

CS1: Web Design & Animation

Animation Project

Objective: To set a scene and tell a story in 1 minute

Background:

Often, computer games are based on a story and designers/developers use cut scenes to help the story progress. In this assignment, you will create a 1 minute cut scene that could be used in a game. You can either create your own cut scene OR re-create a cut scene from a game you are familiar with. The scene should be the opening setup for the game.

In addition, the basic skills of animation and movement are integral to gaming. Once you know how to program animations, it is a short step to have those animations controlled by a user.

Assignment:

Create an opening cut scene for a game. The scene will be graded on the following factors (in no particular order):

- The scene should last in length from between 45 sec and 1.25 minutes
- There should be at least two characters in the scene
- ~~At least one character should be sprite based comprised of a sprite with at least 6 cells~~
- There should be at least two layers of background graphics (a true background and a foreground). The foreground could be comprised of some objects/shapes.
- There should be speech bubble conversation between the characters that sets up the game.
- There should be at least one element of text that is NOT an image (using the canvas text drawing tools).

Sprite Sheets:

Below, you will see an example of a sprite sheet:



When creating a sprite sheet, there are several factors that need to be true:

1. All cells of the image must be the same width and height
2. The total width of the image should be the number of cells x the standard width

If you need a assistance on how to create a sprite sheet, you can refer to the [Pixlr Sprite Project](#).

The sprite sheet can be tested at the following site: <http://cs.mickeyengel.com/codeTests/spriteTest/>

While there are many sites on the web to find sprite sheets to work with, one of the most comprehensive collections is at <http://www.spritters-resource.com>.