

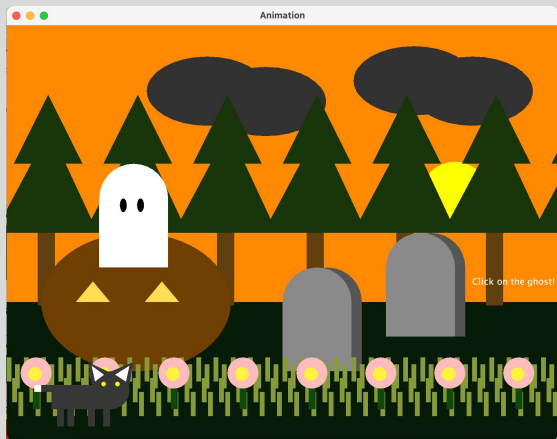
# **Game on!**

## **drawing 2D game art**

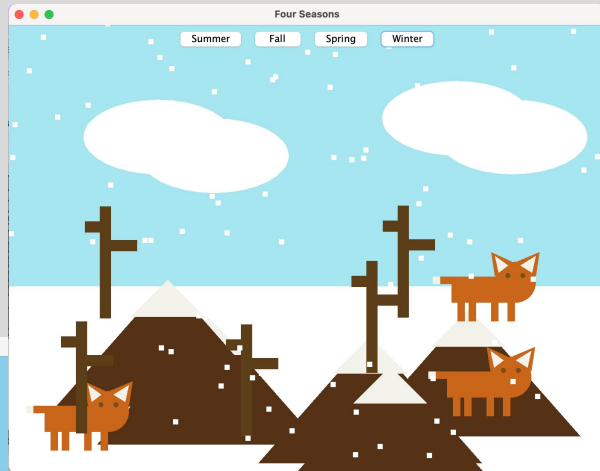
Nicole Leihe - June 2022



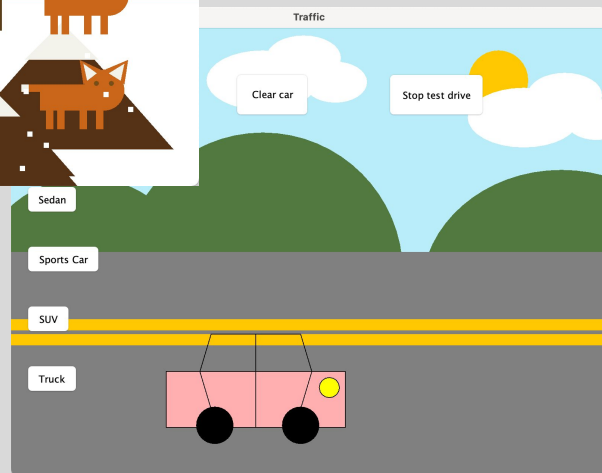
# Coded Graphics



My Scenery

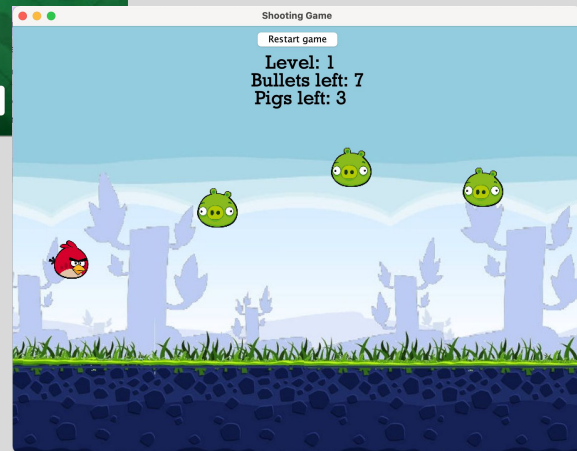
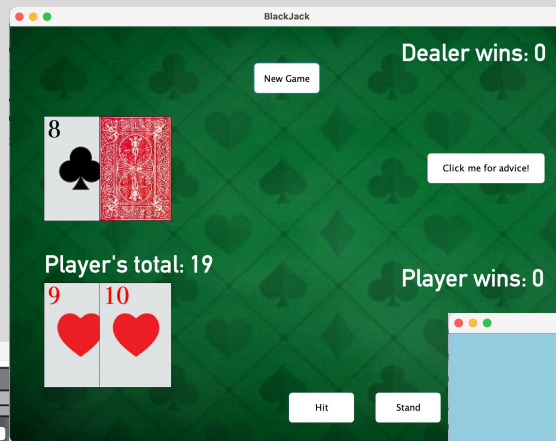
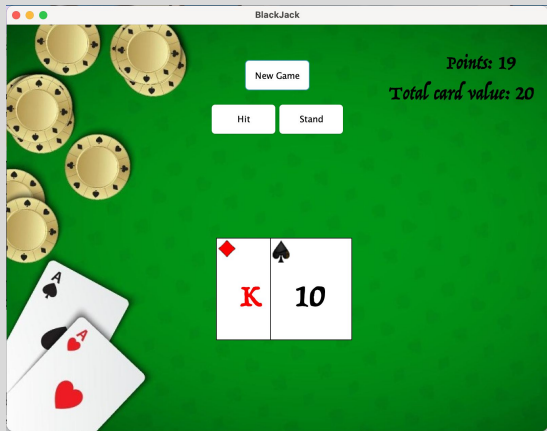


