RLP-GAMEA · RLP Video Game Design A — Play, Prototypes, Engines and Worlds

Unit 4: Worlds, Story, Art Style and Sound

Practice Workbook. The same problems, in the same order, as the Practice sections of the online lessons.

Name _____ Period _____

Lesson 4.1 — Story in Games: Structure, Character and World

FLUENCY

1. Embedded or emergent narrative? (a) a cut-scene where the hero leaves home; (b) the time your last soldier held the bridge; (c) a letter found in a drawer; (d) a friend's farm flooded the night before the harvest festival.

2. Name the three acts of the familiar story shape and say how games often map them onto play.

3. Give one strength and one limit of first-person and of third-person perspective.

APPLICATION

4. A story says the hero is starving and hunted, but the player can stroll around picking flowers with no danger. Name the problem and suggest one mechanic that would fix it.

5. A character is a lighthouse keeper who wants to keep ships safe, needs to accept help from the villagers and is blocked by a storm that knocks out the lamp. Label the want, need and obstacle, and give three verbs the player could do as her.

6. Design one piece of environmental storytelling for an abandoned school level that also guides the player where to go.

7. A story has three choice points, and each choice splits into 2 branches that never rejoin. How many different paths are there? How does the lesson suggest controlling that cost?

8. Your world draws on a real culture. List three things the lesson says to do.

REVIEW

9. Review (Lesson 2.4): what is the "intended experience" line in a one-page design document, and how does it connect to today's lesson?

Lesson 4.2 — Build: Animation, Parallax and Sound

FLUENCY

1. The camera moves 800 pixels to the right. How far do layers with scroll_scale 0.1, 0.3 and 0.6 appear to move, and how far does the ground (scale 1) move?

2. A sprite sheet is 256 pixels wide and 96 pixels tall, made of 32 × 32 frames. What horizontal and vertical counts do you enter, and how many frames does it hold?

3. Which Godot audio format does the manual advise for (a) a short coin sound played hundreds of times; (b) a three-minute music track? Which node plays each?

APPLICATION

4. Using the Godot manual's figures (WAV mono about 88 KB/s, Ogg Vorbis about 16 KB/s, MP3 about 24 KB/s), find the size of a 90-second music loop in each format.

5. Code reading: in update_animation, the character is moving right while in the air. Which animation plays, and why?

6. Find the bug: *sprite.flip_h = direction > 0.0*. The art is drawn facing right. What does the player see, and what is the fix?

7. A run animation has 8 frames. How long does one full cycle take at 10 frames per second? At 16?

8. Describe three ways artists fake depth on a flat screen, then explain what parallax adds.

REVIEW

9. Review (Lesson 3.2): the animation code reuses the platformer script. Which line makes the character fall, and why is it inside *if not is_on_floor()*?

Lesson 4.3 — Art Style, Mood Boards and the Rights to Every Asset

FLUENCY

1. What does each basic shape usually communicate in shape language: round, triangular, square?
2. Match the image mode to its use: RGB, CMYK, Grayscale, Indexed.
3. What does each Creative Commons element require or forbid: CC0, BY, SA, NC, ND?

APPLICATION

4. Can you use each asset in a free game you share online? (a) a CC BY-ND sprite you want to recolor; (b) a CC0 sound; (c) a CC BY-SA background, in a game you release under the same license with credit; (d) a fan-art image of a famous cartoon character.

5. List the four fair-use factors, and explain why a private study mood board is a different case from putting the same image into a published game.

6. According to the U.S. Copyright Office's position described in the lesson, is an image generated entirely by AI protected by copyright? What should you do if you use one?

7. You run the greyscale test on a screenshot and can no longer tell the player from the background. What does that show, and what should you change?

8. Write a complete TASL entry for a texture photo you took yourself, and say what to do with an asset if you cannot fill in all four parts.

REVIEW

9. Review (Lesson 4.1): what is a silhouette, and how could the greyscale test help you check one?

Lesson 4.4 — Storyboards, Sound Design and Original Assets

FLUENCY

1. Name the shot or rule: (a) waist up, good for conversation; (b) shows the setting and where characters stand; (c) a face or key object; (d) keep the camera on one side of an imaginary line between two characters.
2. What does a low camera angle do to a subject? A high angle?
3. What is Foley, and give one example from the lesson.

APPLICATION

4. Put the Audacity steps in order and say why each matters: normalize, export, trim silence, fade out the tail, record.

5. A 4-inch-wide print at 300 pixels per inch needs how many pixels across? A 16 × 16 sprite enlarged 8 times for a portfolio becomes what size, and which interpolation should you choose?

6. Fix these file names using the Audacity manual's advice: "Jump Sound!.wav", "coin (final) v2.wav".

7. Why should a game sprite be exported as PNG rather than JPEG, and what happens to the .kra working file?

8. Describe a six-panel storyboard plan (one line per panel: shot type, action, sound, duration) for a 24-second cut-scene in which a player finds a locked gate, and end with handing control back.

REVIEW

9. Review (Lesson 4.2): why does the lesson's sound plan export the jump effect as WAV but the theme as Ogg Vorbis?

Unit 4 checkpoint

1. A survival game's story says food is scarce, but the player always has plenty. This mismatch is called...
   A. Environmental storytelling
   B. Ludonarrative dissonance
   C. Emergent narrative
   D. A vertical slice
2. True or false: Emergent narrative is the story the designers wrote in advance, such as cut-scenes.
3. The camera moves 300 pixels. A Parallax2D layer with scroll_scale 0.2 appears to move _____ pixels.
4. Which audio format does the Godot manual recommend for long music?
   A. WAV
   B. Ogg Vorbis
   C. MIDI
   D. A .aup3 project file
5. A sprite sheet 160 pixels wide and 64 pixels tall holds 32 × 32 frames: enter _____ horizontal and _____ vertical.
6. An asset is licensed CC BY-ND. Which use is allowed?
   A. Recoloring it for your game
   B. Using it unchanged with credit
   C. Removing the creator's name
   D. Cropping it into a new sprite
7. True or false: Copyright protects an original drawing automatically once it is fixed in a tangible form, even without the © symbol.
8. Which image mode should game art for screens stay in?
   A. CMYK
   B. RGB
   C. Indexed with 2 colors
   D. Grayscale

9. A cut-scene must show two characters arguing without confusing viewers about who is where. Which principle helps most?
   A. Use only close-ups
   B. The 180-degree rule
   C. Low angles throughout
   D. Remove the wide shot
10. A 3-inch print at 300 pixels per inch needs _____ pixels on each side; a 32 × 32 sprite enlarged 4 times becomes _____ pixels wide.
11. True or false: Leaving a tenth of a second of silence at the start of a jump effect makes the jump feel more responsive.

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