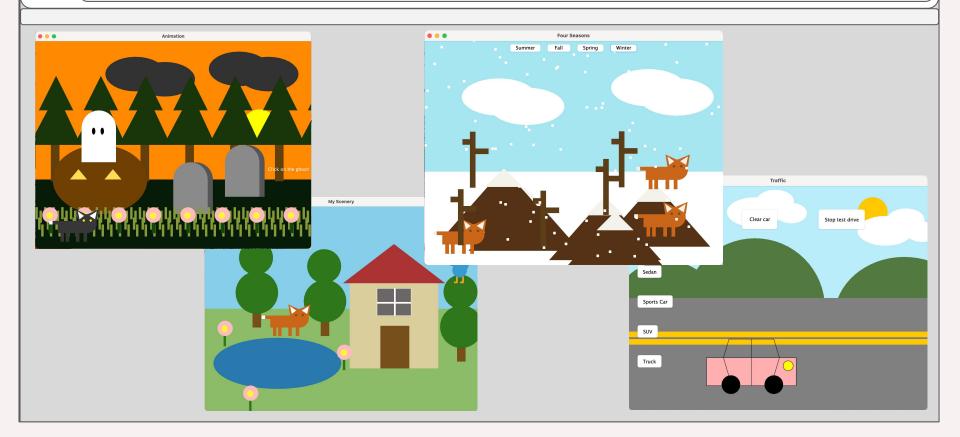
Game on! drawing 2D game art

Nicole Leihe - June 2022





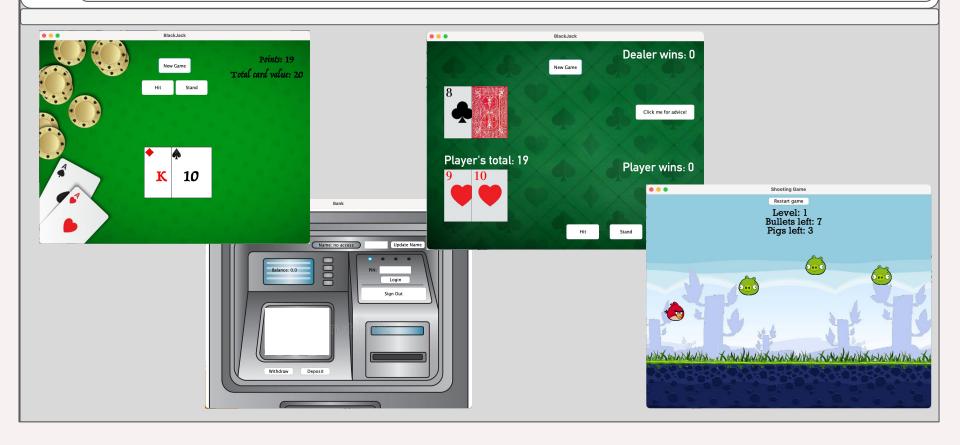
Coded Graphics

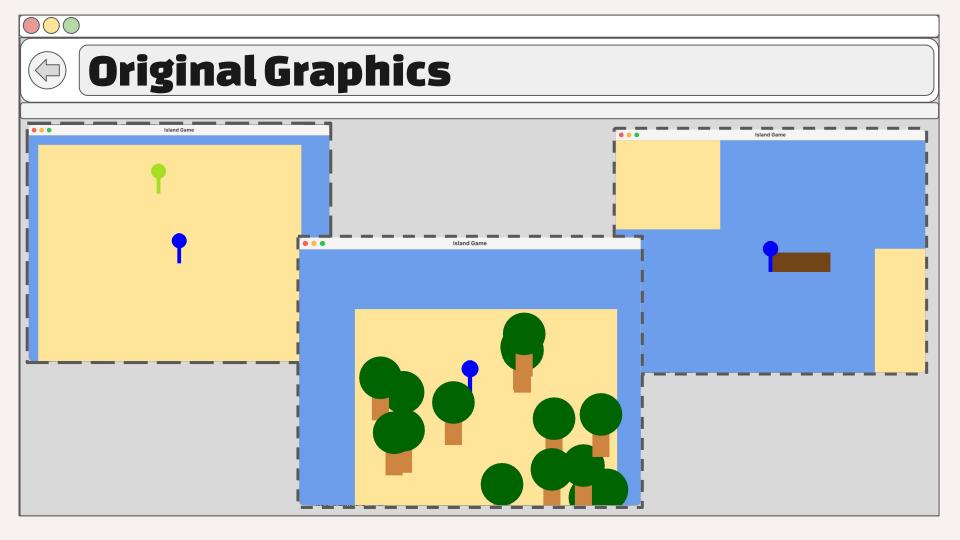






Imported Graphics

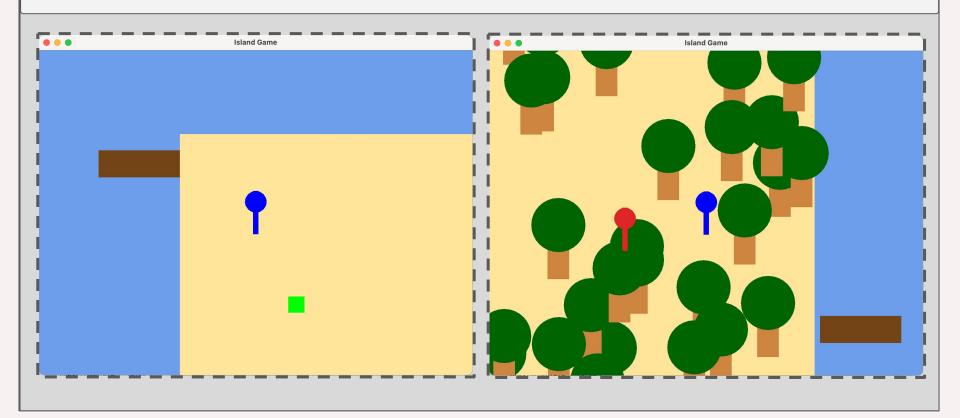








Original Graphics



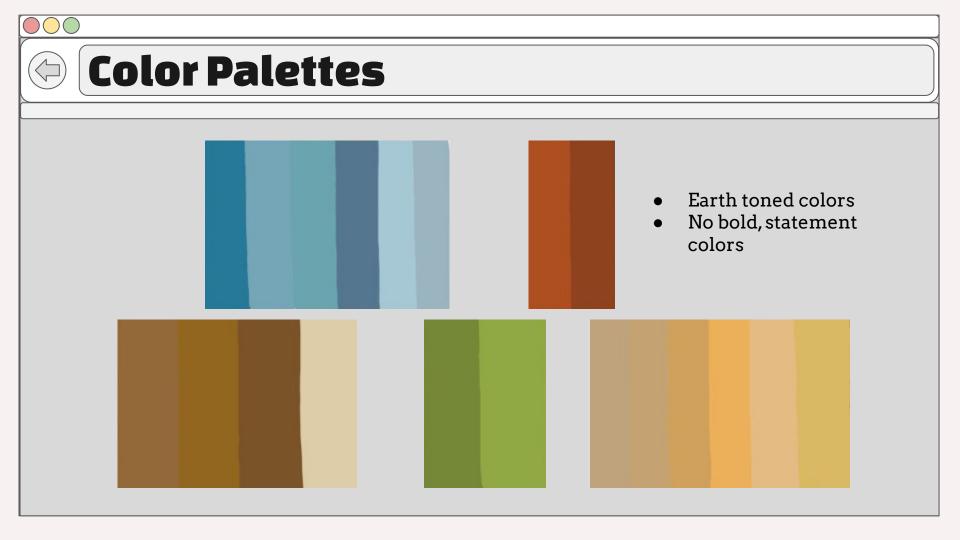




References/Inspiration











Characters













ROLAND



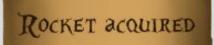


Buttons and Text









ROCKET PARTS ACQUIRED

FIND TIMMY TO RECEIVE
YOUR FIRST QUEST





Dialogue

HEY THERE! I'M TIMMY, AND IT'S ALWAYS
BEEN MY DREAM TO GO TO OUTER
SPACE! ROLAND, THE ENGINEER, HAS
BEEN WORKING TO MAKE ME A ROCKET,
BUT HE CAN'T SEEM TO FIND THE FINAL
MISSING PIECES. COULD YOU GO FIND
THE MISSING PARTS AND GIVE THEM TO
ROLAND? THANKS!

