Fantasy Kingdoms

Asset Guide

Fantasy Kingdoms COLOR PALETTE

Reds

Blues

Yellows

Greens

Oranges

Purples

Browns

Grays

Initial Skin Tones

A. General Asset Creation

1. The playfield is not true Isometric. It's height is half that of its width, and this should be reflected in the creation of assets for the playfield. Tile sample below:
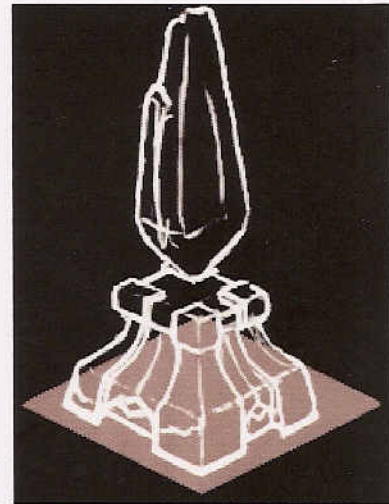

/**Resources/FK_Tile_Perspective.png**
and /**FK_Tile_Prop_Perspective.png**

2. **Color Palette**
File is located in
/**Resources/FK_Color_Palette.png**

3. Avoid using pure black or white for shadows and highlights, respectively.

4. Final assets should have thin dark outlines as in the provided sample assets.

5. **Folder Structure**
a. Folder structure has been setup on Tortoise SVN.

The main artist folder is **Art_Assets**

Subfolders are as follows:

Deliverables >
>   **FLA**
>   **PNG**
>   **PSD**
>   **SWF**
Documents
Reference
Resources

6. Naming Conventions:

All files should follow the naming conventions. Filenames should follow the structure as included in the asset list: **/Documents/FK_Asset_ListSet1.xlsx**

*Each asset type (ie Castle_, Prop_, Pwr_, Tree_, etc.) has its own worksheet and will designate the first part of the name.

Sample: *Pwr_Circle_Fairy.png*

Smaller subpieces for animation will need additional identifiers.
Sample: *Pwr_Circle_Fairy_WingR.png (The right wing piece of the fairy character)*

Different states of an object:
Sample: *Tree_Fruit_Enchanted_State1.png*
                  Tree_Fruit_Enchanted_State2.png

7. PSD format
a. Feel free to work in a larger scale image if preferred.

b. The original file should be created as a .PSD. Sections of the image should be broken out by groups (ie roof, windows, stone wall) and layers. See sample: **/Resources/Pwr_Tower_Wizards.psd**.
Groups and layers should be named appropriately to what they contain.

c. Create new layers making flattened/scaled versions of the states of the asset to represent the frames that will be used for Flash. Since scaling can cause issues with sharpness, convert the flattened layers to "Smart Objects" to apply any adjustment layers such as the "Unshark Mask."

d. There are scale helper images individually as well as on layers in sample PSD assets in the **/Resources** folder.

8. PNG

a. Export flattened images with transparency using "Save for Web & Devices" as .png-24 with transparency (when applicable).

9. FLA – Files need to be Flash CS3 (Flash 9) format

a. Shadows that cast onto the ground (not shadows within the object itself) should be created in Flash for any objects that need them and have semi-transparency.

b. Animations should be contained within Symbol Movie Clips.

c. Separate pieces should be maintained on separately named layers.

d. In the event of a large number of files, create folders in the library and timeline for containing groups of items to maintain a more manageable environment.

e. Since these are rasterized images, any items that are rotated will need to have their properties set to "Allow Smoothing." Only do this for rotating animations as this setting causes the piece to blur slightly.

f. SWF Publish Settings
      1. Disable the Audio Stream and Audio Event for assets that do not have sound.
      2. JPEG Quality should currently be set for 80.
      3. If there are any additional settings needed, we will update this information.
      4. Please review the final files. There should be no edge transparency artifacts, and the image itself shouldn't have any pixelation at 100% view.

10. Scaling

a. Tile
1 tile as used for crops is 180 pixels wide and has 3 x 3 cells. Each cell is equivalent to 60 pixels wide and is the base 1x1.

