



Final Project

2D Sprite Game Mockup

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GAME-1475
2D Design for Games, 004

Moodboard

The image is a collage of screenshots from the game Star Wars: The Old Republic, showcasing a character named Flare. The screenshots are arranged in a grid-like fashion, highlighting various aspects of the game's interface and content.

Top Left: Inventory and Equipment
 This screenshot shows the character's inventory and equipment slots. The character is wearing a blue and white armor set. The inventory is filled with various items, including weapons, armor, and consumables. The equipment slots are also filled with items, including a helmet, chest plate, gauntlets, and boots.

Top Middle: Character Stats
 This screenshot displays the character's stats. The character's name is Flare, and their level is 220. The stats shown are:

- Health: 220
- Energy: 160
- Stamina: 400%
- Shield: 80
- ATK: 80
- DEF: 80
- HP: 80

 The character's active techs and pet stats are also visible.

Top Right: Bounty Board
 This screenshot shows the Bounty Board, which lists various bounties. The current bounty is Rank I: Hopeful Hunter, which involves investigating the Super Plunderer Crew near Umbrasion. The bounty offers a reward of 244 credits. Other bounties listed include Hylene, Pink Joel, Bahret, Ryo, Tanoddam, and Fanta.

Middle Left: Bank Statement
 This screenshot shows the character's bank statement, which lists various transactions. The transactions include purchases and sales of various items, such as armor, weapons, and consumables. The total balance is 1,181,514 credits.

Middle Right: Character Showcase
 This screenshot displays a row of character avatars, each wearing a different armor set. The avatars are arranged in a row, showing a variety of colors and designs.

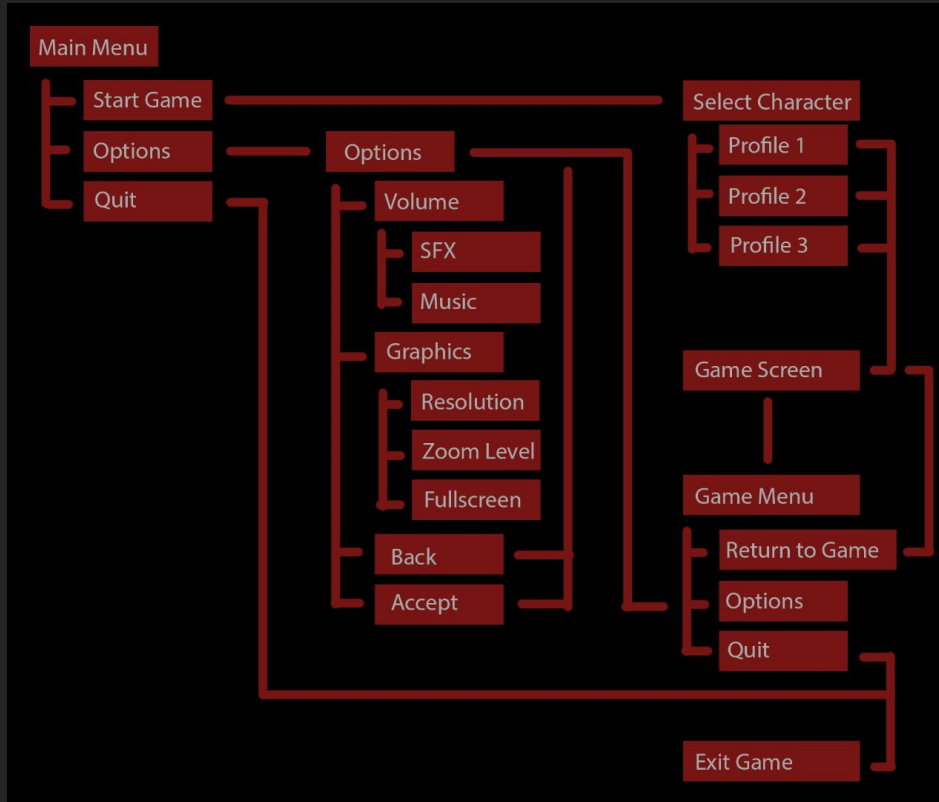
Bottom Left: Equipment List
 This screenshot shows the character's equipment list, which includes various items such as ship bodies, ship parts, beams, decorative plates, devices, furnishings, hardpoints, lamps, machinery, launchers, power, thrusters, ship tools, tools, utility, plates, rails, tools, services, ship weapons, station modules, and station parts.

