

HOW DOES LOADING SCREEN DESIGN REINFORCE A GAME'S NARRATIVE AND AESTHETIC IDENTITY?



INDEPENDENT PROJECT /// FINAL VIVA

SHARMAINE WILLIAMS

PLAN RECAP

- ✓ **Create a basic platform game 5-10 minutes in length with 3 levels.**
- ✓ **Add a variation of different loading screens between levels.**
- ✓ **Test users on the effects of the loading screens.**

PLAN RECAP

		GAME DESIGN DOCUMENTS: ONE-SHEET TEMPLATE	
GAME TITLE		Hot Crop Run	
INTENDED PLATFORMS		PC, phone	
TARGET AGE / DEMOGRAPHIC OF PLAYERS			
Suitable for all ages with non-violent gameplay, positive themes and a cartoony style.			
INTENDED PEGI / ESRB RATING			
PEGI 3 / E ESRB Rating.			
SUMMARY OF GAME STORY (FOCUSING ON GAMEPLAY)			
This is a simple 2D side scrolling platform game where the player must reach the end of the level while collecting as many crops as possible. The player can jump and move left or right. Certain golden crops can provide power-ups such as a speed boost or jump boost.			
UNIQUE SELLING POINTS (USP)			
Fun aesthetic – This game is set on a farm, which helps bring a unique visual appeal not often seen in typical platforming games. Easy to learn controls – this game has only three movement options, left, right and jump, making it easy to play for those new at games and accessible to those that may struggle playing other games with more buttons.			
COMPETITIVE PRODUCTS / SIMILAR GAMES			
Stardew Valley (ConcernedApe), Celeste (Matt Makes Games), Super Mario Bros. Series (Nintendo)			



Game

Organisation

Gantt Chart

Gantt Chart IP.xlsx

task	start date	end date	days	progress	1-Jan	8-Jan	15-Jan	22-Jan	29-Jan	5-Feb	12-Feb	19-Feb	26-Feb	5-Mar	12-Mar	19-Mar	26-Mar	2-Apr	9-Apr	16-Apr
PLANNING STAGE																				
JANUARY																				
Find examples of existing loading screens	01/01/2025	1/5/2025	4	100%																
Find examples of research papers	01/01/2025	1/10/2025	9	100%																
Create a one page GDD	10/01/2025	1/20/2025	10	100%																
Create moodboards	10/01/2025	1/20/2025	10	0%																
Sketch ideas for loading screens	10/01/2025	1/18/2025	8	75%																
Choose tools & programs	18/01/2025	1/31/2025	13	50%																
PRE-PRODUCTION																				
JANUARY																				
List assets needed	15/01/2025	1/25/2025	10	0%																
List sounds/music needed	15/01/2025	1/25/2025	10	0%																
Find free assets to use	20/01/2025	1/31/2025	11	0%																
Find free sounds/music to use	20/01/2025	1/31/2025	11	0%																
PROTOTYPING																				
FEBRUARY																				
Create any other necessary assets	01/02/2025	2/15/2025	14	0%																
Design prototype loading screen 1	15/02/2025	2/17/2025	2	0%																
Design prototype loading screen 2	17/02/2025	2/19/2025	2	0%																
Design prototype loading screen 3	19/02/2025	2/21/2025	2	0%																
Begin building game base in unreal engine	21/02/2025	2/28/2025	7																	
PRODUCTION																				
MARCH																				
Build level 1	01/03/2025	3/10/2025	9																	
Build level 2	08/03/2025	3/15/2025	7																	
Build level 3	15/03/2025	3/25/2025	10																	
Make final loading screen 1	15/03/2025	3/31/2025	16																	
Make final loading screen 2	15/03/2025	3/31/2025	16																	
Make final loading screen 3	15/03/2025	3/31/2025	16																	
Add sounds and music	20/03/2025	3/31/2025	11																	
REFINEMENT & BUG FIXING																				
APRIL																				
Playtest game and record bugs	01/04/2025	4/5/2025	4																	
Have a friend playtest and record bugs	01/04/2025	4/5/2025	4																	
Fix bugs found	05/04/2025	4/10/2025	5																	
SURVEYS & PLAYTEST																				
APRIL																				
Create a survey	10/04/2025	4/12/2025	2																	
Give survey and game to 10-15 participants	11/04/2025	4/14/2025	3																	
Record results from playtest	12/04/2025	4/20/2025	8																	