WOW, THIS LOOKS
AMAZING! THANK YOU SO
MUCH FOR ALL YOUR
HELP, WILL YOU PRESS THE
LAUNCH BUT TON FOR ME
BEFORE I GO?

THANKS FOR BRINGING ME
THESE! NOW, I'VE FINALLY
FINISHED BUILDING THE
ROCKETSHIP FOR LIL TIM! COULD
YOU DO ME A FAVOR AND
DELIVER IT TO HIM FOR ME?

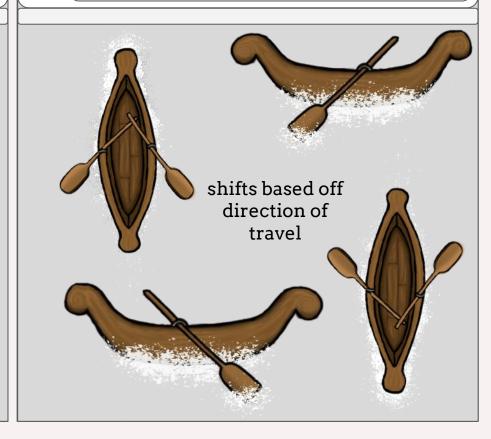
HAVE YOU SEEN
ANY ROCKET
PARTS AROUND?

DO YOU HAVE A ROCKET FOR ME?





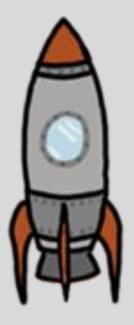
Boat







Miscellaneous Objects













Home Screens







End Screen



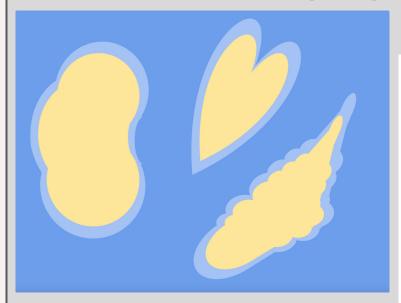
 Drew it first which actually ended up being helpful in creating map





THE MAP.- the process

• Had to make a new, separate photoshop file bc of the large size- 3250x2500



Original Map(Google Drawings)

Plotted boundaries of islands



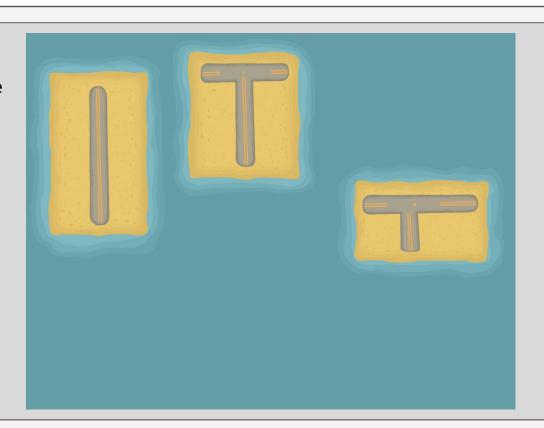
Photoshop info tab used to mark exact coordinates





THE MAP!!

 Looks better in the actual game because it's zoomed in







Finishing the graphics

- -hom screen + bullons - end screen -map (large) willands & water -quest #s in top of second - MPC text boxes -rocket object/parks
- My finished checklist after drawing all my graphics!





