

Requirements for Moon Rover redraw.

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1. Introduction

This game is heavily influenced by the 1980s arcade game Moon Patrol. The idea of the graphics redraw is to re-imagine the old 8-bit graphics and colours from the 1980s and add more resolution and some modern shading to update the look a little bit - but not so much as it looks like a different game. All technical specifications are detailed in section 8, but the general screen resolution to work with is 960px wide and 640px high. This allows us to use the graphics for iPhone standard and iPhone retina displays. We can also adapt these to iPad if demand requires.

2. Backgrounds

We have 4 background requirements - and a single variation. Backgrounds scroll from right to left in a parallax setup. Here is the terminology diagram:



Background (Stars)

Mountains (Dark green or gray. Slow moving)

Hills (Light bright green. Medium speed) <-Variation required

Ground (Brown. Fast moving with a slight roughness)

The Mountains, Hills and Ground need to be supplied as double wide graphics as these will wrap around to give the continuous, endless scrolling effect (1920px by 440px). Notice start and end points line up. For the image above, we have a Mountain file like this:



NOTE: The Background (Stars) does not move and only needs to be 960px by 480px

The only variation of the Backgrounds section is the Hills. For some levels, the Hills will be swapped out for a city scene. It would also need to be the 1920px by 440px double size scroll graphic. See the screenshot below for an example:



Notice that all backgrounds have a solid colour section need the bottom of each to allow for the layering of the backgrounds on top of each other. The backgrounds MUST wrap around on each other - so do make sure they line up left <-> right as if they were being wrapped around a bottle.

3. Moon Rover and Wheels

The Moon Rover body and Wheels are graphical elements which the game puts together. Our rover is a different shape to the arcade game. This is the style we want to keep - also the design. We need it redrawn with some great shading. Here is the basic shape for the rover (needs to be 132px by 60 px). The windscreen is made up of white pixels so it looks like a screen when placed onto a background.



The wheels shown here are swapped out by the game engine on each frame swap to give the feeling on rotation. These need to be 32px by 32px. The game engine will place them on the body and move them up and down to follow the terrain.



4. Flying Aliens

There are 3 types of flying alien. 2x flying saucers and a tripod ship. The saucers have some very basic 2 or 4 frame animation to give them some feel (lights flashing etc). The tripod rotates - which is done by the game engine. These need to be 64px wide and what ever the height needs to be. (The tripod would probably be 64px by 64px)



5. Ground Alien

There is 1 ground alien for this game - a tank. This needs to be 64px wide.



6. Bombs and missiles

The flying aliens drop the bombs and the Moon Rover fires missiles. These are quite small and don't need a lot of detail. The Bombs need to be 20px by 24px. The missiles from the Moon Rover go across the ground toward any oncoming rocks. We have no examples for missiles.



7. Rocks and Boulders

The game has static small rocks and large rocks and later, rolling small boulders and large boulders. These can both be supplied in the single large size of 60px by 44px for the Rocks (and we will scale them for the small version) and 64px by 64px for the boulders. The game engine will rotate the boulders.



8. Resolutions and technical specifications

All artwork must be supplied as:

- RGB
- Layered PSD (Adobe Photoshop) files - with layers separating elements and must be well labelled. This is important.
- All screen artwork must fit into a 960px wide by 640px high screen size**.

** The exception on the size is the moving backgrounds which must be 1920px by 440px. This gives us the ability to cut the background up and simulate an endless scrolling setup.

We have capabilities inhouse which allow us to cut up and modify the supplied graphics.