Asset List

Asset List (HCR).xlsx

Asset Name	Type	Resolution	Frame Count	Notes	Status	Link to Origin
Player Character						
1 Idle animation	Sprite	32 x 32			Create	
4 Run animation	Sprite	32 x 32			Create	
5 Jump animation	Sprite	32 x 32			Create	
6 Fall animation	Sprite	32 x 32			Create	
7 Hurt animation	Sprite	32 x 32			Create	
Environment Tiles						
10 Grass tiles	Sprite				Find	https://kainos.itch.io/pixel-art-platformer-village-props
11 Dirt tiles	Sprite				Find	https://kainos.itch.io/pixel-art-platformer-village-props
12 Wooden platforms (Bridges)	Sprite				Find	https://kainos.itch.io/pixel-art-platformer-village-props
13 Fence pieces	Sprite				Find	https://kainos.itch.io/pixel-art-platformer-village-props
Background						
16 Main background (e.g grassy hills)	Sprite				Find	https://craftpix.net/freebies/free-summer-pixel-art-backgrounds/
17 Clouds	Sprite				Find	https://craftpix.net/freebies/free-clouds-pixel-art-asset-pack/
18 Trees	Sprite				Find	https://craftpix.net/freebies/free-tree-pixel-art-asset-pack/
19 Bushes	Sprite				Find	https://craftpix.net/freebies/free-bush-assets-pixel-art-pack/
20 Rocks	Sprite				Find	https://craftpix.net/freebies/free-rocks-pixel-art-asset-pack/
Collectibles						
23 Carrot (Health)	Sprite	16 x 16			Find	https://mpelay.itch.io/fruitsvegetables-items-pack
24 Tomato (Speed boost)	Sprite	16 x 16			Find	https://mpelay.itch.io/fruitsvegetables-items-pack
25 Coin	Sprite	16 x 16			Find	
UI Elements						
28 Carrot icons (health system)	Sprite			similar to minecraft hearts displayed on top right	Find	
29 Clock icon (Timer)	Sprite				Find	
Enemies						
32 Evil plant (Red)	Sprite	32 x 32	attack - 7 idle - 4	Only include attack and idle animation	Find	https://craftpix.net/freebies/free-predator-plant-mobs-pixel-art-pack/
33 Evil plant (Blue)	Sprite	32 x 32	attack - 7 idle - 4	Only include attack and idle animation	Find	https://craftpix.net/freebies/free-predator-plant-mobs-pixel-art-pack/
34 Evil plant (Purple)	Sprite	32 x 32	attack - 7 idle - 4	Only include attack and idle animation	Find	https://craftpix.net/freebies/free-predator-plant-mobs-pixel-art-pack/
Audio						
36 Start	SFX	N/A	N/A	Plays when player clicks 'start game'	Find	https://pixabay.com/sound-effects/game-start-6104/
37 Grass (Run) animation	SFX	N/A	N/A	Walking on grass	Find	https://pixabay.com/sound-effects/running-in-grass-6237/
38 Jump animation	SFX	N/A	N/A	Cartoon boing	Find	https://pixabay.com/sound-effects/cartoon-jump-6462/
39 Falling (Fall) animation	SFX	N/A	N/A	When falling down a pit to death (wilhelm scream)	Find	https://pixabay.com/sound-effects/female-wilhelm-scream-audacity-86903/
41 Hurt (Receiving damage)	SFX	N/A	N/A		Find	https://pixabay.com/sound-effects/retro-hurt-1-236672/
42 Thud (When landing)	SFX	N/A	N/A	Same as walking	Find	https://pixabay.com/sound-effects/running-in-grass-6237/
43 Birds chirping	SFX	N/A	N/A		Find	https://pixabay.com/sound-effects/birds-chirping-75156/

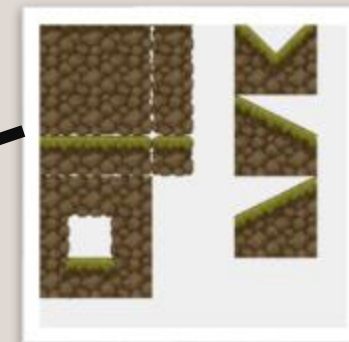
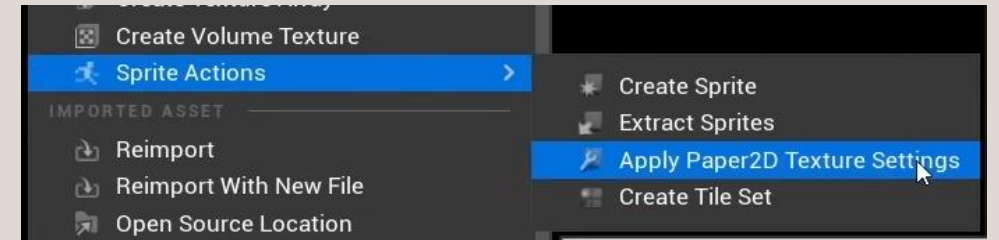
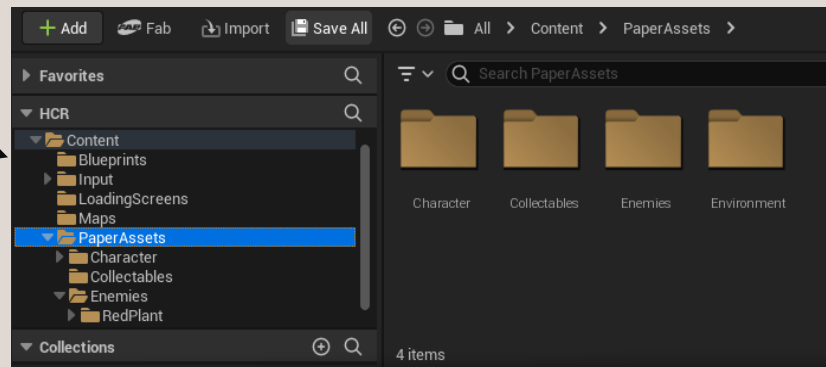
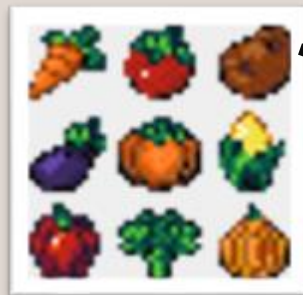
Google Drive

Name ↑	Owner	Last modified ▼	File size	
 Backup Game Files	 me	25 Mar 2025 me	—	    
 Loading Screens	 me	27 Feb 2025 me	—	    
 Sprite Sheets	 me	22 Feb 2025 me	—	