Implementing the code

```
//implement methods of the KevListener
public void keyPressed(KeyEvent e) {
   System.out.println( "key code: " + e.getKeyCode() );
   if( e.getKeyCode() == 39){ //right arrow
        playerImg = playerright;
        if( //player and left island
            checkCollision(380, 260, 175+xDiff-5, 275+vDiff, 20, 40, 575, 1050)
            //boat and player
        || checkCollision(380, 260, 750+boatxDiff-5, 1000+boatyDiff, 20, 40, 105, 50)
            //player and middle island
        || checkCollision(380, 260, 1050+xDiff-5, 150+yDiff, 20, 40, 700, 775)
            //player and right island
          checkCollision(380, 260, 2140+xDiff-5, 1000+yDiff, 20, 40, 800, 475)
            xDiff -= 5;
            if(!inboat){
               boatxDiff -=5:
            if( checkCollision(380, 260, 840+boatxDiff-5, 1000+boatyDiff, 40, 40, 65, 50)){
               System.out.println("boat"):
                inboat = true:
        } else {
            xDiff = xDiff:
        if(inboat){
            if( //boat and middle island
               checkCollision(boatx+boatxDiff, boaty+boatyDiff, 1103+xDiff-5, 150+yDiff, 85, 50, 690, 800)
                //boat and left island
            || checkCollision(boatx+boatxDiff, boaty+boatyDiff, 180+xDiff-5, 275+yDiff, 85, 50, 572, 1050)
                //boat and right island
              checkCollision(boatx+boatxDiff, boaty+boatyDiff, 2200+xDiff-5, 1000+yDiff, 85, 50, 850, 500)
                inboat = false:
               xDiff -=5;
               boatxDiff -=5;
            } else {
                System.out.println("move");
               boatImg = boatright;
                xDiff -=5;
```

 Specific numbers used for collision detection between objects • Every single image variable of my graphics in my code

```
private BufferedImage homeImg;
private BufferedImage instructionsImg;
private BufferedImage mapImg;
private BufferedImage endImg;
private BufferedImage npc1Img;
private BufferedImage npc2Img:
private BufferedImage newgameImg:
private BufferedImage guest1startImg:
private BufferedImage quest1questionImg;
private BufferedImage guest1scrollImg;
private BufferedImage guest2startImg;
private BufferedImage quest2questionImg;
private BufferedImage guest2endImg:
private BufferedImage quest2scrollImg;
private BufferedImage launchbuttonImg;
private BufferedImage treeImg;
private BufferedImage rocketImg;
private BufferedImage rocketpartsImg:
private BufferedImage rocketacquiredImg:
private BufferedImage rocketpartsacquiredImg;
private BufferedImage timmylabelImg;;
private BufferedImage rolandlabelImg;
private BufferedImage boatImg:
private BufferedImage boatright;
private BufferedImage boatleft;
private BufferedImage boatup;
private BufferedImage boatdown;
private BufferedImage playerImg;
private BufferedImage playerright;
private BufferedImage playerleft;
private BufferedImage playerup;
```

private BufferedImage playerdown;

```
homeImg = ImageIO.read(new File("homescreen.png"));
} catch (IOException e) {
     instructionsImg = ImageIO.read(new File("instructions.png"));
} catch (IOException e) {
    mapImg = ImageIO.read(new File("map.png"));
} catch (IOException e) {
    e.printStackTrace();
    newgameImg = ImageIO.read(new File("findtimmy.png"));
} catch (<u>IOException</u> e) {
    e.printStackTrace();
    endImg = ImageIO.read(new File("endscreen.png")):
} catch (IOException e) {
   e.printStackTrace():
    quest1startImg = ImageIO.read(new File("quest1start.png"));
} catch (IOException e) {
    e.printStackTrace();
    quest1questionImg = ImageIO.read(new File("quest1question.png"));
} catch (<u>IOException</u> e) {
    e.printStackTrace();
    quest1scrollImg = ImageIO.read(new File("quest1scroll.png"));
} catch (IOException e) {
    e.printStackTrace():
     quest2startImg = ImageIO.read(new File("quest2start.png"));
} catch (IOException e) {
    e.printStackTrace():
    quest2questionImg = ImageIO.read(new File("quest2question.png"));
```

 Instantiating each image variable





Demo Video(1 min 30)



This is my sister
 playing my game for
 the first time!(cut
 down to remove
 unnecessary parts)



ANY QUESTIONS?