

MOUNT PLEASANT COLLEGE
CUA20215 CERTIFICATE II in CREATIVE
INDUSTRIES (INTERACTIVE)

STUDENT WORKBOOK

**CUAPPR201 - Make simple creative
work**

Written by: Brad

Gurney Last

updated: April 2018

STUDENT WORKBOOK Student

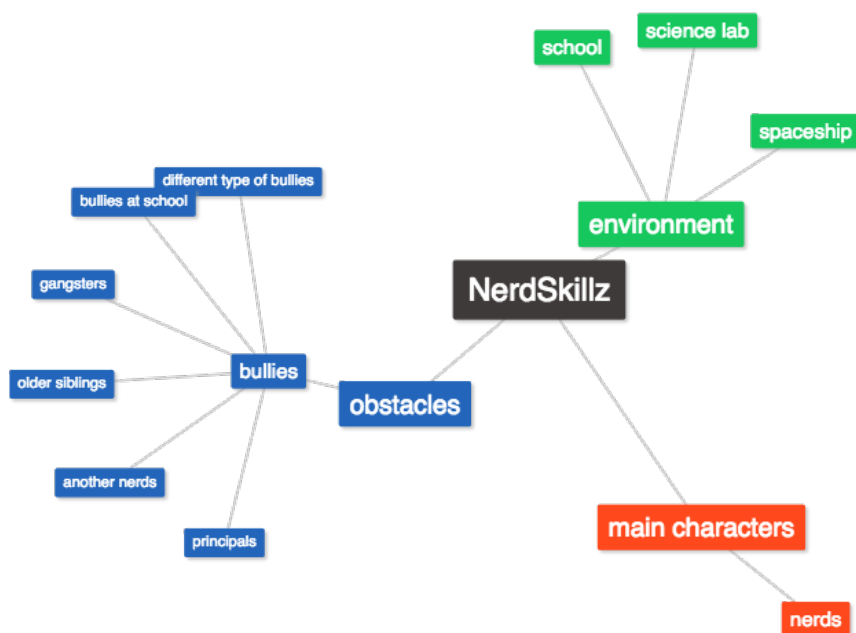
Name: Engel Chad Mateo

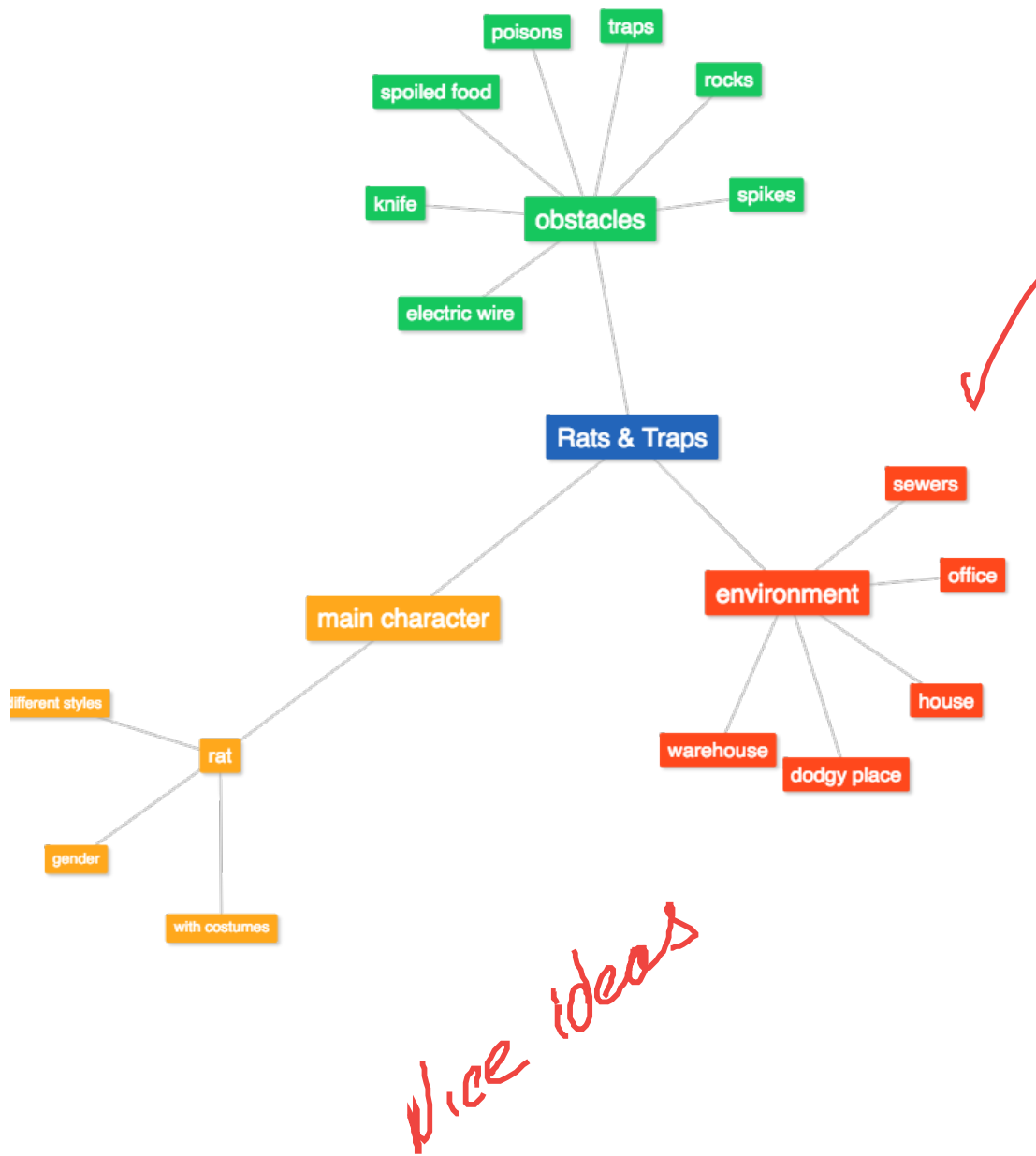
Student No: _____

