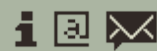


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**[Paid] 2D Platform RPG Pixel Artist Needed**

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**Project Information**

The project is a flash game that mixes elements of autorunners (Canabalt, Another Cave Runner, Robot Unicorn Attack) with elements from traditional RPGs (Diablo II, etc). The development work is done entirely by me and has been underway for about a month now, mostly working on the weekends. However, I am getting to the point where all the basic systems are up and running, and I am looking to start getting art assets for the game. The game features an item system heavily influenced by diablo II (tiers of items with random prefixes and suffixes enhancing an items stats, "unique" items, etc), a skill system that interacts well with the item system (items grant skills, once you've used a skill enough you master it and can use it without the need for an item granting it, and can level it up to increase its power, and can synergize and gain bonuses from leveling up other related skills), a deep stats system, achievements, fast paced gameplay, and hopefully some awesome pixel art! An example of the current statistics screen and UI in its current state (the graphics outside the fonts/ui/menu/items are all temporary):



**Art Information**

I'm looking for an experienced 2d pixel artist. The amount of the work isn't extremely high (the levels are procedurally generated on the fly, and are relatively simple, so the tiles involved are also simple), but I'm looking for quality work. The art will be side view pixel art at a pretty low resolution.

The game will be 400x200 resolution (at 2x zoom for a window size of 800x400). Tiles are 12x12, and enemies will range from 10x10 to about 24x24. Backgrounds will need to be about 600x300. Various decorative elements will range from 12x12 to about 80x80.

Overall the best idea of the style I am going for are the tiles on:

<http://i.imgur.com/0c7dl.png>

There would be a lot less tiles involved (just square cliffs), but the style with the bushes in the foreground and trees in the background is exactly what I am aiming for.

**Asset List**

The following is a list of assets that will be needed for the game:

**5 "tilesets"**

The tilesets themselves would be very simple, with all tiles being 12x12. The top and corners of a "cliff" tile for each, along with about 4-6 random tiles for the "dirt" of the cliffs. Example (using low quality quickly made tiles to

demo):



Shows how you need the top, corners, and sides, and dirt of the cliff (6 tiles). The rock is an example of a "random" tile.

Also each map may have some extra tiles (such as 3 tiles to make up a bridge).

Overall I expect about twelve 12x12 tiles per tileset.

### Objects for the tilesets

In addition to the simple tiles, each map would require objects. These would be objects that would be in the background on the cliffs (trees, boulders, etc) and objects that would be in the foreground (rocks, bushes, vines hanging from above, etc). Example of this:



The tree would be an example of a background object, while the bushes would be an example of a foreground object. Most of these would be pretty simple (leaves, bushes, rocks) with maybe a few more complicate ones (trees).

Each tileset would have about 8 of these objects.

### Player

The player would be the main sprite needed. Ideally the player would measure roughly 16x24, with animations able to be larger. The animations needed for the player would be: Running (most detailed animation needed in the game), swinging a weapon down, swinging a weapon up, jumping, being knocked back, and casting a spell. All animations would be while running (except being knocked back).

### Enemies

I would need about 10 base enemies. Examples would be a slime, a bee, a snake, a chicken, a wizard, a turtle, and a knight. These would range from 10x10 to 24x24. Each would need a moving animation (running or flying) and a hit animation (1 frame), and some would need a simple (2-3 frame) attacking animation (normally just throwing a projectile).

Many enemies would be edited by me for variations (color changes), but some enemies would need small changes from you (such as a slime with a halo, a knight with a shield and without, etc).

### Backgrounds

I would need 5 backgrounds corresponding to the tilesets. Each background would be made up of 2 pieces (parallax scrolling backgrounds), with the top half being about 600x200 and the bottom half being 600x200 (overlapping about 100 pixels).

### Spell Effects

I would need about 24 different spell effects. Most would small (8x8-12x12) projectiles with 1-3 frames (fireball, frost bolt, shard of ice, meteor, etc).

### Spell Icons

I would need 48 spell icons that would be VERY simple (10x10 icons). These could for the most part just be the spell effect. There are also 25 passive skills that would be also very simple (and sets of them could be the same icon recolored). Some scribbles with a paintbrush for example could represent armor mastery. 🎨

Overall

- So overall the expected work load is:
- 5x Tilesets (of about twelve 12x12 tiles each)
- 5x Sets of objects (with about 8 objects in each set)
- 1x Player with animations
- 10x Enemies with simple animations
- 5x Backgrounds (broken into 2 pieces for a total of 10 images)
- 24x Spell effects
- 48x Spell icons

Compensation

Payments would be done through paypal. Beforehand we would work out sets of work and prices for each, and after each set is delivered payment would be made (ie, \$x per tileset, to be paid after each one).

My budge for this is ideally **between \$400 and \$1000** depending on the quality of the artist, possibly higher if you wow me with quality. Prices would be determined beforehand.

Other Requirements

The artist would be expected to (for certain assets, such as for player and tilesets), provide proposal and possibly take some feedback to fit the style. Ie, provide an unanimated player, and take feedback to improve it before animating it. The same goes for proposal for tilesets (possibly make minor alterations). This wouldn't be the expectations for most assets though.

The artist would also be able to provide and stick to a schedule. I am not expecting an extremely strict schedule, but given that the amount of work here is not a truckload, I am hoping to get it done relatively quickly. We would agree to the schedule before work starts.

Contact

If you are interested in this project, please send to iarkeus@gmail.com:

- Experience
- Samples of your work
- Your estimation of the time and money

I may delay my decision a bit to find the best match for this project, so please be patient. 😊

Thanks!