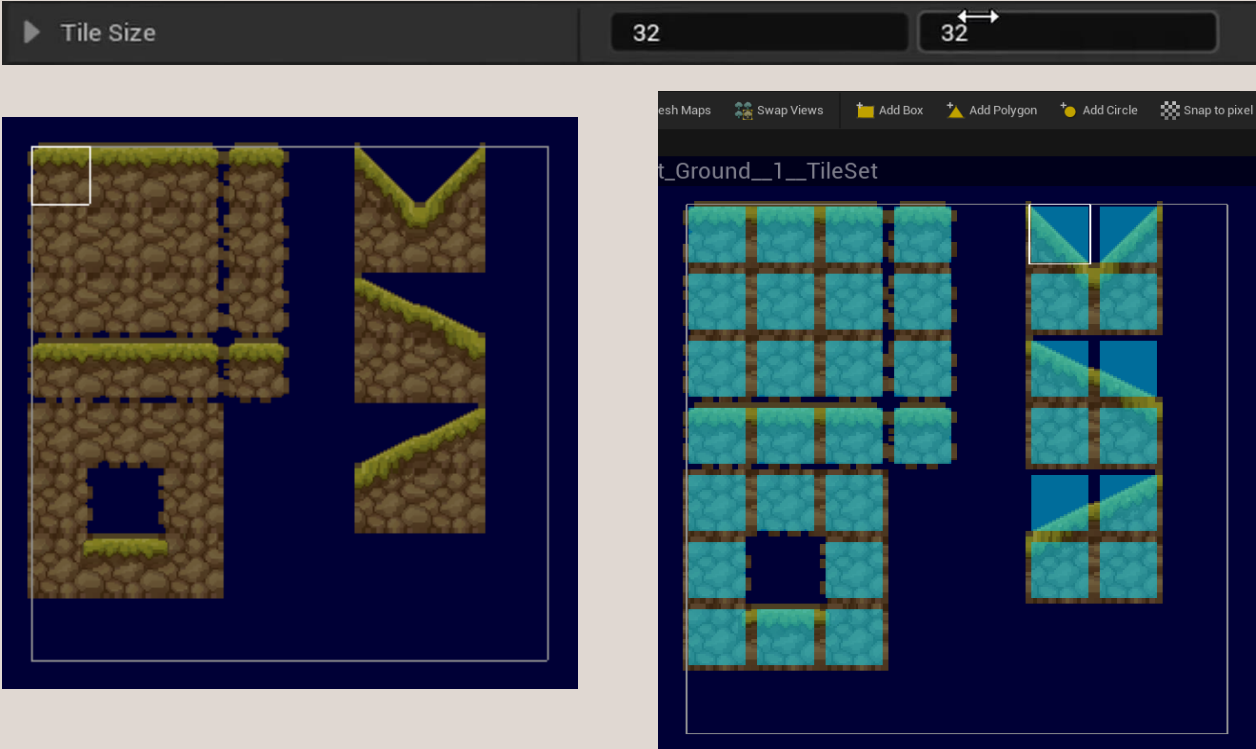
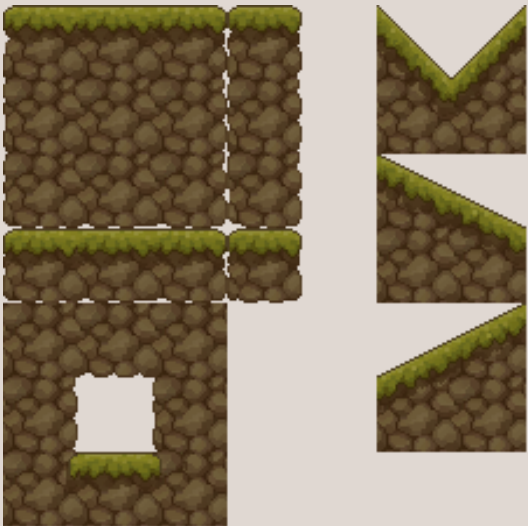
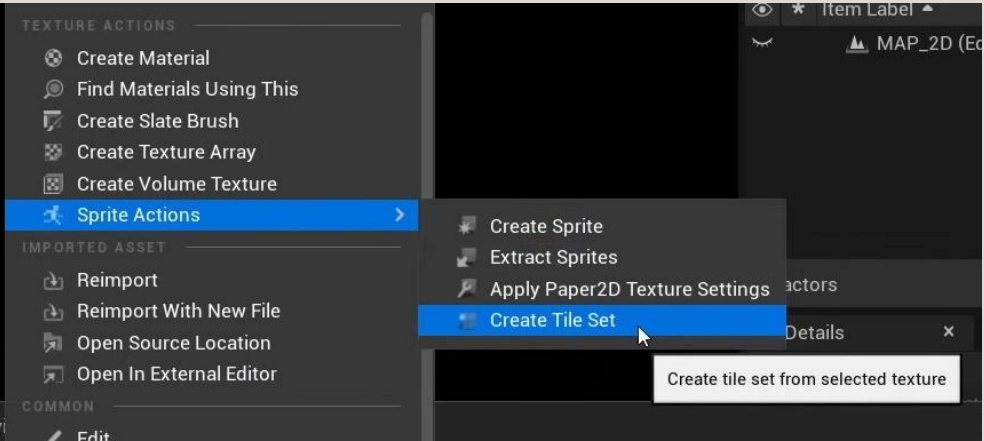
Name ↑	Owner	Last modified ▼	File size	
 Backgrounds	 me	22 Feb 2025 me	—	
 Collectibles	 me	22 Feb 2025 me	—	
 Enemies	 me	22 Feb 2025 me	—	
 Environment Tiles	 me	22 Feb 2025 me	—	
 Player Character	 me	22 Feb 2025 me	—	
 UI Elements	 me	22 Feb 2025 me	—	

