

## SG210 Fundamentals of Game Engine Development

### KGA #2 - Art Asset Reconnaissance

**This assignment supports the following outcomes:**

- Assemble art assets to be used in a basic 2D game.

**Assignment Overview**

Art assets are a key part of any 2D game. They can be simple (Space Invaders) or more elaborate (Galaxian). In today's world, it would be difficult to get anyone to play a 2D game that did not make use of rich art assets and sprite sheets.

In this assignment, you will assemble a variety of art assets and document your sources in a References Document. You will locate, draw, or commission no less than 25 different art assets and begin to modify them (if necessary) to suit your game. You will maintain the References Document throughout the development of your game and submit the final version (including all of the assets) along with your final project.

Be sure to abide by copyright laws and ensure that every art asset you download is specifically identified as "free."

**Deliverables**

1. Write a References Document listing each art asset and explaining how each art asset was acquired, e.g., the author, and license agreement (if applicable) or authority
  - a. Update the References Document as new art assets are found, modified, or built.
2. Group a minimum of 25 art assets, including at least 10 sprite sheets, logically together and submit them for review.

**Grading Criteria**

The Art Asset Reconnaissance Grading Rubric provided by your instructor will be used to evaluate your assignment.

**Resources**

- [Beginning Game Programming](#), 2<sup>nd</sup> edition, Jonathan Harbour, Thompson, 2007 (course text book)
- Internet