

# Sprite Requirements

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## Overview

This document describes the procedures behind creating sprites for the game *Breakers Gambit*. It firstly shows the basic research conducted on basic spriting followed by the actual methods and requirements behind creating the sprites for the game.

## Size Testing

The original design was created based on *Guilty Gear* (PS2) sizing. However that turns out to be a lot of work to cleanup but easier to colour. After talking to Rodrigo, I considered other sizings and styles.

Original size was:

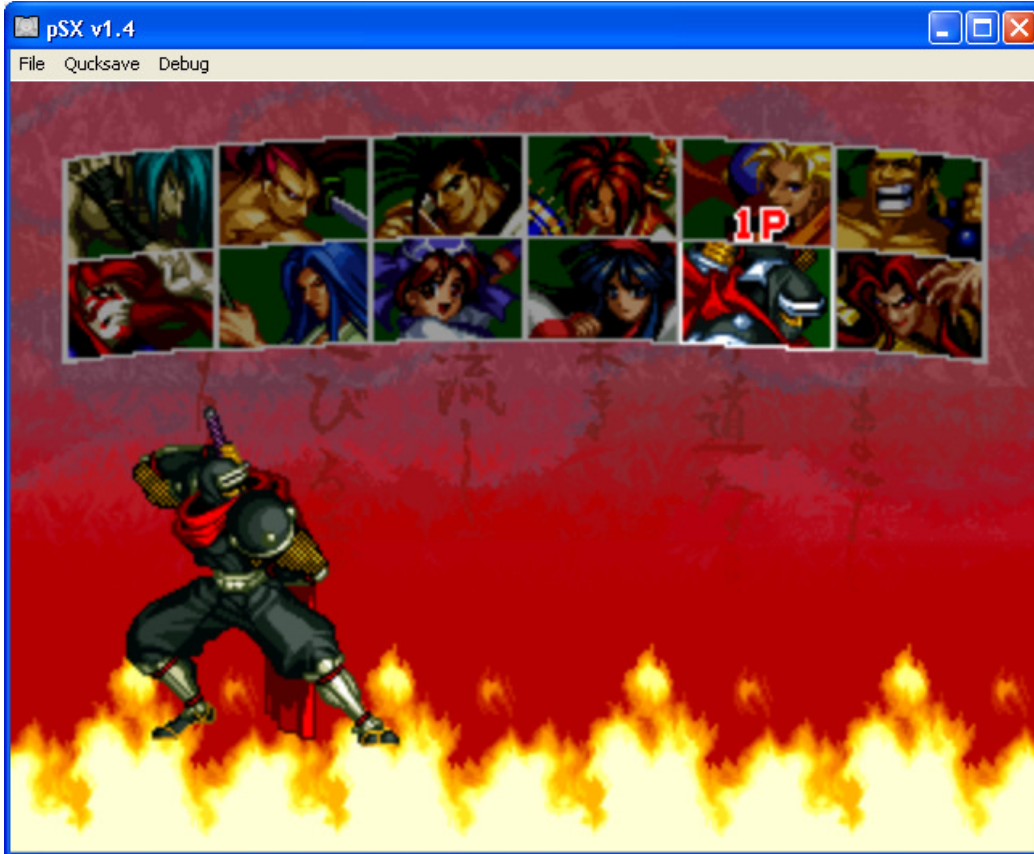


After researching and comparing sizes, a size sheet was created based off of other games.

