GAMES
DEVELOPMENT
LEVEL UP

Games Development Task

Hello all, We've put together a couple of things for you to focus on to get ready for starting with us on the Games Development course.

We're going to look at two areas - **Narrative and Character Design**.

You can click this **LINK** to watch a short video from Stuart, one of the Games Development lecturers to explain the tasks outlined below. For tasks it would be great to have a Gmail account setup and ready to go as it will make saving your work and progress a lot easier.

Step 1: Go to inklewriter.com and sign up to the site. It's free and open source so you shouldn't be paying for anything or even installing anything at this stage. All you need is an internet connection and some imagination!

Inklewriter is a site that allows you to write and create your own 'Choose your own adventure' stories. These are the stories where you read through a short section of the story and then have different choices to make at the end of the page. We want you to create your own unique adventure story

Step 2: Go through the sites tutorial (it's not long before you can get going) and then start with your story. There are a few conditions you MUST include. You need a HERO, You need a VILLAIN and you need at least 3 DIFFERENT CHARACTERS that you meet along the way. Other than that we want to see what you can come up with. Where is it set? When is it set? What's the focus (journey/battle/rescue etc)? How does it end?

Your story should be between 500 and 1000 words. Once you have completed your story (remember to check your spelling and grammar throughout please)

We also want you to design some of the characters you have created through your story. We would like to see three different characters from your story. These should be created in a pixel style on a website called Piskel.

Step 3: Go to piskelapp.com and sign up to the site. Again, it's free and web based - by signing up you can save your progress online and return to it over time. Piskel allows you to create simple Pixel style characters and also to animate them frame by frame to create movement and animations you can translate into game engines later on.

Step 4: Create your characters. You need to create a version of your HERO, your VILLAIN and ONE of the other characters you created. Before you start design, complete the character profile sheet for each of your characters (see below). This will help 'flesh' out your character and help with the design process. You should create them on a 32 x 32 pixel canvas (this is the default size). You will find the tools obvious and simple to use. You can explore the web for some inspiration but ensure you create UNIQUE designs based on your story.

Extension: Creating a static character is great but push yourself! See if you can duplicate and add some frames and start developing some simple animations or movements to your characters. Have a go - see what you can create.

Step 5: You will find an export option on the right hand side of the page. If you can export your characters as either a PNG or a GIF (if you got animations sorted - use this file type) and have them ready to share in the new academic year.

There are some examples of the pixel creations below to help you get started.

Once you've completed all of this then make sure you take some time to check out our mini-website at www.haveringgaming.co.uk. You will find links to other software and applications we use throughout the course on a 'Covid resources' page. As well as this, there is information about the courses and some examples of previous students' work.

Character Design Template

NAME	AGE

DESCRIBE YOUR CHARACTER IN THREE WORDS:

Where does your character fit on the morality compass?

What is their favourite…

Colour?

Food?

Animal?

How would they...

Open a locked door?

Deal with a confrontation?

Get through a dark tunnel?

Good to Others

"Good"   "Good"

2   Collectivist   Axis   1

Bad to Self   Good to Self

3   Objectivist   Axis   4

"Evil"   "Evil"

Bad to Others