Brainstorm



5 Different Game Ideas





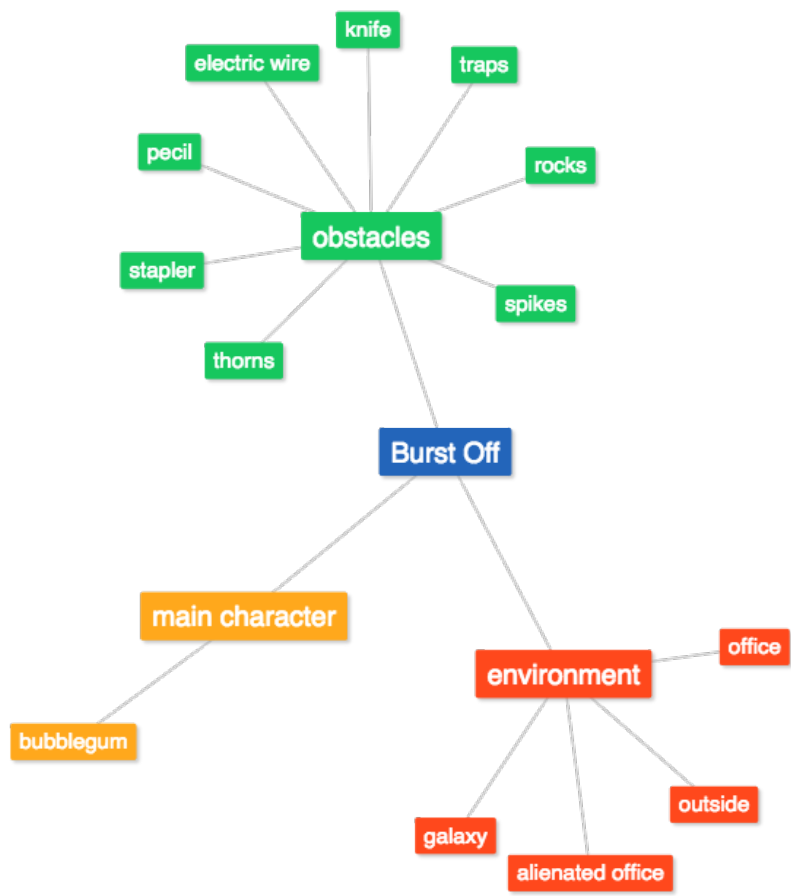


✓✓
again this is good



really getting
good at this

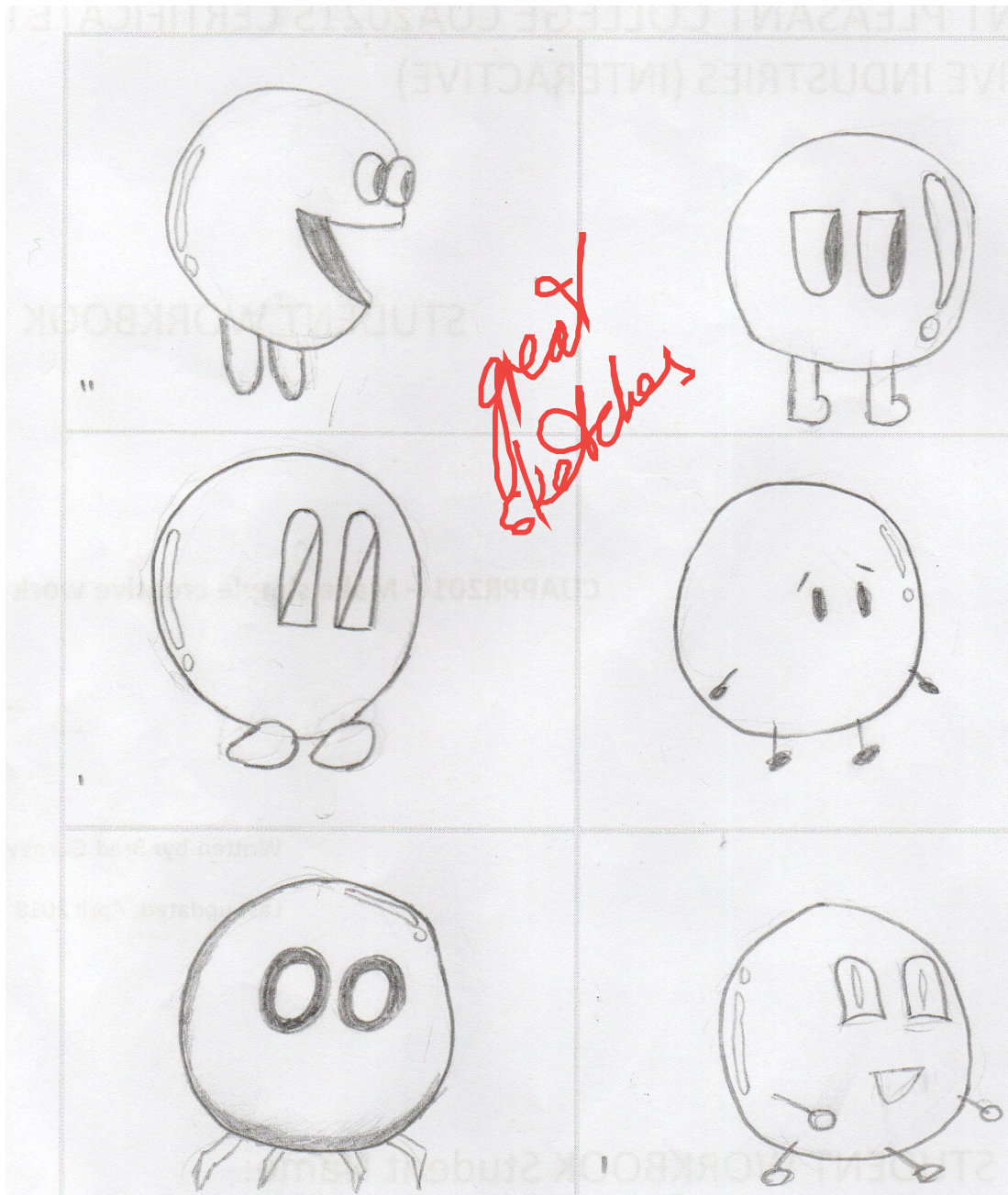
