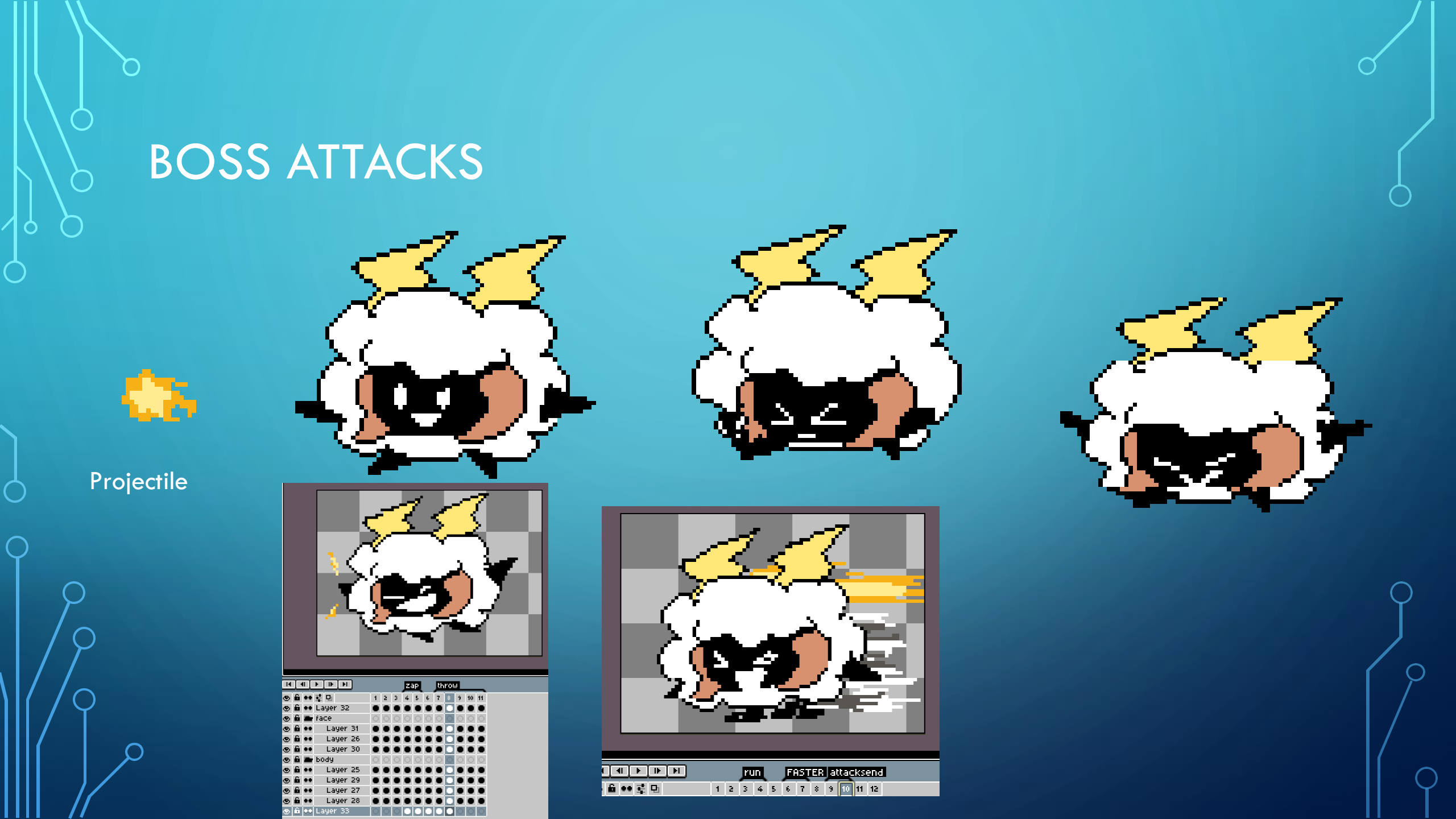


BOSS ATTACKS

Projectile

Layer editor overlay showing various layers (Layer 32, Layer 31, Layer 26, Layer 30, body, Layer 25, Layer 29, Layer 27, Layer 28, Layer 33) and a timeline (1-11).

Layer editor overlay showing various layers (Layer 32, Layer 31, Layer 26, Layer 30, body, Layer 25, Layer 29, Layer 27, Layer 28, Layer 33) and a timeline (1-12).