Traffic



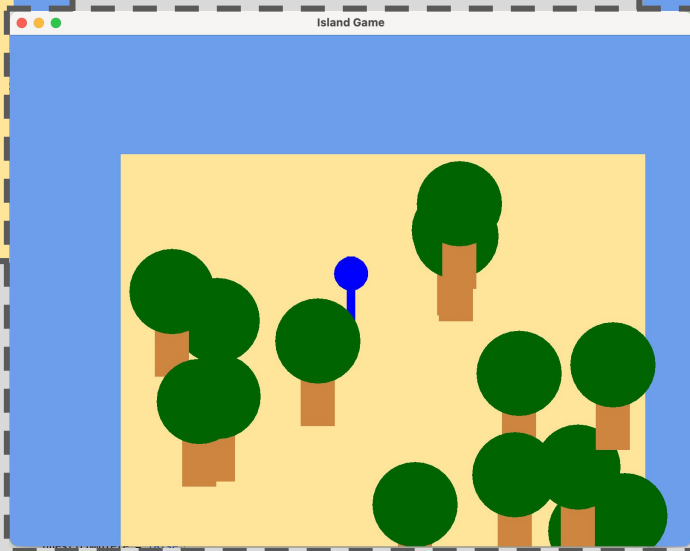
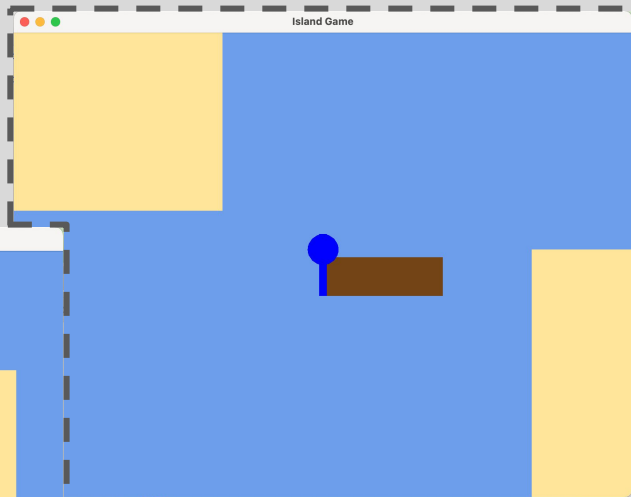
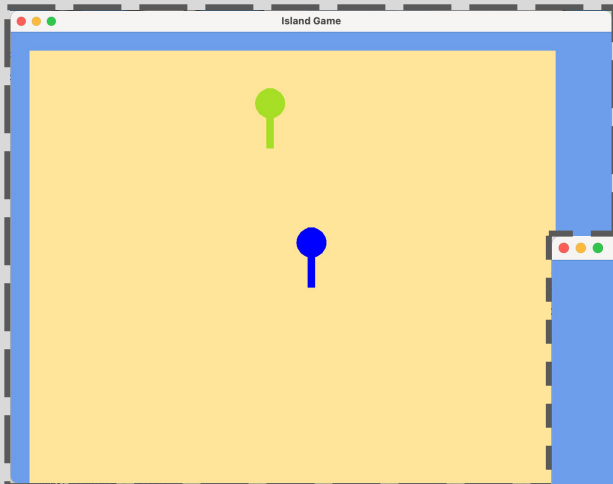