Bottom Middle: Flare Character
 This screenshot shows the character Flare in a blue and white armor set, standing in a dark environment. The character's name and level are visible at the top.

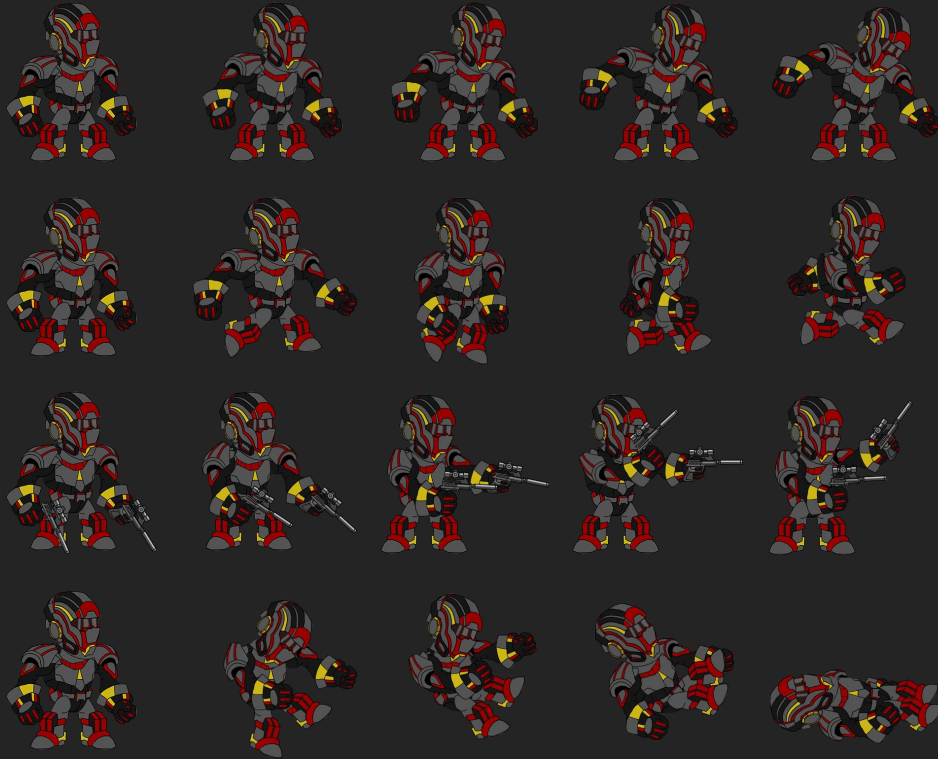
Bottom Right: Weapon Showcase
 This screenshot displays three different weapons, each with its own stats and description:

- Velum Broadsword**: A 2-Handed sword with a damage per swing of 33.4 and a rate of fire of 1.2. It has a special ability called "flapdash". It is a Legendary item worth 3360 credits.
- Plasma assault rifle**: A 2-Handed rifle with a damage per swing of 33.4 and a rate of fire of 1.2. It has a special ability called "flapdash". It is a Legendary item worth 3780 credits.
- Freestom's Fury**: A 2-Handed flamethrower with a damage per swing of 30 and a rate of fire of 1. It has a special ability called "flamethrower". It is a Legendary item worth 4500 credits.