BOSS DAMAGE

[25]



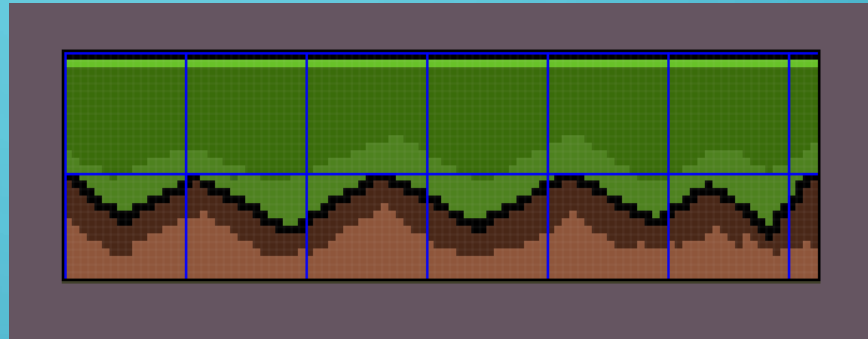
[26]



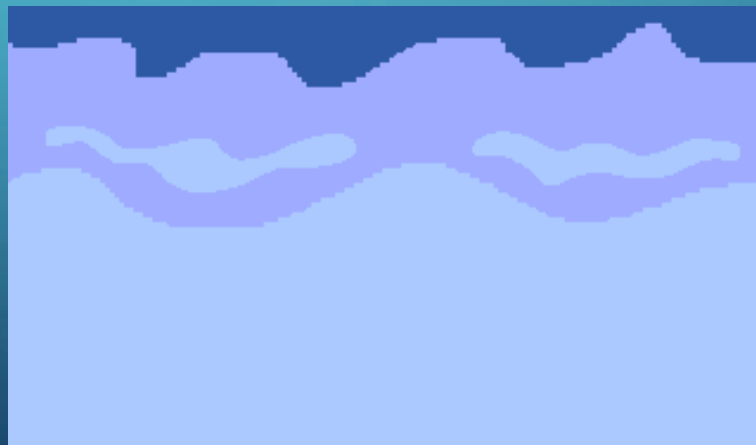
SETTING – BACKGROUND AND FLOOR



[26]



