

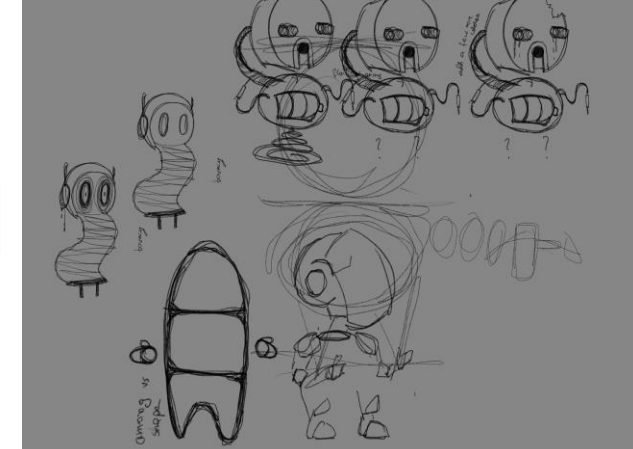
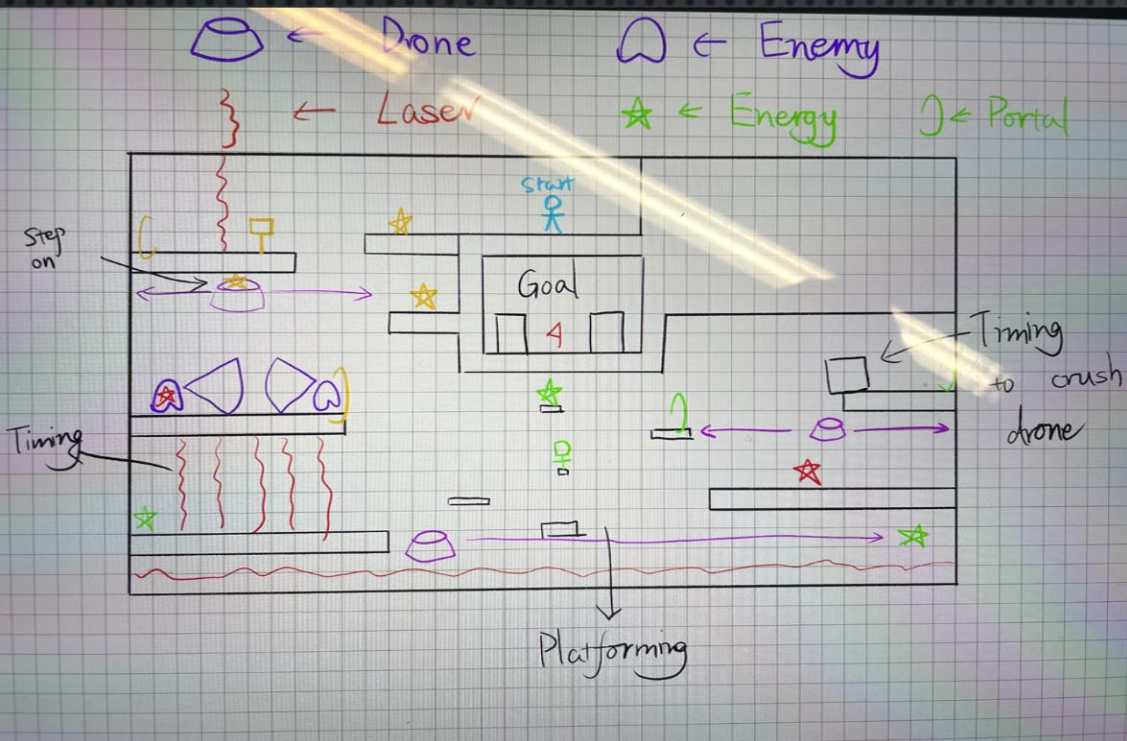
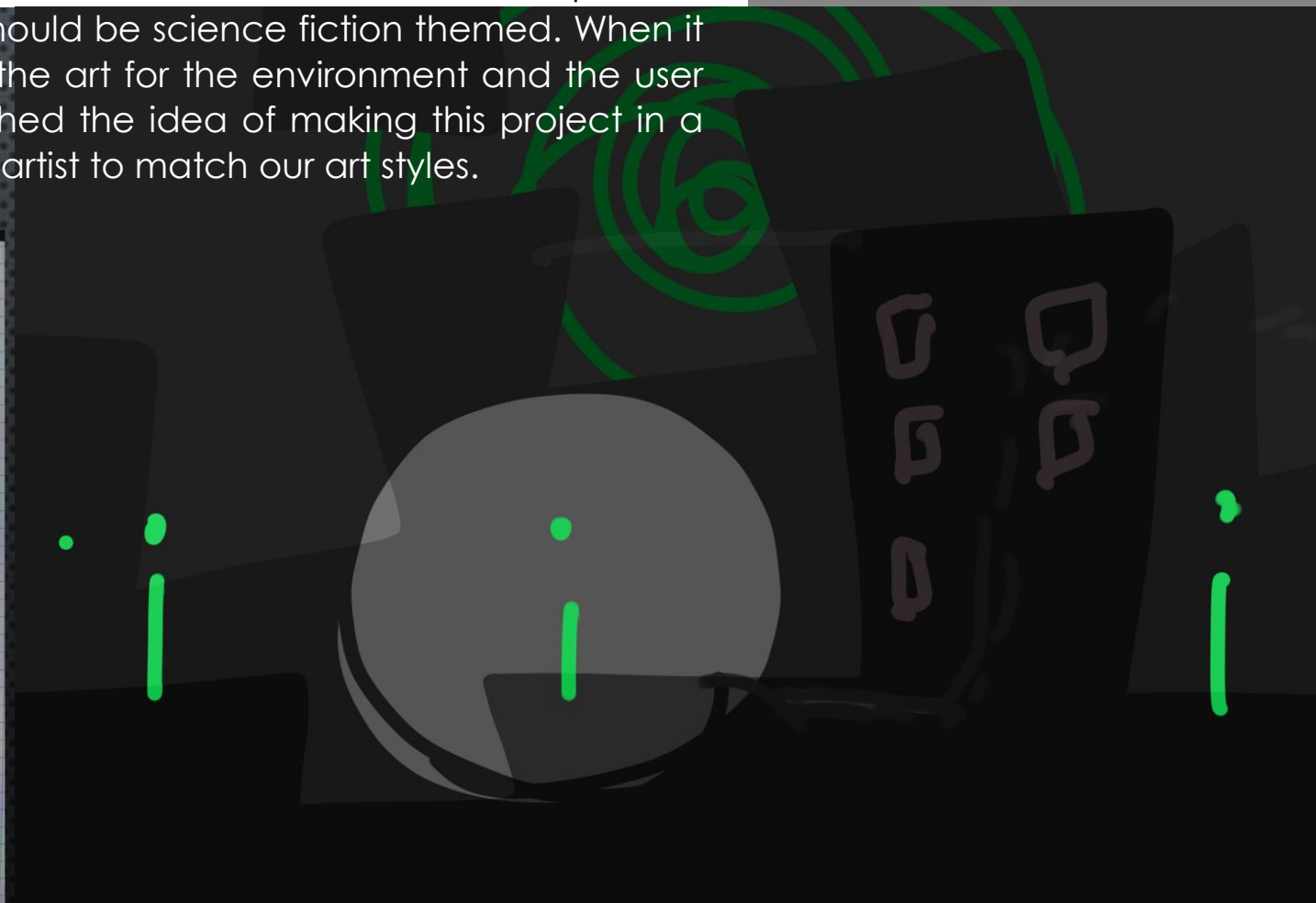
PROFESSIONAL PRACTICE PROJEKT – GAME DESIGN COLLABORATION

ZUZANNA STAWOWSKA

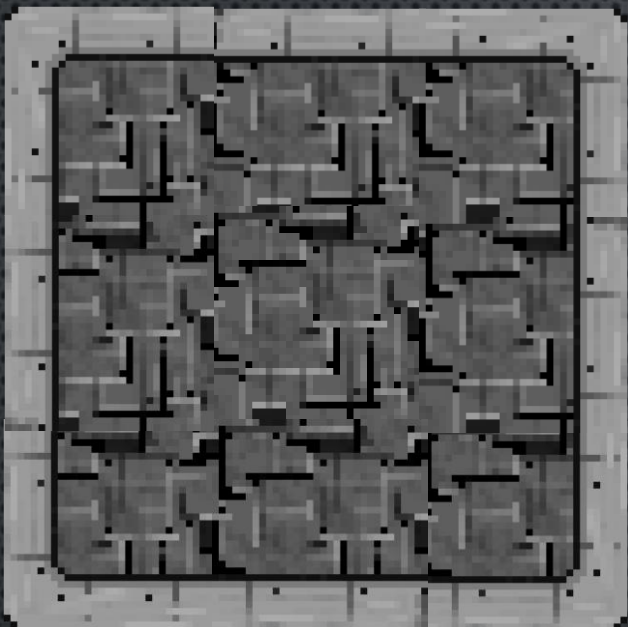
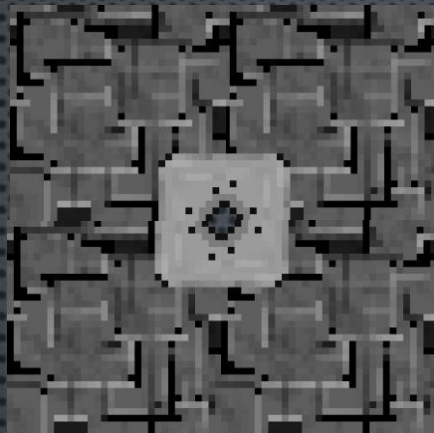
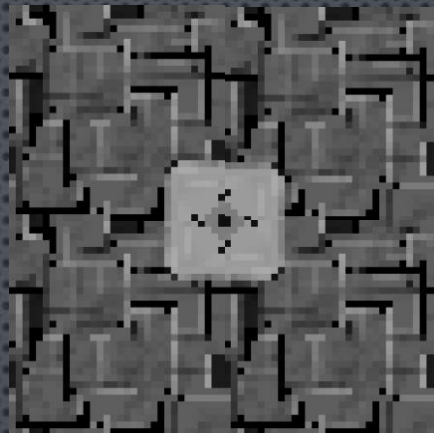
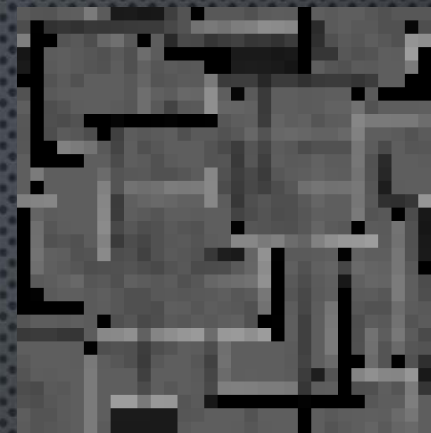
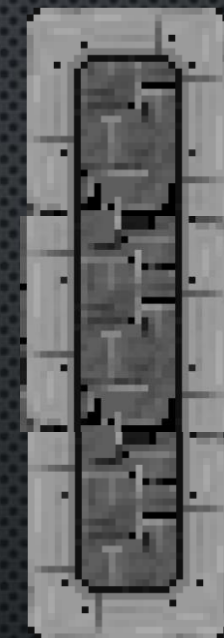
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SKETCHES AND PLANNING

My group started the project by deciding what mechanics they want the game to have. I was responsible for sketching out the basic layout of the first two levels and the key objects in them. Ultimately we decided that the game will focus on a portal mechanic. The player's task is to collect resources needed to power a portal and use it to bypass obstacles, such as enemies, traps, and walls. The game design people decided that the game should be science fiction themed. When it comes to creating the games assets I was chosen to do the art for the environment and the user interface. Alongside my other game art teammate I pitched the idea of making this project in a pixel art style. The pixel art style allowed me and my fellow artist to match our art styles.