UI Wireframe



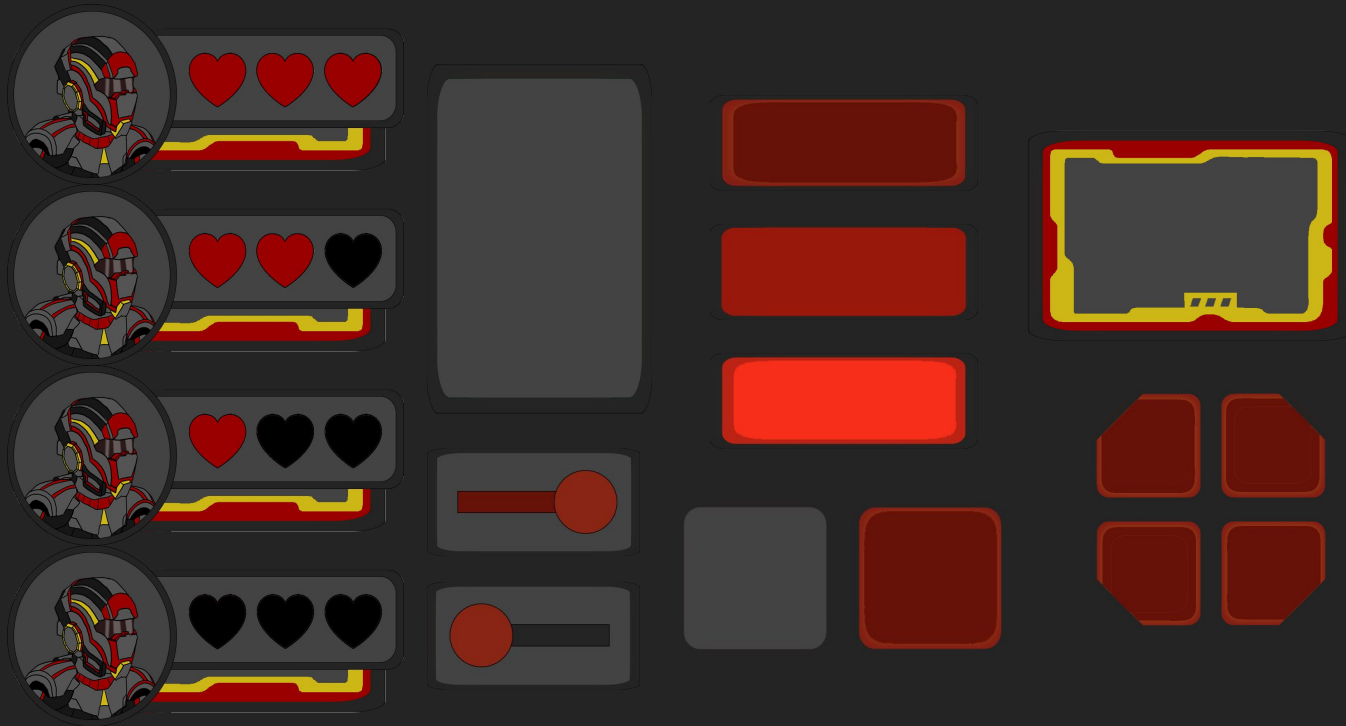
Sprite Sheet



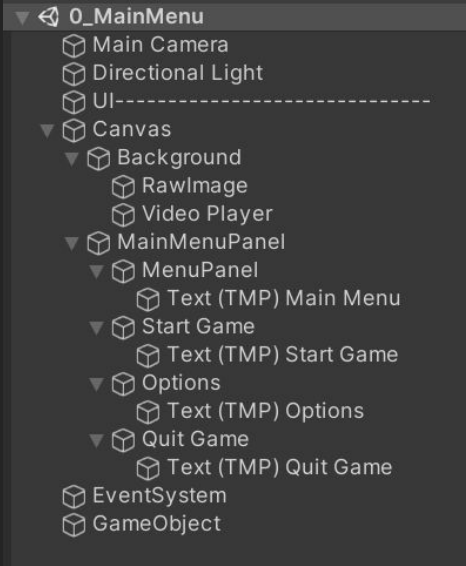
Sprite GIF



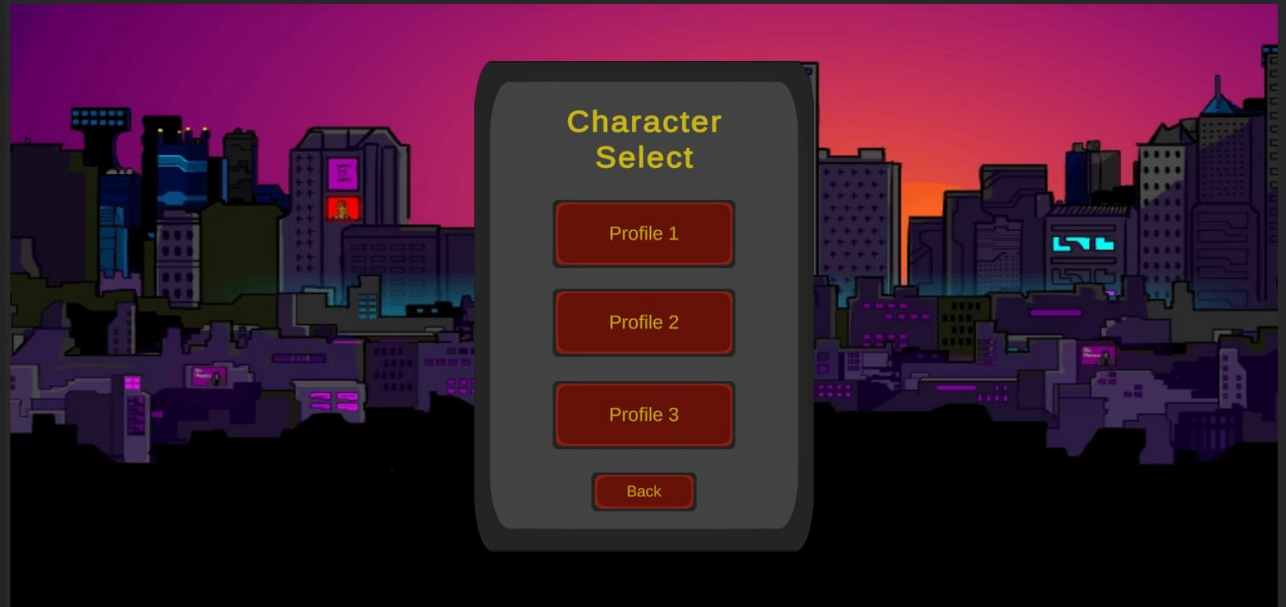