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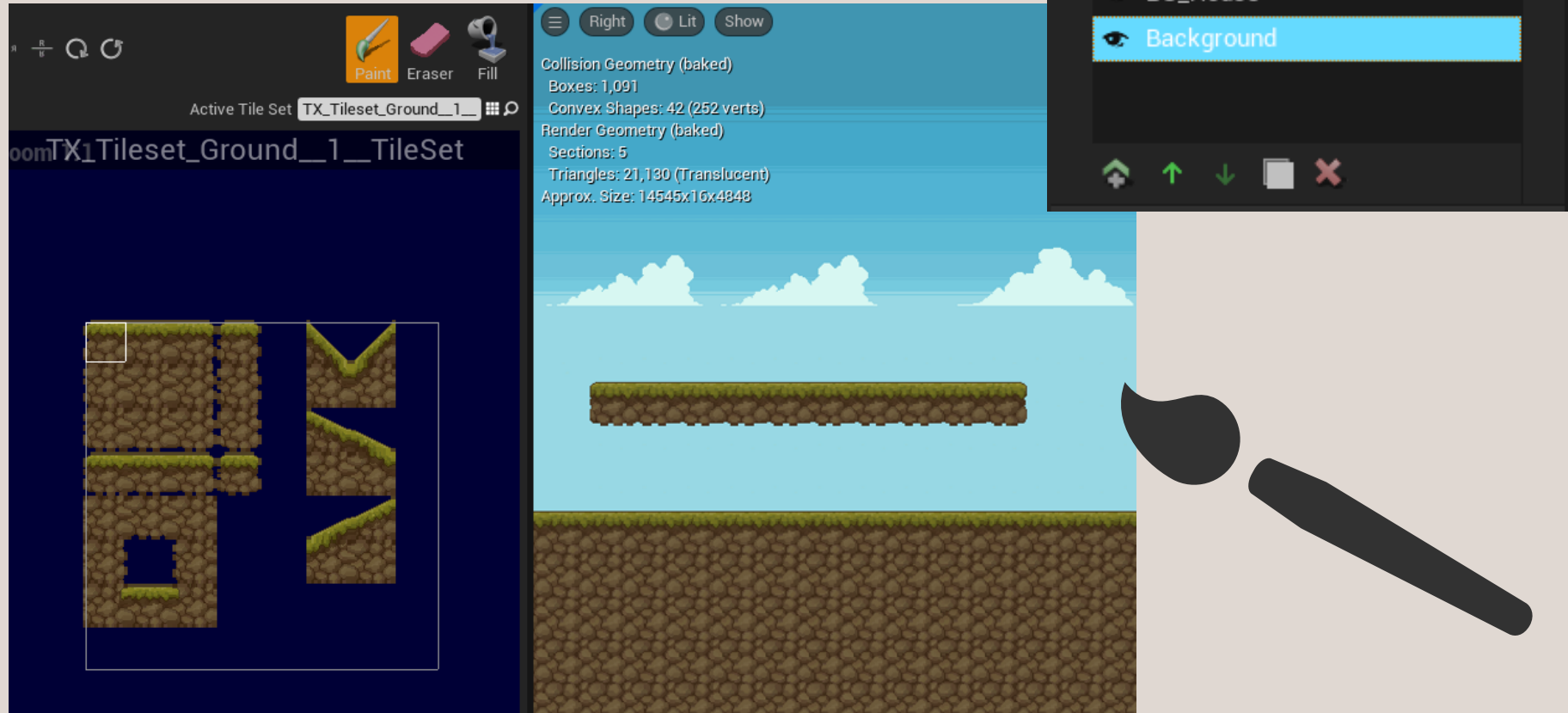
Importing Assets



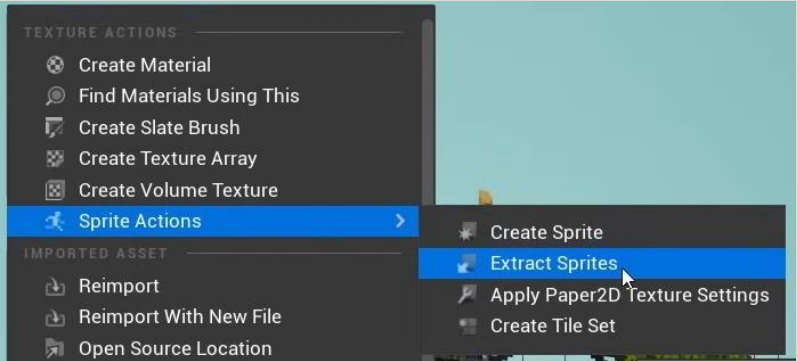
Tile Sets

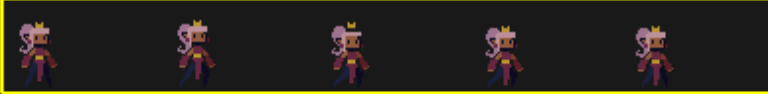


Creating the tile map



Character Sprite Extraction




Grid

Cell Width	390/5	↩
Cell Height	48	↩
Num Cells X	0	
Num Cells Y	0	
Margin X	0	
Margin Y	0	
Spacing X	0	

↓

Grid

Cell Width	78	↩
Cell Height	48	↩
Num Cells X	0	
Num Cells Y	0	
Margin X	0	
Margin Y	0	

Character Blueprint

COMMON

Actor

An Actor is an object that can be placed or spawned in the world.

?

Pawn

A Pawn is an actor that can be 'possessed' and receive input from a controller.

?

Character

A character is a type of Pawn that includes the ability to walk around.

?

Player Controller

A Player Controller is an actor responsible for controlling a Pawn used by the player.

?

Game Mode Base

Game Mode Base defines the game being played, its rules, scoring, and other facets of the game type.

?

Actor Component

An ActorComponent is a reusable component that can be added to any actor.

?

Scene Component

A Scene Component is a component that has a scene transform and can be attached to other scene components.

?

ALL CLASSES

paper

Object

Actor

PaperFlipbookActor

PaperGroupedSpriteActor

PaperSpriteActor

PaperTerrainActor

PaperTileMapActor

Pawn

Character

PaperCharacter

10 items (1 selected)

APaperCharacter behaves like ACharacter, but uses a UPaperFlipbookComponent instead of UCharacterFlipbookComponent.
Note: The variable named Mesh will not be set up on this actor!