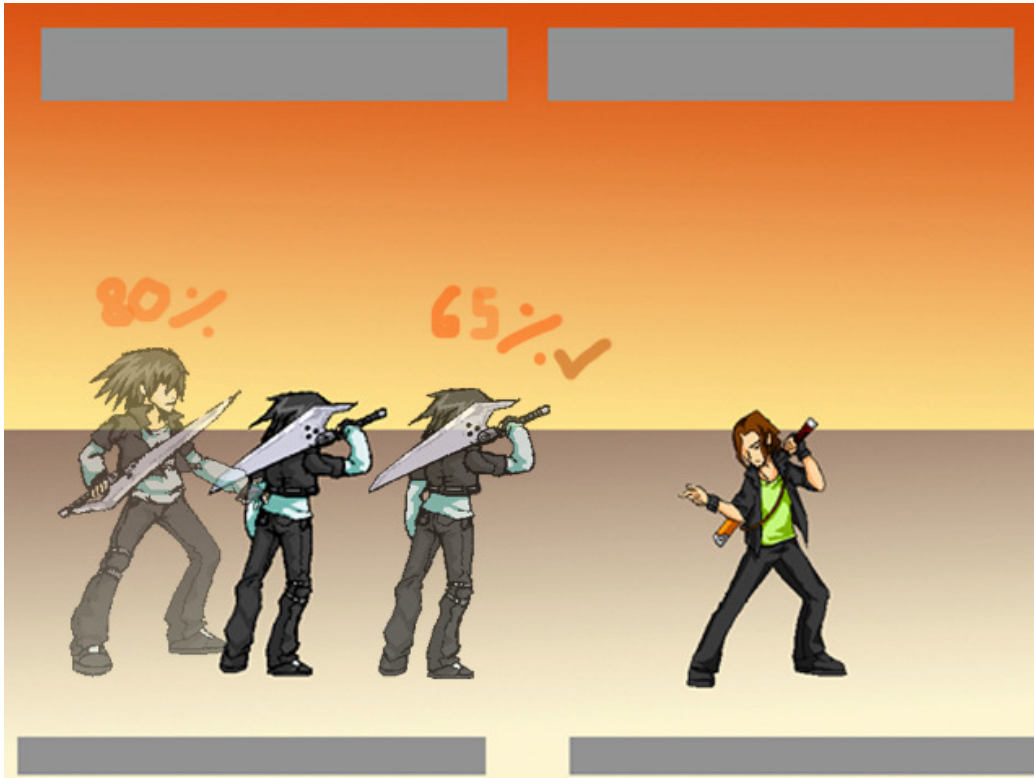


\* Not to scale in Word

Turns out, the Playstation 1 only supported a screen size of 640 by 480. So I checked *Samurai Showdown* and my original sprite would have to be 80% sized to equal their characters Hattori Hanzo. However after testing this size, this did not leave enough room for aerial combat.



Samurai Showdown character selection screen



Rough BG size test at 640 x 480

### Results

65% appears to be the best option at 640 x 480 to keep enough room for giant attacks and aerials. Now onto the actual Sprite Requirements.

### Sprite Requirements

As this project is primarily an art project there needs to be a consistency between images, especially the fighters themselves as most of the emphasise is focused on them.

### Vision:

To create an original fighting game with characters I have invented over the years combined with other peoples fighters in a consistent visual style which is easy to replicate and does not take up too much time.

### Basic requirements:

- All sprites need to stick to a 256 colour palette size or less (otherwise I cannot use image protection on them)
- Once a set of sprites are created for an animation, the pivot point and image size for that animation needs to be the same (I can explain this in more depth in person)
- Follow the same colouring/shading style as the other fighters in the game

### Personal Requirements:

As this project was created for my own desire to build the fighters myself, there are a number of personal requirements

- Pixel Line art to the fighters I have created (character wise) will be done primarily by me
- I must be able to replicate the shading style (whether it be mine or another persons) and make it learnable for new comers to replicate such images if they so like.
- I decide what my characters/fighters (that I have created) attacks and moves are. Any character I allow other artists to make will make their own attacks up etc.

### Specific Requirements:

For the basic lineart and sizing

- Characters will be drawn on paper/tracing paper and scanned in at 72dpi (original characters drawn on paper are roughly 9cm in height for an average sized character)
- After scanning, the characters need their brightness or levels changed in Photoshop to darken the lines and whiten the whitespace.
- After this scale the images down to 65% to get the same size as the other characters.

### Pixelation

These steps are described using the program **iDraw**

- Copy this/these image/s into the 'greyLineArt.bmp' image and then change the darkest grey in the palette to black also. The other grey will create the secondary shading colour and will differ from character to character.
- From here copy this pixeled lineart to an image with a palette of 256 or create a new one.
- Cleanup the lineart, so that the image is not messy or allows filling in colours to escape

### Colouring/shading steps

**This is currently using my own colouring scheme, but this is subject to change!**

- Using the previous info, blot in the main colours
- After doing this, put in the shading colours on the basic surfaces (ie clothes and skin)
- Add shin to the shiny objects
- Done!



### Animation

- Simple animation can done at the pixel stage of this process as it is mostly a lot of copying and pasting. Otherwise follow the previous steps