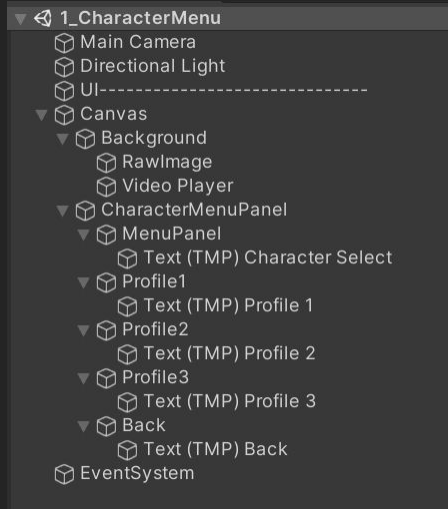
UI Button Sprite Sheet



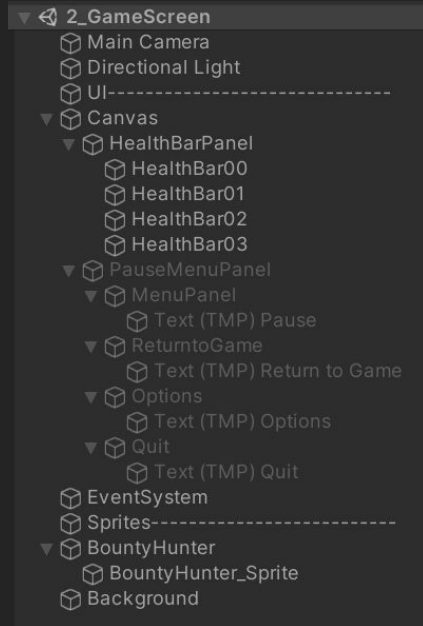
Unity Screenshot (Main Menu)