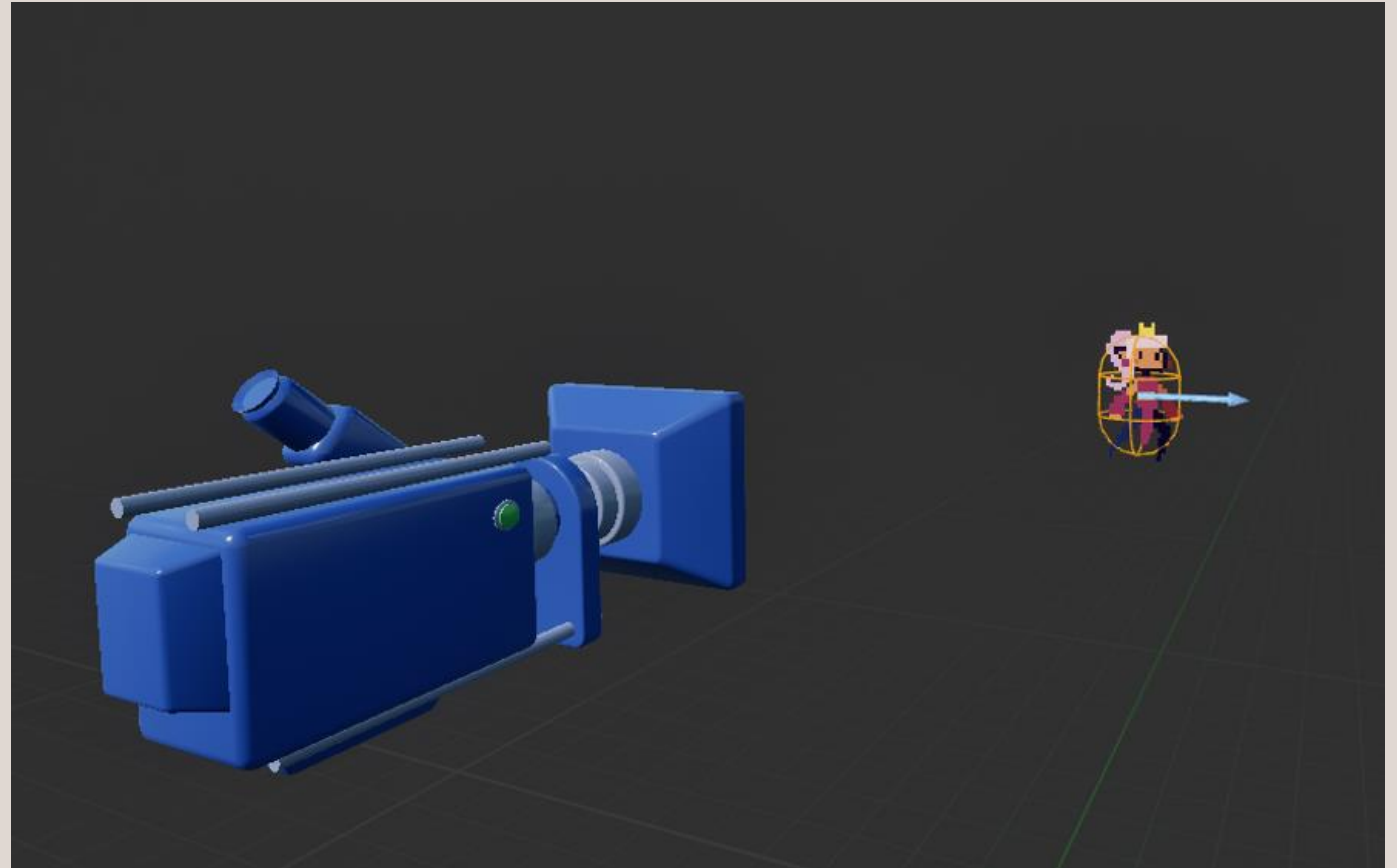
5/11/2025

11

Camera Setup

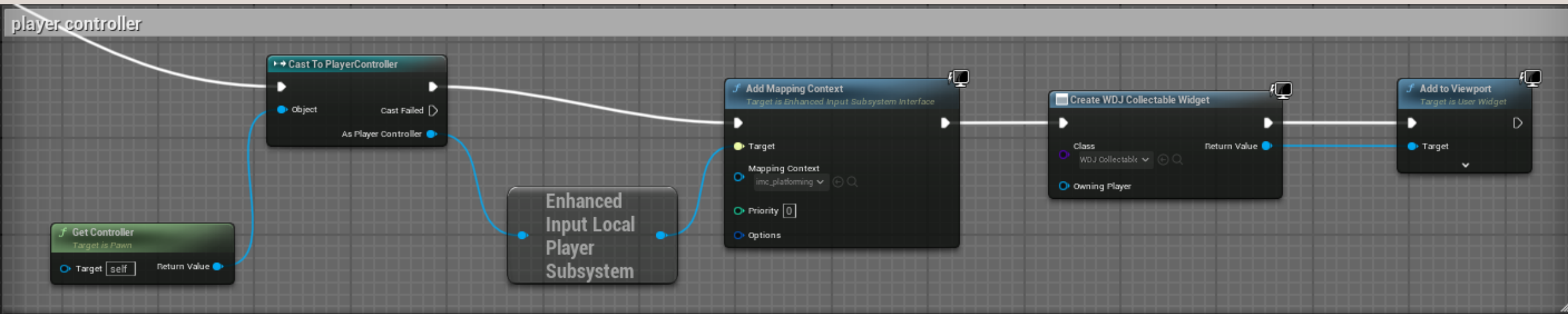
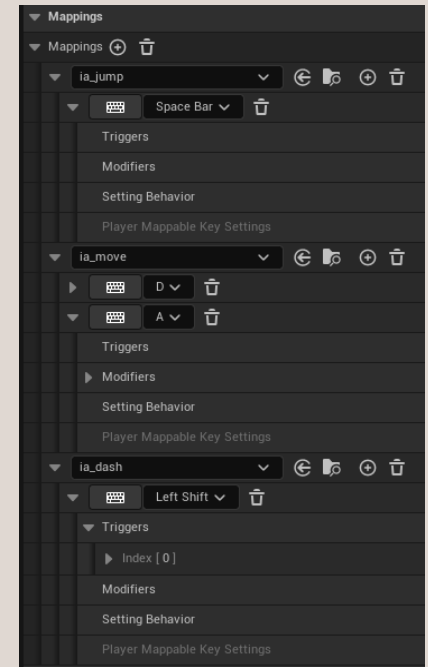
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Ortho Width	512.0
Ortho Near Clip Plane	0.0

