Airchase Graphical Guidelines (for Slinkoboy!)

You've got to make all your images at a reference width of 1080 pixels

What that means is you make a canvas that's 1080 pixels wide, and pretend that's the width of the screen.

The game will scale the images down to screen size.

E.G. Say the phone's screen is 540x720.540 is half of 1080, so the game scales all of your images by half.

See what I mean?

Right now, the game looks a little like this:
(minus those thin, ugly white lines)

How is this made?

Well, first you've got the background.
That's a tiling texture of rocks that I made. :D

Those beige rectangles are the "levelparts"
How do we make something like that?

Well, first we have a wall texture:

Then we add a little
sticky-outy part:

Overlaid, they look seamless. Easy, right?

Now here's the tricky part. You're going to have to make actual *art* for this thing. Ergo, it can't be beige rectangles. This particular biome is underground, so you're gonna have to make textures for the background, the two walls on the sides, and whatever kinds of underground sticky-outy thing you can dream up.

There's also tiling to take into account: Images that repeat have to do that seamlessly, so that there aren't ugly seams on the levels.

I've found that the offset tool (available in Photoshop and GIMP, and probably a lot of other apps) is really helpful for this kind of thing; give your image a 50 pixel offset, and the seam appears 50 pixels from the top. Fix that, and you're done! :D

So, here's what you need to do:

Underground Biome Resources List

- One background (can tile or scale horizontally, must tile vertically)
- One wall texture (must tile vertically)
- Two or more sticky-outy things
- An image for the rocket/missile/potato/whatever-it-is

You're welcome to go above and beyond if you like, but this is all we really need to see the game with a screen-full of Slinkographics.

If you can't think of ideas for sticky-outy thingies, join the club! ;P
I'm always in IRC (as you know) to discuss things and bounce ideas off of.

Good luck and have fun!

I'm super-excited to see what kind of crazy thingamajigs you'll cook up!

--MK