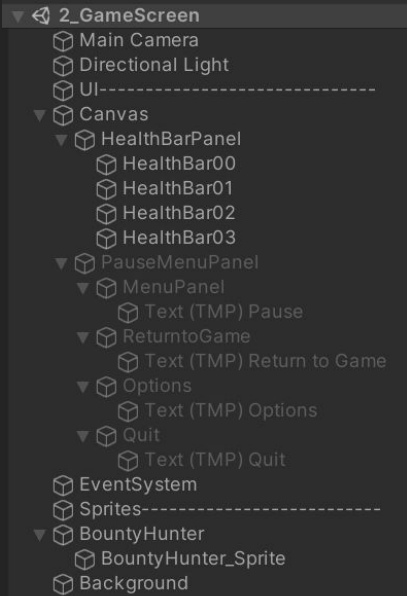
Unity Screenshot (Character Menu)



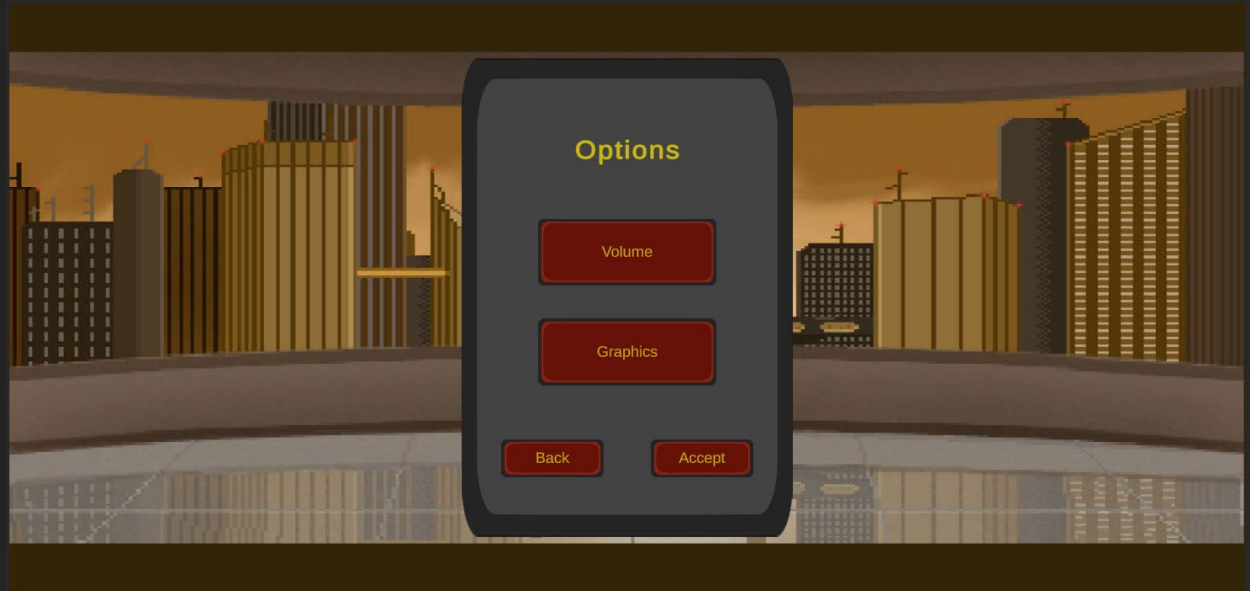
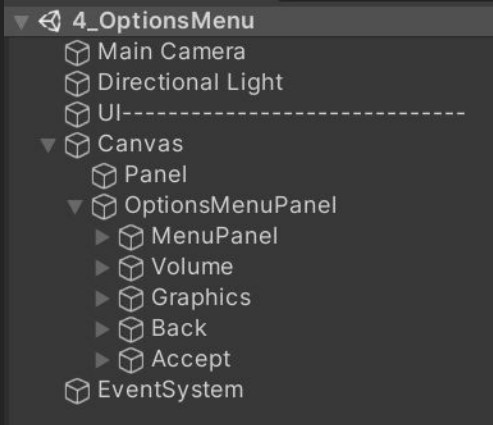
Unity Screenshot (Game Screen)