▼ Camera Settings		
Projection Mode	Orthographic ▾	↶
Ortho Width	1200.0	↶
Ortho Near Clip Plane	0.0	



Movement Controls

- A - walk left
- D - walk right
- Space - jump
- Space x2 - double jump
- LShift - dash



User Interface

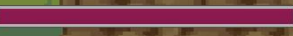
Collectables



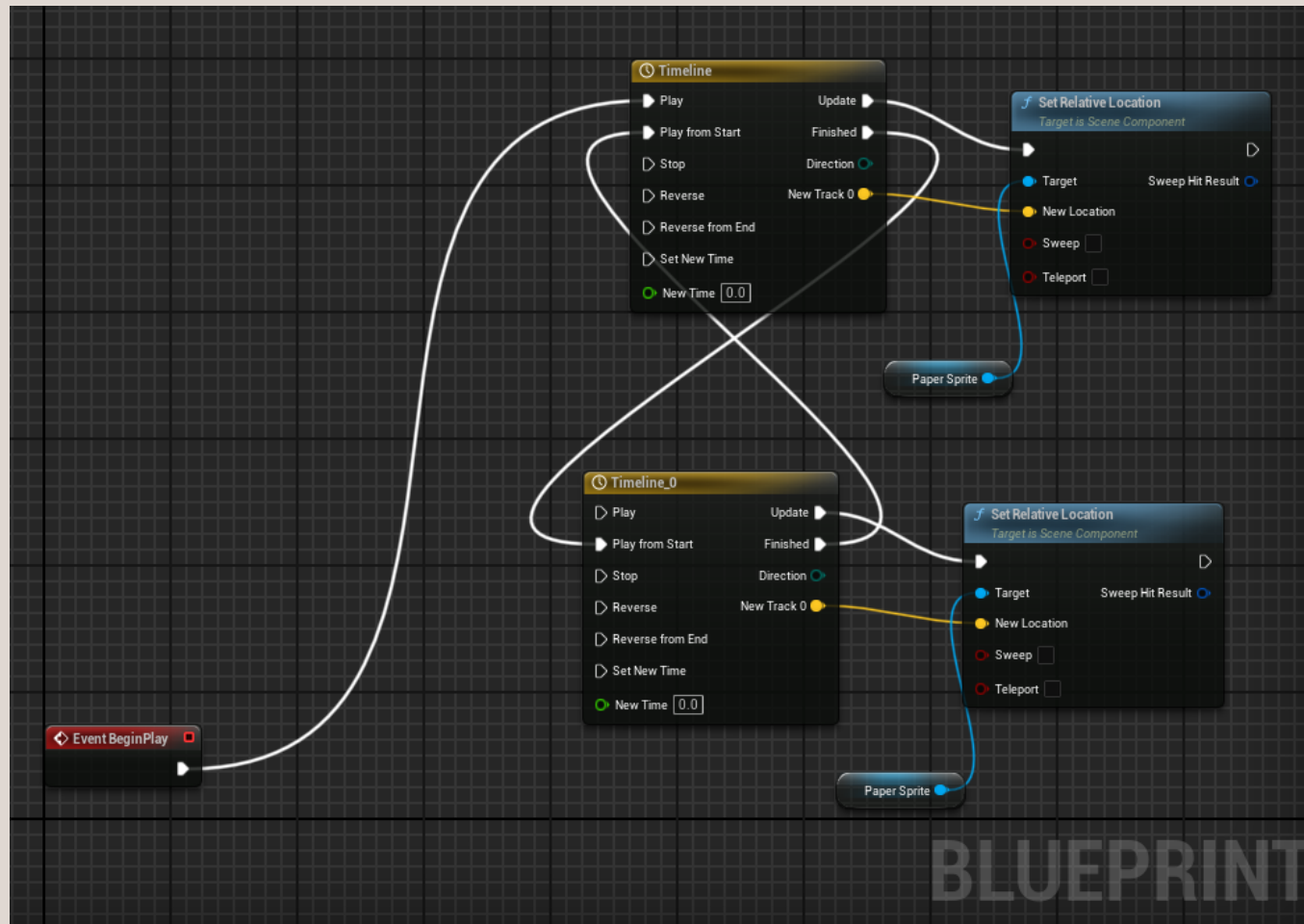
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Timer