The scale image can be found in **/Resources/FK_Tile_Scale.png**.

b. Base
The asset list **/Documents/FK_Assets_Set1.xls** includes a column named "Base" that includes information regarding the size of the base of an object. This is the maximum size it should fit within for

the *piece of the image that touches the ground* (not including shadows cast onto the ground for trees).

The blue arrow in the sample image above shows the location of the placement corner for a 3x3 tile object. Small objects exceeding this will change the placement corner. Keep this corner coordinate in mind for any assets that are created. Repeatable objects that can be used together to create a collection of objects should not have small items (ie sprigs of grass at the bottom) that push beyond the overall width of that object creating misalignments.

Trees and Creatures use different guidelines where the trunk or feet of the creature must fit within the base boundary, but upper portions can fit outside of this boundary.

On all objects, height won't affect the placement corner, so the height is based more on visual impact in the game's playfield.

B. Asset creation specifics by asset type

1. Castle *(Work in Progress)*
Castles are pieces of a structure that can be fit together in various configurations to form a castle fortress. The pieces will be able to be mirrored left and right on the playfield. Most pieces will function like props in that initially they will serve as decorations only. A few special pieces will include animations.

Pieces of each type (ie fantasy, ice, fire, harmony) should match. Pieces such as the walls and towers and entrances will need to fit together as complex structures.

Sample sketches are available in the **/Resources/PNG** and **/Resources/PSD** folder. This are also demonstrative of the general height value of these pieces. The heights of similar pieces shouldn't exactly match, but shouldn't be drastically different (ie a Wall piece shouldn't be double or even an additional 50% the height of the sample image).

2. Characters   *(To Be Determined)*

3. Creatures   *(To Be Determined)*

4. Power Focus
> a. *Power Focus (Harvestable)* - These objects have two states. The first state has a main image which is the majority of the object. The second state adds details.
> > *Sample:*   **State 1 : Pedestal**
> > **State 2 : Pedestal with floating crystal**

Photoshop - the State 2 object/details should be on separate layers/groups. The main object in State 1 should be a complete image without the State 2 object/details.

Flash – Frame 1 : State 1 image (Base image)
Frame 2 : State 2 image (Base image with added details)

For a sample file, see: **/Resources/ FLA/Pwr_Tower_Wizards.fla**

In some cases, the second state will include a repeatable animation. The frames would then be:
Frame 1 : State 1 image
Frame 2 – n : State 2 repeatable animation ("n" number of frames needed)

b. *Power Focus (Container)*   *(To Be Determined)*

5. Props
Props are decorative items with one frame. Many of these items will be able to be mirrored left and right by the player on their playfield. *Note that Fences and Gates have additional specifications listed below:

Flash – Frame 1 : Complete image

Some props might have multiple states. This might be a gate object , for example, that has a decorative column and surround with the ability for the gate to be closed or open. In that case, the setup would be:

Photoshop The gate should be a separate layer/group from the columns and other decorative pieces the gate would be attached to. The gate should be able to be mirrored to create the open state.

Flash – Frame 1: Gate surround with gate closed
Frame 2: Gate surround with gate opened (mirrored gate piece)

*Fences/Gates

6. Tiles
Tiles represent growable items for players and have 7 states once planted:

1. 0% (Bewitched) – Crops that have died. Although files will share the same grassy base, the actual brown leaves will be based on the specific crop.

(Sample – **/resources/PNG/Tile_Snapdragon_0Bewitched.png**)

2. 0% (Harvested) – Crops that have been harvested. The tile below is the actual tile used for all crops that have been harvested.

(This tile is included in as a layer in **/resources/PSD/Tile_Base.psd**)

3. 0% (Seed) – Crops that are just planted. This is the same base used beneath each crop type, but the seeds will be a new asset on top of this base.

(Sample - **/resources/PNG/Tile_Snapdragon_0Seeds.png**)

4. 33% (Seedling) – Crops that are at their first stage of growth. Again the base is the same, but the leaves will be specific to each crop type. There are three leaf groupings on the sample below. Each has been placed three times for a total of nine sets, but has been slightly scaled/rotated/mirrored horizontally for more variety.