My floor tile

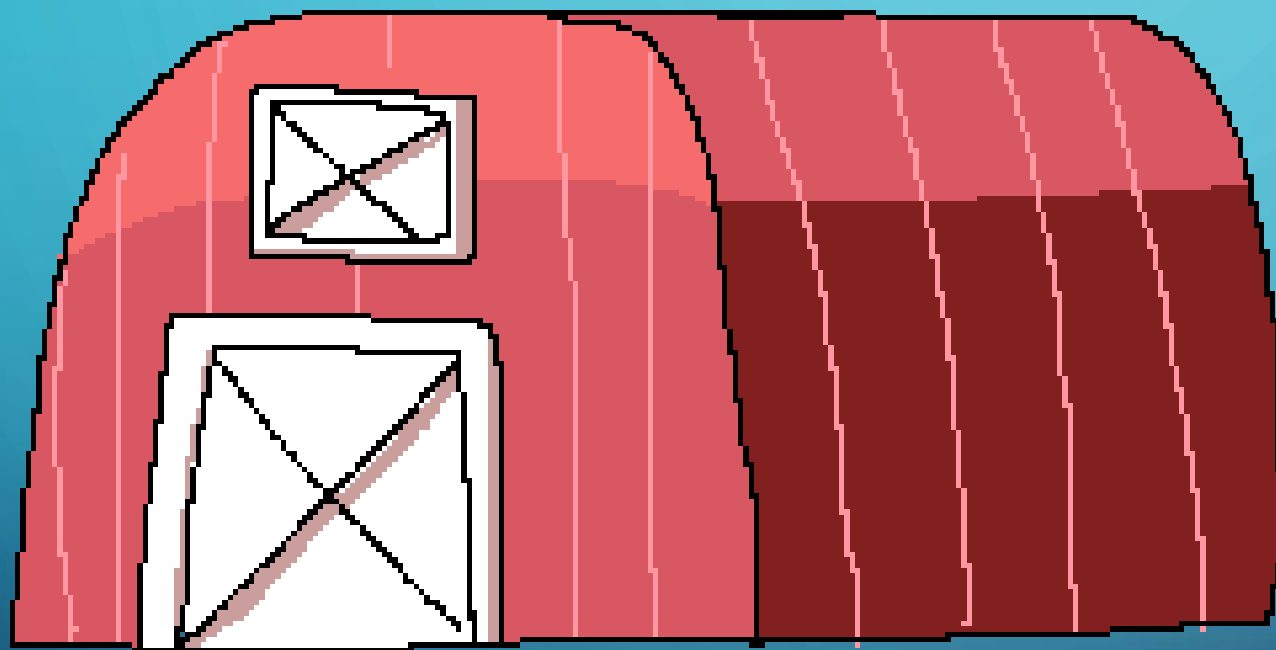


My sky background

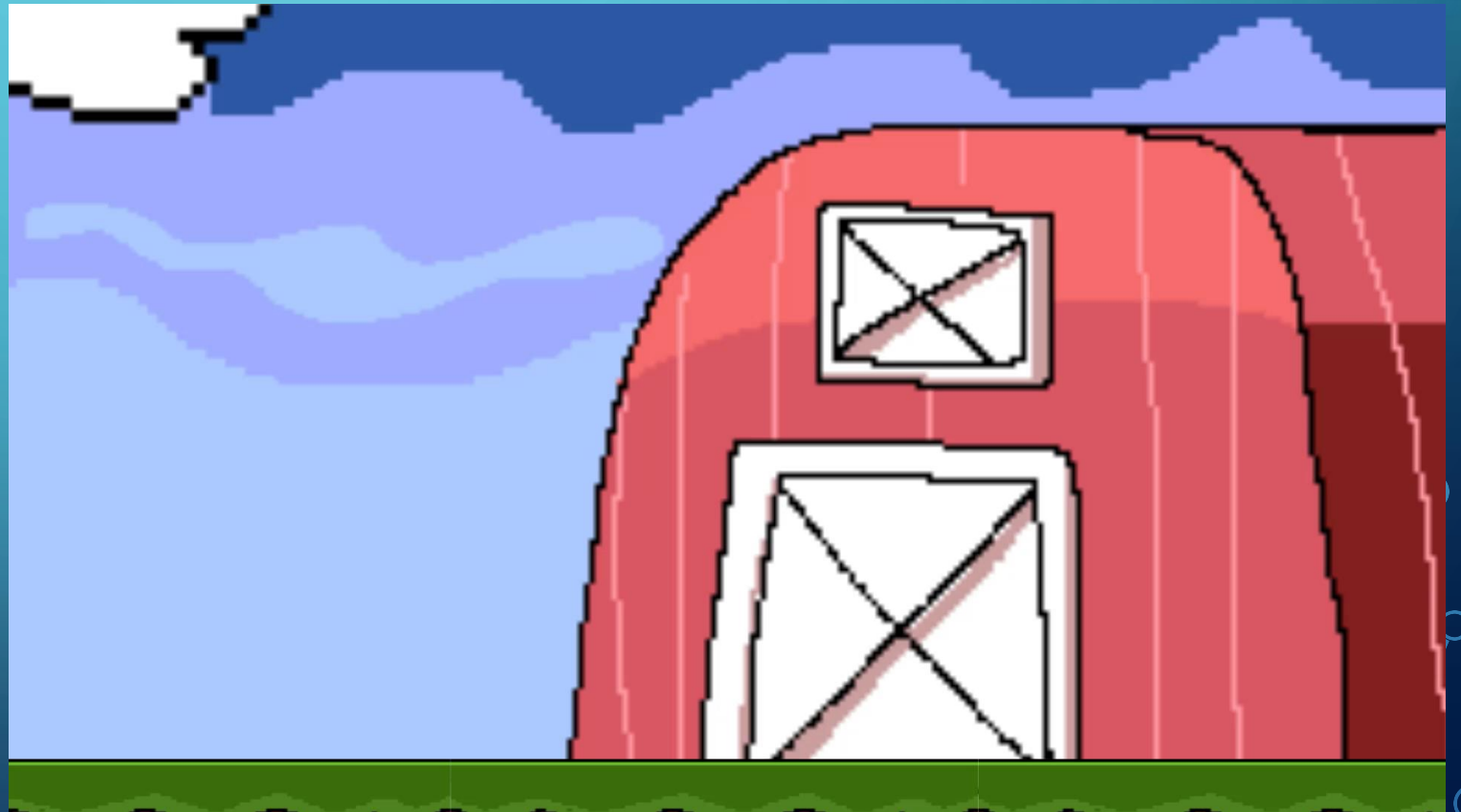
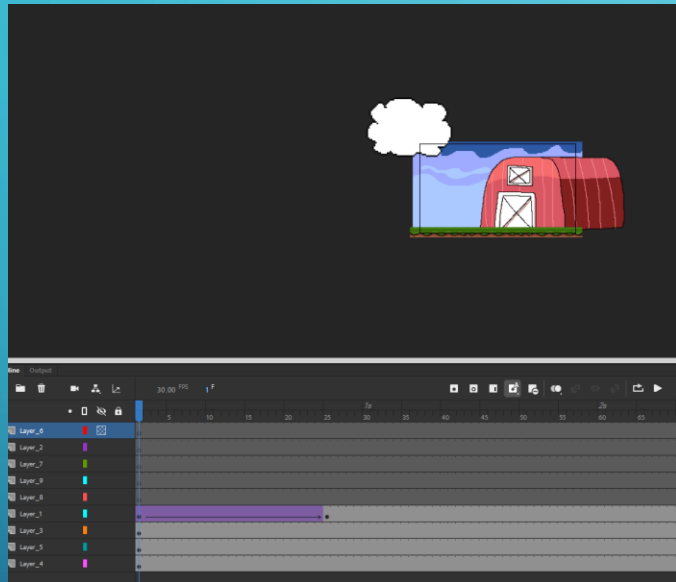
Purple variant