Health Bar

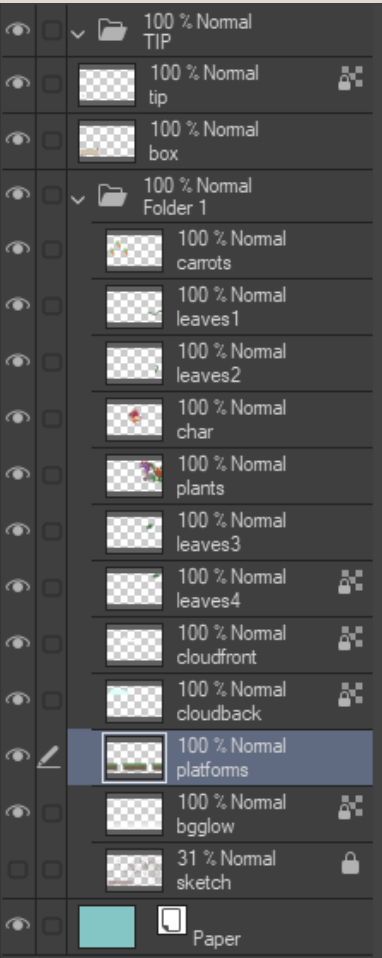
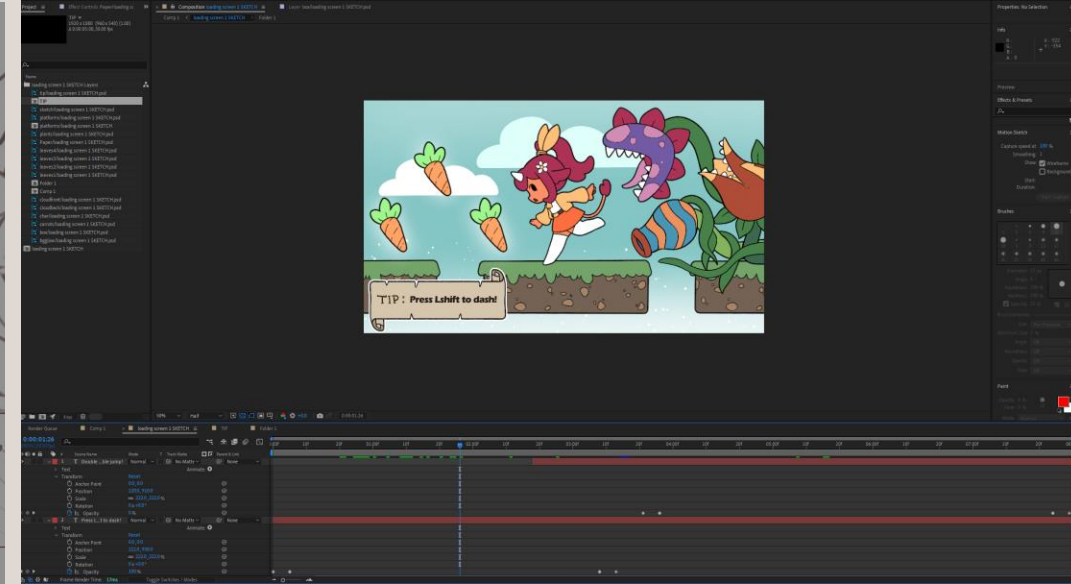
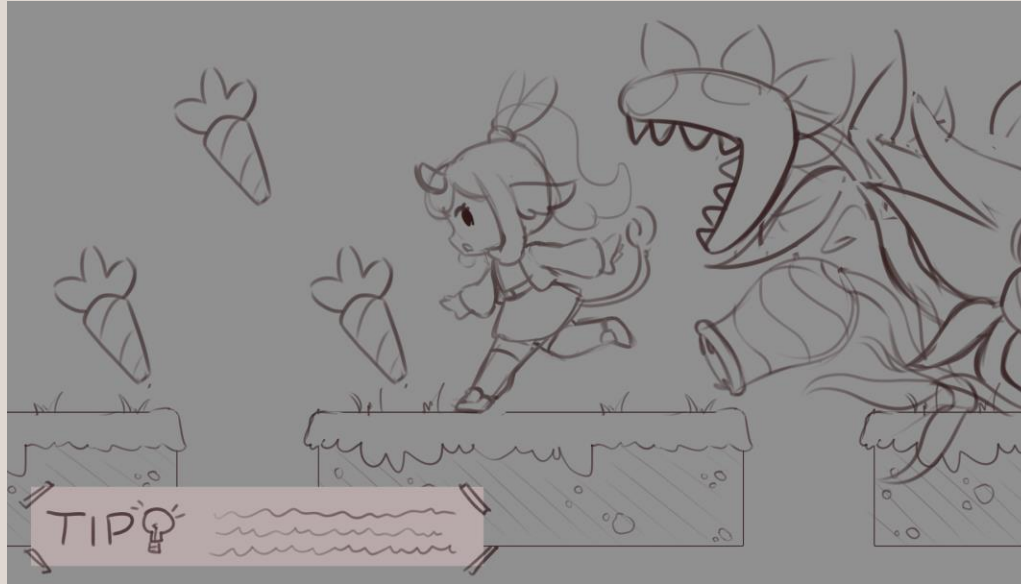