# Imported Graphics



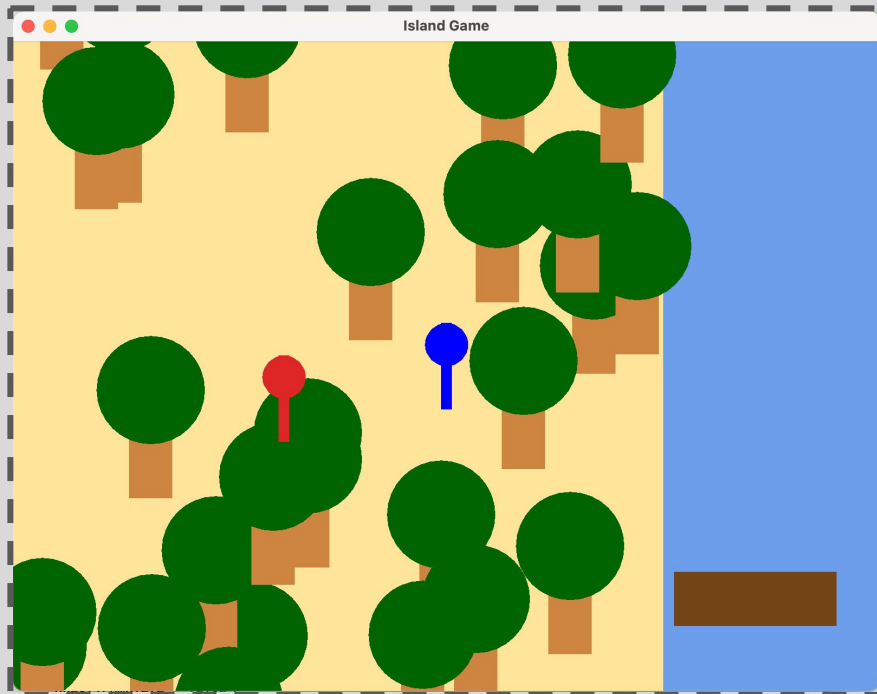
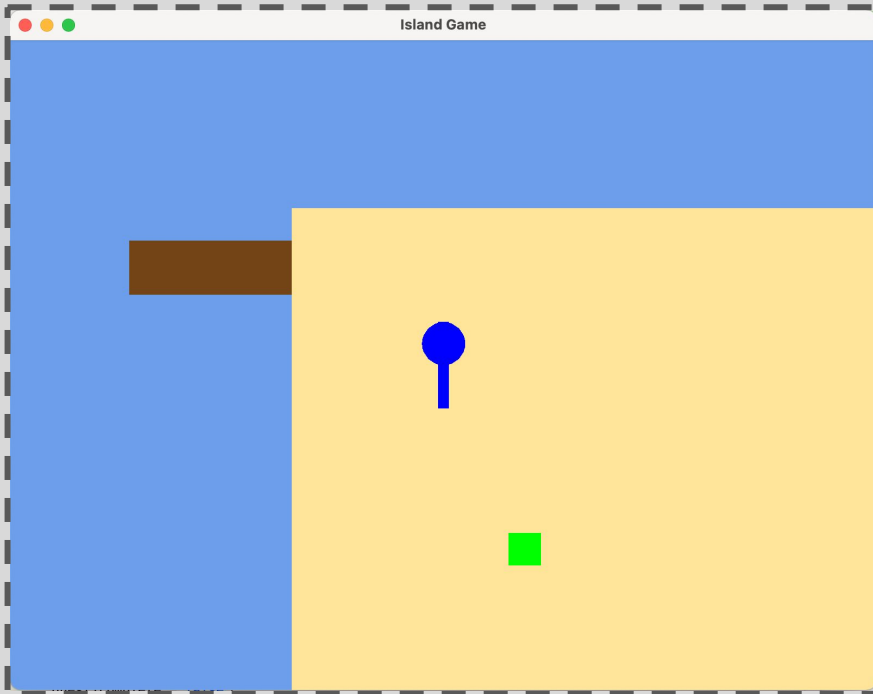