SETTING – BARN BACKGROUND



RAMY ANIMATION TEST WITH BACKGROUND



FINAL ANIMATION



PRIOR OBJECTIVES

- Further research on sprite sizes (COMPLETE)
- Further research on sprite shading (didn't do)
- Finish enemy animations (COMPLETE)
- Create animations for playable character (COMPLETE)
- Create background (COMPLETE)
- Create coin item animations (COMPLETE)
- Recreate boss animations (COMPLETE)
- Research any other data for the dissertation (COMPLETE)

EVALUATION

Positives:

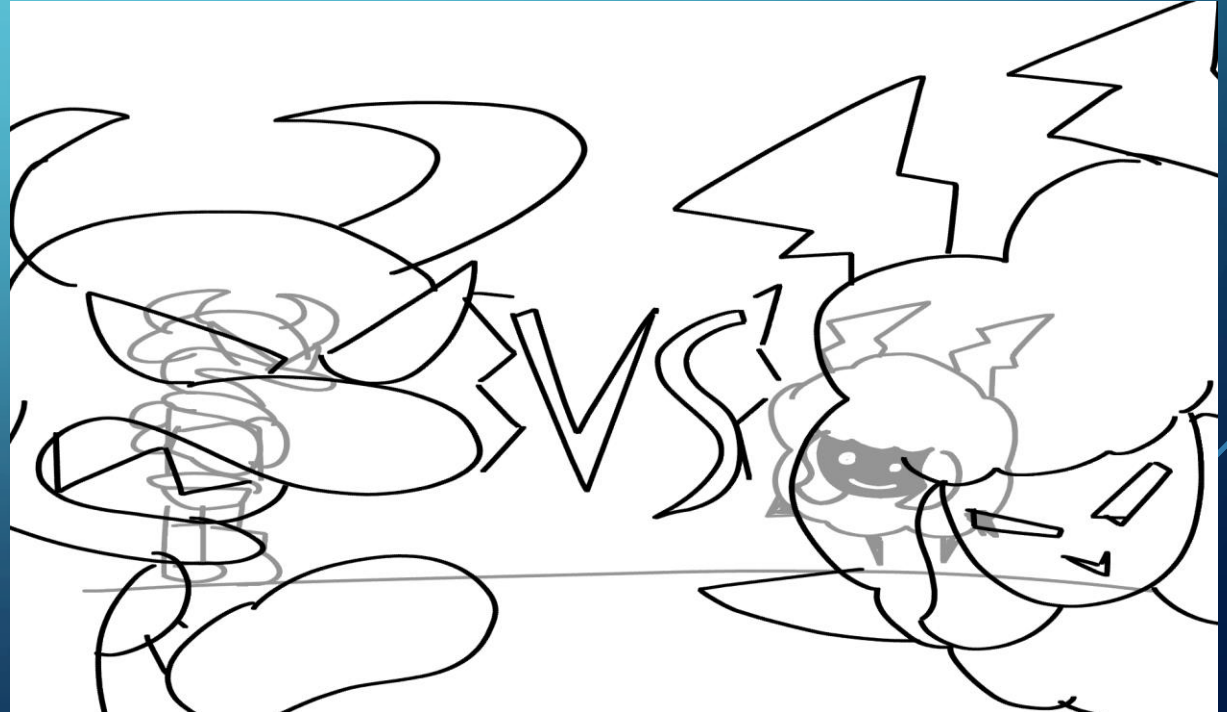
- Managed to create full movesets for multiple characters
- Got better at using Aseprite/Adobe Animate
- Got a feel of how it is to develop game animations
- Created multiple scenes of the characters showing off their animations

Negatives:

- Didn't have a consistent workflow
- Some parts of the finished product still look glitchy
- Didn't show off any developer thoughts of how they wanted to make animations
- Did not add shading to most sprites
- Multiple animations not seen in the final scene

FUTURE CONSIDERATIONS

- Make a simpler playable character for easier animations
- Make a HUD design (health bar, coin counter)
- Make a boss splash screen
- Add more "effects" during contact
- Experiment more with shading



The background is a blue gradient. In the corners, there are white line-art illustrations of circuit boards or neural networks, with lines and small circles representing nodes.

THANK YOU FOR LISTENING!

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