✓✓



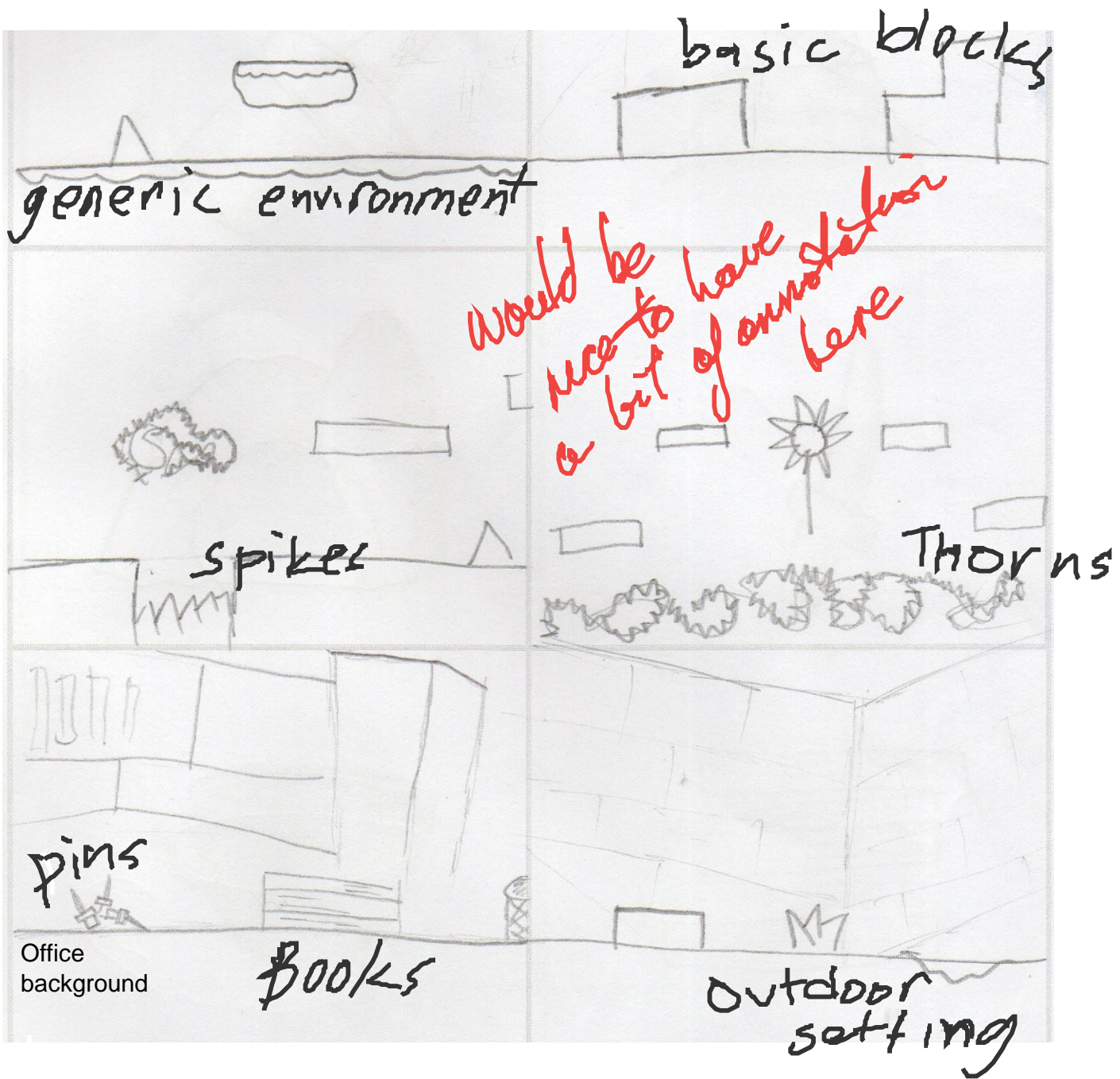
Section 1:

1. Ideation

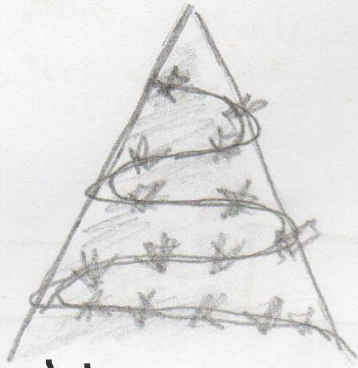
a) Sketch 5 different ideas for your main character here