# Original Graphics



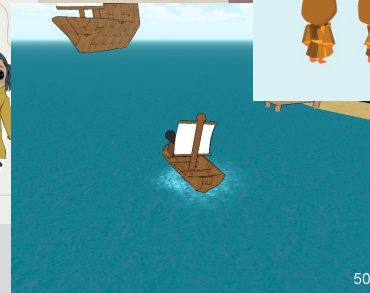
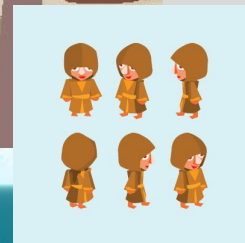
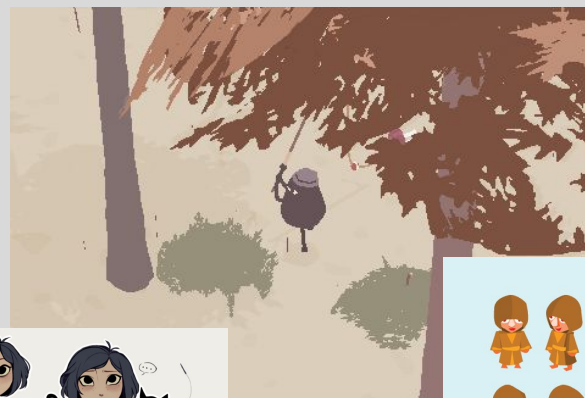
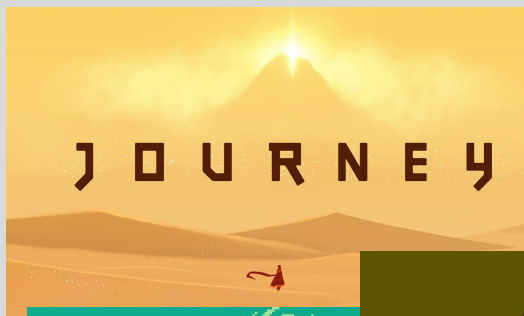


# Original Graphics





# References/Inspiration





# Color Palettes



- Earth toned colors
- No bold, statement colors





# Characters



TIMMY



ROLAND





# Buttons and Text



INSTRUKTIONEN

PLAY

QUEST 1:  
FIND ROCKET PARTS AND  
DELIVER THEM TO ROLAND

QUEST 2:  
DELIVER ROLAND'S  
ROCKET TO TIMMY

ROCKET ACQUIRED

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!

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?

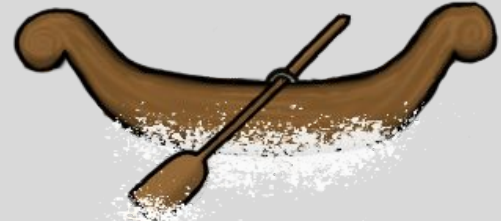
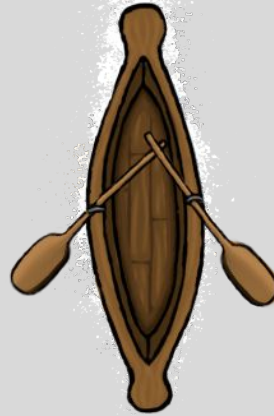
WOW, THIS LOOKS AMAZING! THANK YOU SO MUCH FOR ALL YOUR HELP. WILL YOU PRESS THE LAUNCH BUTTON FOR ME BEFORE I GO?

HAVE YOU SEEN ANY ROCKET PARTS AROUND?

DO YOU HAVE A ROCKET FOR ME?