(Sample - **/resources/PNG/Tile_Snapdragon_33Seedling.png**)

5. 66% (Growth) – Crops that have more growth, but still have no blooms. A larger scaled version of the Seedling crop. The leaves were actually created at their largest scale (see 7. 133% Fertilized) and then scaled down for the lower percentage crops.

(Sample - **/resources/PNG/Tile_Snapdragon_66Growth.png**)

6. 100% (Full Growth) – The final stage of a normal crop. This piece has the "harvestable" piece of the crop which could be a bloom or fruit. The "bloom" should be created larger than is needed and scaled down for this tile as there is one more special state of growth.

(Sample - **/resources/PNG/Tile_Snapdragon_100FullGrowth.png**)

7. 133% (Fertilized) – This is a special stage that allows for visitors to a player's farm to fertilize their crop. This makes a larger version of even the full growth tile. In a few cases, this state is animated. If its animated the blooms will need to be broken into pieces.

(Sample - **/resources/PNG/Tile_Snapdragon_133FertilizedSample.png**)

The final version of the Snapdragon crop is animated on the Fertilization state. See **/resources/SWF/Tile_Snapdragon.swf** to see the final animated version.

PSD

1. There will be 9 plants placed on a 3 x 3 base. Below is a pre-existing base that is available in: **/Resources/PSD/Tile_Base.psd**. This file also includes the "0% Harvested" version of the crop.

This is the final width of the file (180 pixels) which should not be altered. The height, however, will need to be increased to fit the largest state of plant growth. To get the details needed for the crops, it may be necessary to work in a larger format. **/resources/Tile_Snapdragon.psd** was created at a larger scale than the **Tile_Base.psd** and has the various stages in groups. Feel free to use this file if needed for initial asset creation. **Tile_Base.psd**, however should be incorporated into the final scaled file as it has the exact alignment and width for the final base placement.

2. Create three sets of plant leaves for the largest final state. These pieces should be alternated (Scale/rotate and mirror to give more variety). They should never fit beyond the width of the tile.

2. Make a different group for each state of the plant (See **/Resources/PSD/Tile_Snapdragons.psd** for the setup. This file also includes animation on the Fertilized state.)

FLA   (See **/Resources/FLA/Tile_Snapdragons.fla**)

1. **FRAME 1 – 0% (bewitched)**

2. **FRAME 2 – 0% (harvested)** Already created and just needs to be placed on the timeline.

3. **FRAME 3 – 0% (seed)**

4. **FRAME 4 – 33% (seedling)**

5. **FRAME 5 – 66% (growth)**

6. **FRAME 6 – 10 100% (full growth)**

7. **FRAME 11 - n 133% (fertilized)** This state may or may not include animation. If there is no animation, it will only be one frame. If the crop has animation, it will be specified on the asset list and should have several frames that allow for a loopable animation. The "bloom" will need to be created in pieces. Any pieces that are rotated should have "allow smoothing" checked in properties. Do not check this if the piece isn't rotating as this slightly blurs the piece.

7. <u>Trees</u>

Trees are two stage objects. The first stage has a base image which is the majority of the object. The second stage adds detail.

> **Photoshop** - the State 2 object/details should be on separate layers/groups. The main object in State 1 should be a complete image without the State 2 additional object/details.
>
> Sample: State 1 –Tree
>   State 2 –Tree with Fruit
>
> <u>Flash</u> – Frame 1 : State 1 image (Main image)
>   Frame 2 : State 2 image (Main image with added details)
>
> For a sample file, see: **/Resources/FLA/ Tree_Fruit_Enchanted.fla**

Resource Files: (Work in Progress)

1. /Documents/FK_Asset_List_1.xlsx
2. /Resources/FK_Color_Palette.png
3. /Resources/PSD/FK_Test_Playfield_V1.0.psd
4. /Resources/ FK_Tile_Scale.png
5. The **/Resources** folder has many additional sample files for review if needed