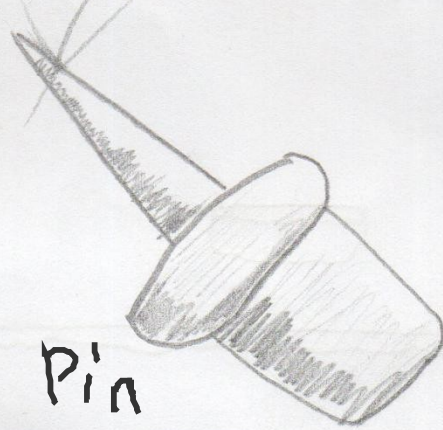
b) Sketch 5 different ideas for your game environment here



c) Sketch at least 5 different ideas for your game's obstacles here



thorns



Pin



knife



STONES

BOOKS



MUG w/ hot coffee

a game annotation

2. Feedback

- a) Make notes of any feedback given to you by your lecturer and peers after presenting your ideas.

Feedbacks:

- cute and simple
- easy to understand
- relatable components
- simply basic
- apply more artistic style
- creative art style

- b) Based on your feedback above, list your goals for refining your animation concept.

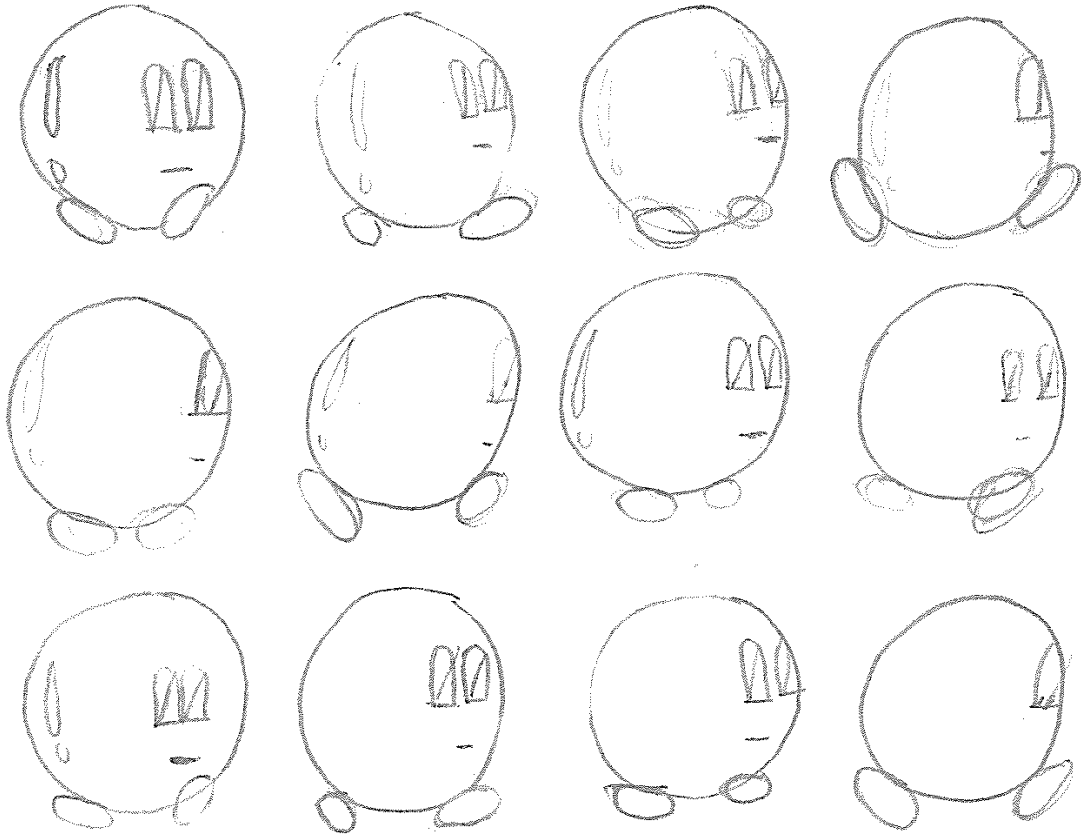
Changing a bit from my plans

- adding more details
- changing my colour palette
- upgrading the components of the environment