# Boat



shifts based off direction of travel





# Miscellaneous Objects





# Home Screens



INSTRUCTIONS

PLAY



use arrow keys  
to move



click to interact  
with players/objects



travel between islands  
with the boat

PLAY



# End Screen

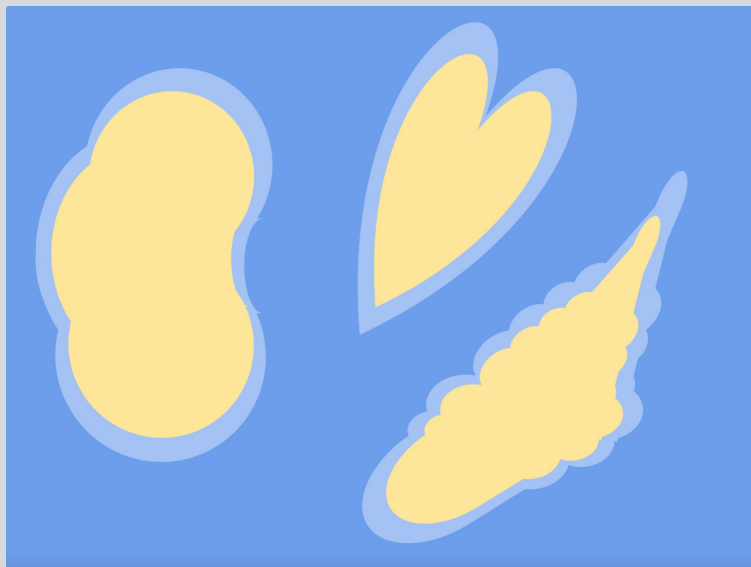


- Drew it first which actually ended up being helpful in creating map



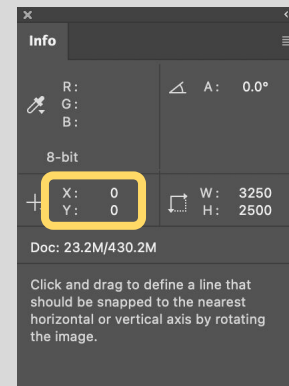
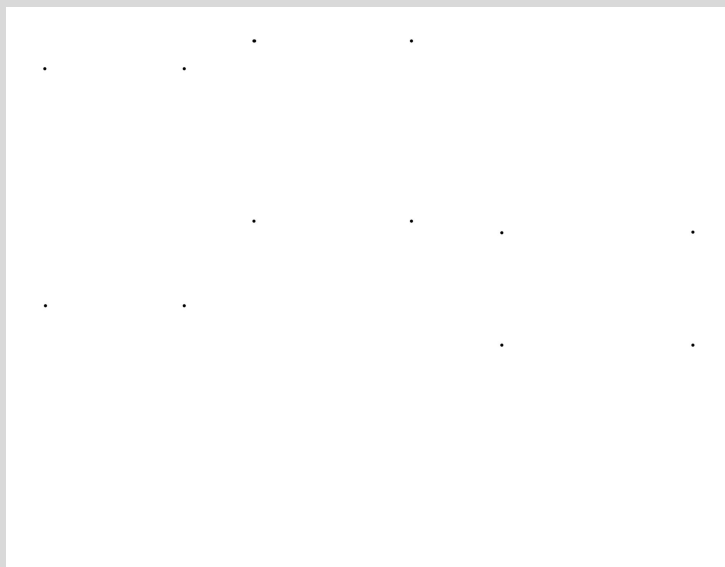
# THE MAP.- the process

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



Original Map(Google Drawings)