Collectables



LOADING SCREENS

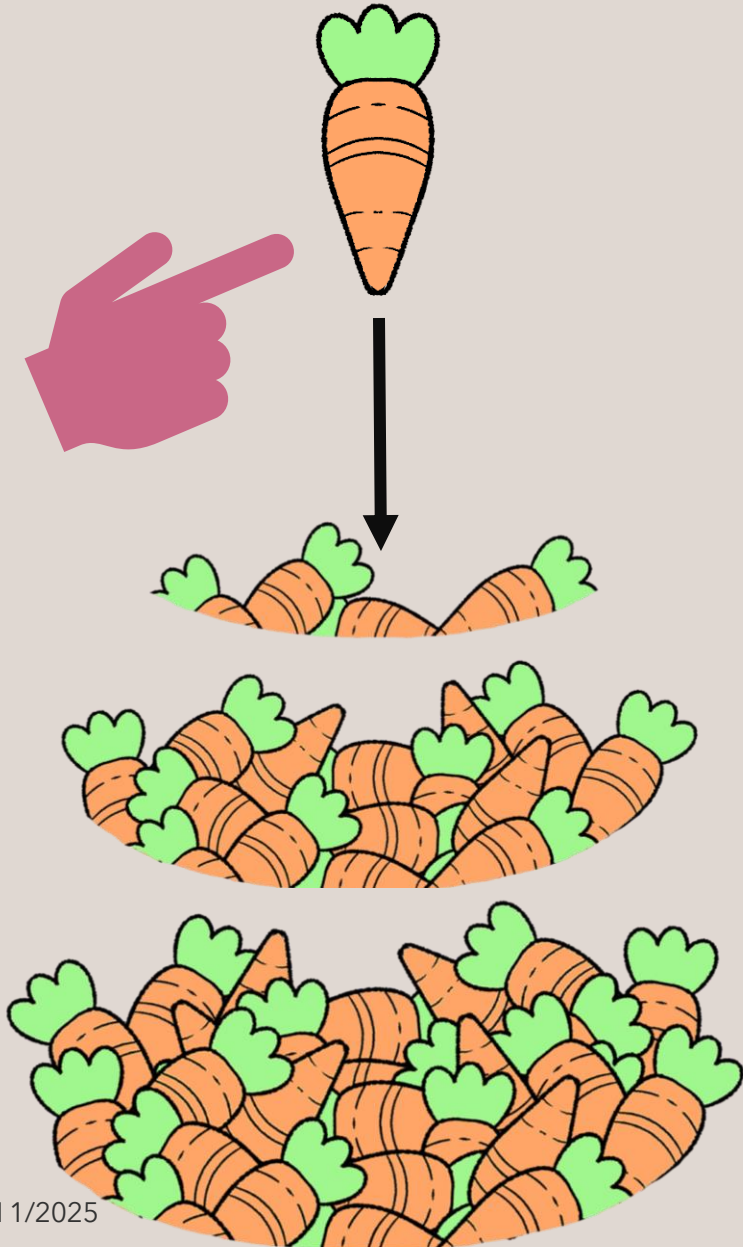
Creative Process



Loading Screen 1



Loading Screen 2



Loading Screen 3



OVERVIEW

Planned Features

High Priority	Medium Priority	Low Priority
- Levels 2+3 - Loading screen video implementation - Loading screen 2 (clicker minigame) - Player death at 0 health - Player death when falling off map - Respawn function + button - Health packs - End level (box trigger) - Next level button	- Sounds + Music - Player death animation - Redo flipbooks animations with new character	- Map background décor - Dash animation - Player attack function - Ladder + climbing function - 'Spicy pepper' speed boost item function - Enemy variations

THANK YOU FOR LISTENING!

PROJECT LINKS:

Google Drive: <https://drive.google.com/drive/folders/1kapb53pzeJHxtEDLODTfvmyMvHIVI6KU?usp=sharing>
[Gantt Chart IP.xlsx](#)
[Asset List \(HCR\).xlsx](#)

PROGRAMS:

CELSYS, “Clip Studio Paint,” CELSYS, [Online]. Available: <https://www.clipstudio.net/en>.
Adobe Systems, “After Effects,” Adobe, [Online]. Available: <https://www.adobe.com/products/aftereffects.html>.
Epic Games, “Unreal Engine 5,” Epic Games, [Online]. Available: <https://www.unrealengine.com/en-US/unreal-engine-5>.
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- 2) Cobra Code, “How to make a 2D game in Unreal Engine 5 - Beginner Tutorial,” YouTube, Nov. 14, 2021. [Online]. Available: <https://www.youtube.com/watch?v=g31NTpq9p-o> [Accessed: Mar. 2, 2025].
- 3) Fcb dev, “How To Dash In 2 Minutes | Unreal Engine 5 Tutorial” YouTube, Nov. 14, 2021. [Online]. Available: https://www.youtube.com/watch?v=rF_olaDvtJ4 [Accessed: Mar. 2, 2025].
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- 5) Craftpix, “Free Clouds Pixel Art Asset Pack,” Craftpix, [Online]. Available: <https://craftpix.net/freebies/free-clouds-pixel-art-asset-pack/>. [Accessed: Feb. 3, 2025].
- 6) Craftpix, “Free Tree Pixel Art Asset Pack,” Craftpix, [Online]. Available: <https://craftpix.net/freebies/free-tree-pixel-art-asset-pack/>. [Accessed: Feb. 8, 2025].
- 7) Craftpix, “Free Bush Assets Pixel Art Pack,” Craftpix, [Online]. Available: <https://craftpix.net/freebies/free-bush-assets-pixel-art-pack/>. [Accessed: Feb. 15, 2025].
- 8) Craftpix, “Free Rocks Pixel Art Asset Pack,” Craftpix, [Online]. Available: <https://craftpix.net/freebies/free-rocks-pixel-art-asset-pack/>. [Accessed: Feb. 20, 2025].
- 9) Tmpelay, “Fruits & Vegetables Items Pack,” Itch.io, [Online]. Available: <https://tmpelay.itch.io/fruitsvegetables-items-pack>. [Accessed: Feb. 22, 2025].
- 10) Craftpix, “Free Predator Plant Mobs Pixel Art Pack,” Craftpix, [Online]. Available: <https://craftpix.net/freebies/free-predator-plant-mobs-pixel-art-pack/>. [Accessed: Mar. 2, 2025].
11. Pixabay, “Game Start,” Pixabay, [Online]. Available: <https://pixabay.com/sound-effects/game-start-6104/>. [Accessed: Mar. 5, 2025].
12. Pixabay, “Running in Grass,” Pixabay, [Online]. Available: <https://pixabay.com/sound-effects/running-in-grass-6237/>. [Accessed: Mar. 10, 2025].
13. Pixabay, “Cartoon Jump,” Pixabay, [Online]. Available: <https://pixabay.com/sound-effects/cartoon-jump-6462/>. [Accessed: Mar. 12, 2025].
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18. Pixabay, “Item Pick Up,” Pixabay, [Online]. Available: <https://pixabay.com/sound-effects/item-pick-up-38258/>. [Accessed: Mar. 28, 2025].
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22. Pixabay, “Game Bonus,” Pixabay, [Online]. Available: <https://pixabay.com/sound-effects/game-bonus-144751/>. [Accessed: Apr. 7, 2025].
23. Pixabay, “Big Beat Loop,” Pixabay, [Online]. Available: <https://pixabay.com/sound-effects/big-beat-loop-275479/>. [Accessed: Apr. 10, 2025].
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