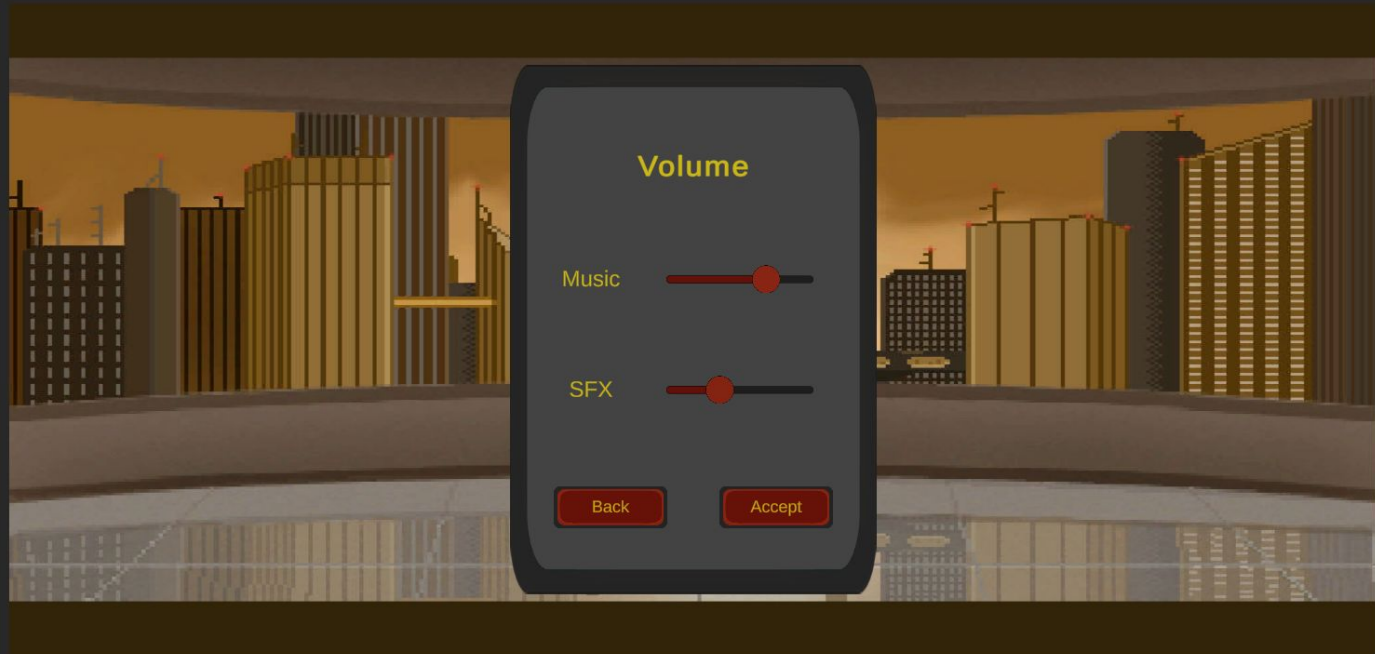
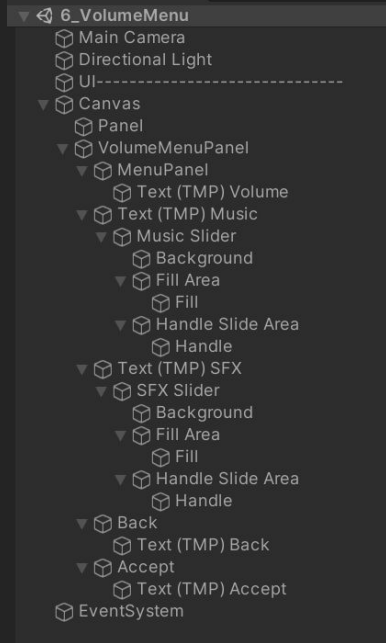
Unity Screenshot (Pause Menu)



Unity Screenshot (Options Menu)



Unity Screenshot (Volume Menu)



Unity Screenshot (Graphics Menu)