Plotted boundaries of islands

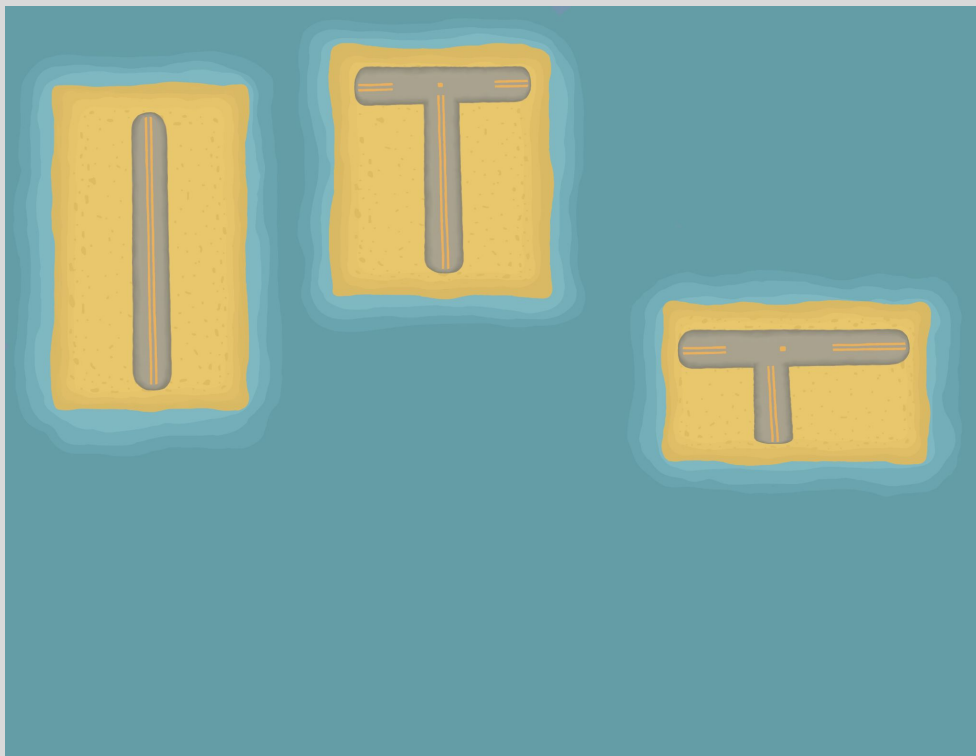


Photoshop info tab used to mark exact coordinates



# THE MAP!!

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





# Finishing the graphics

- home screen + buttons ✓
- end screen ✓
- player + 2 NPCs ✓
- trees, roads ✓
- map (large) w/ islands & water ✓
- quest #s in top of screen ✓
- NPC text boxes ✓
- rocket object/parts ✓
- boat ✓
- launch button ✓

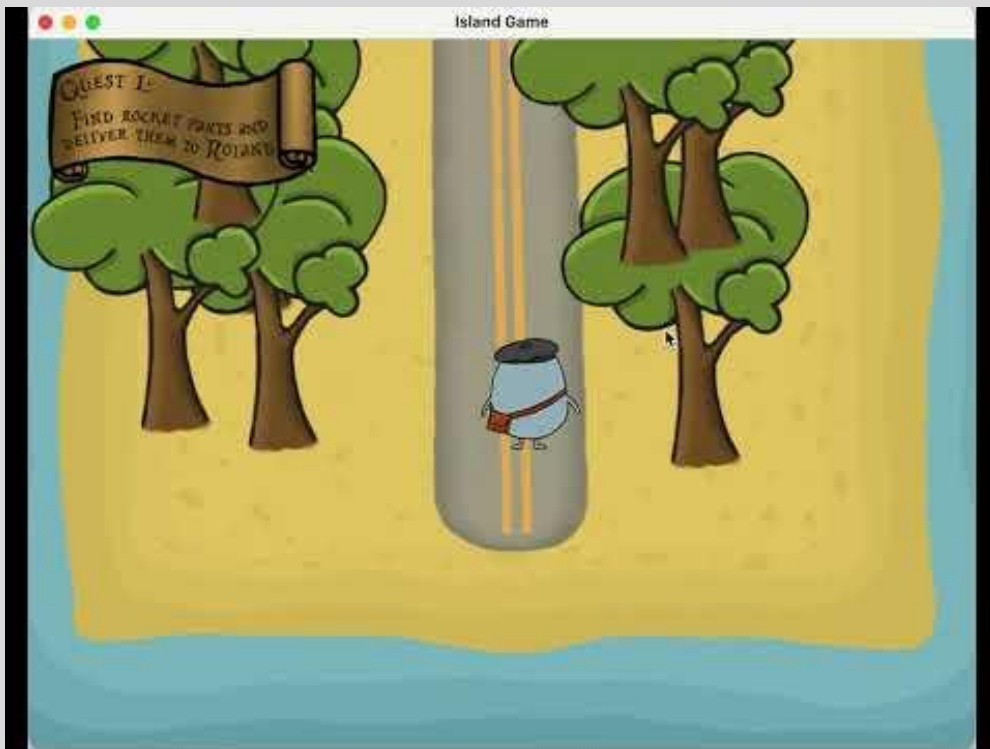
- My finished checklist after drawing all my graphics!







# Demo Video(1 min 30)



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

**SO LONG,  
TIMMY!**

A light blue background features a brown-outlined speech bubble pointing towards the bottom right. Inside the bubble, the text "SO LONG, TIMMY!" is written in a bold, brown, sans-serif font, with "SO LONG," on the top line and "TIMMY!" on the bottom line.

**ANY QUESTIONS?**