✓
good

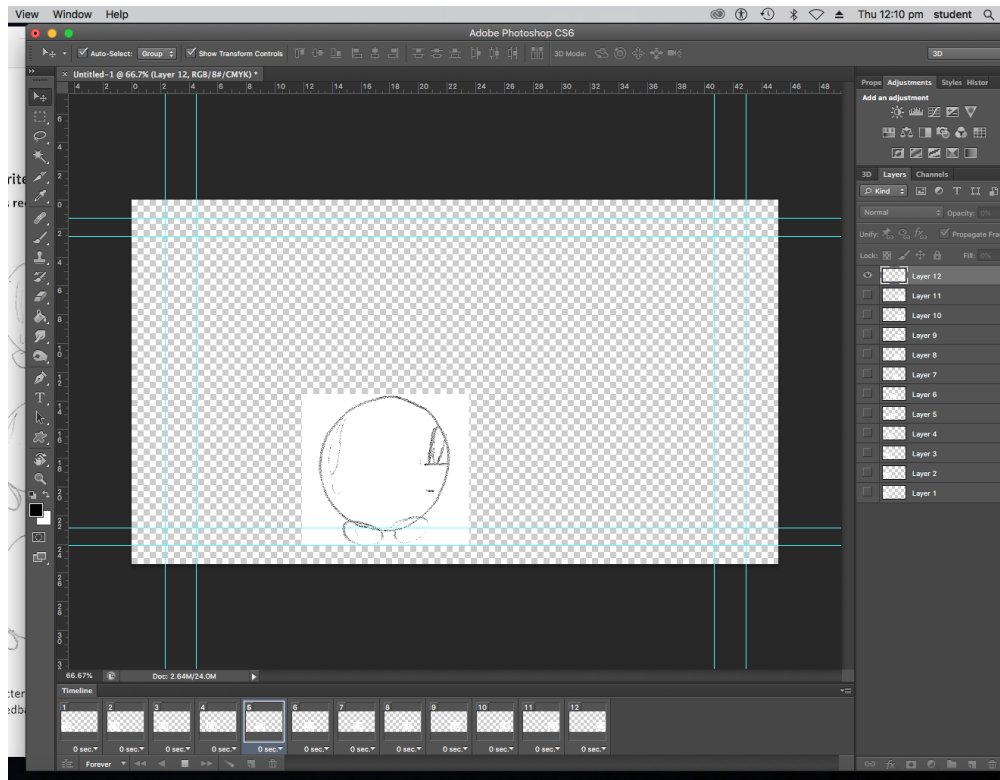
Section 2: Animating Sprites

1. Sketch the frames required to make your character run.
Keep in mind the animation will have to loop.



✓✓ very good

2. Feedback Once your character design and running animation is completed in Photoshop present it to the class and note any feedback and goals for refinement below.



-need to enhance the shape of my character to look more in running action



Reflection

First of all, I've multiple struggle on these assessments. Some examples of these struggles are choosing which is the final theme, character or game idea itself. It was like choosing what food to eat from a menu. There were a lot of interesting and fun ideas that I came up with. I wanted to make a game for each of them or I wanted to make all those idea into a reality. Hopefully, I can make some of the games in the future. The overall brainstorming process was fun. It challenged me to think of great game ideas. Brainstorming these ideas were a bit of everywhere. I had tons of ideas that I think they're all great.

I love the part of making characters. I was problematic because I'm not good at drawing. I needed some reference from the internet to complete my characters, environment and obstacles. At the end, I chose a game idea that is very simple for me not to have a lot of problems. That is why "Burst Off" is my chosen game, a bubble gum related game. This makes the structure of my character way easy to draw. At first, I had the option of rat game, bubblegum game and YouTube game. The rat game is called "Rats and Traps" as can be easily understand in the tittle, a rat is the character and just needs to avoid traps. The bubblegum game is a bit similar to the rat game which is try not to explode/destroyed by the obstacles. Lastly, the YouTube game is just bunch of YouTube related issues as a game.

I think it's great