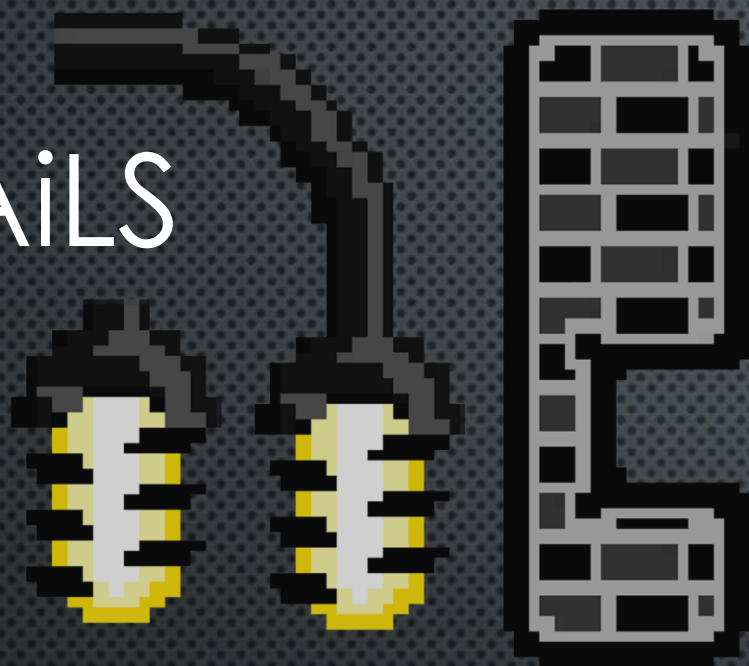
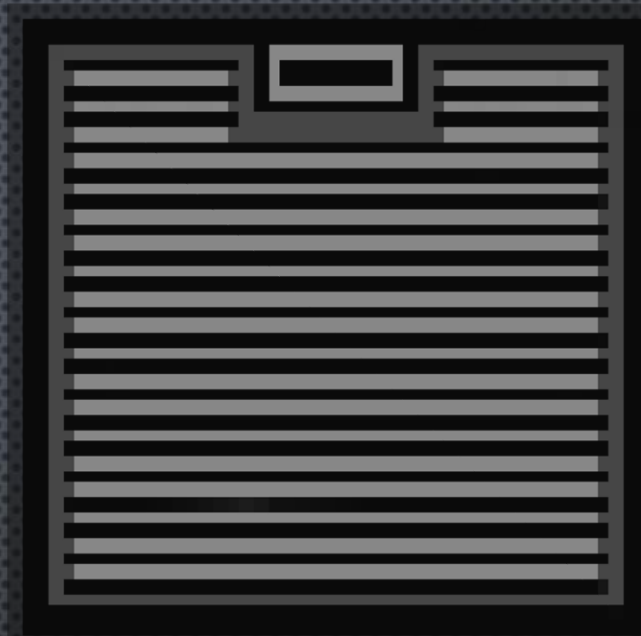
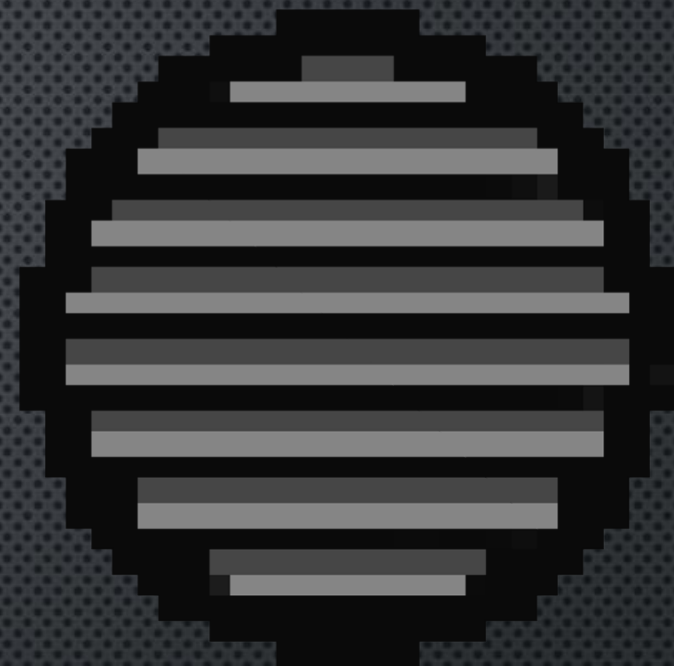
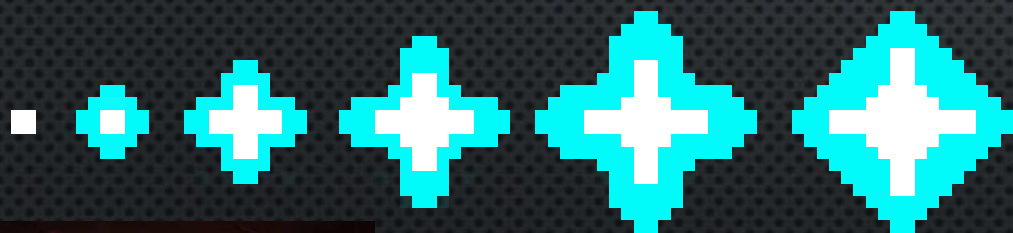
When making the tiles for the game I used many examples of Unity tile maps. Together as a team, we decided to go with 32x32 pixel tile sizes. We considered a 64x64 or even 128x128 ratio but ultimately decided that the game looked too detailed in these scales.

Initially, in the first two levels, the tiles were always used in three-by-three blocks, however in the third level the game designers chose to go with thinner platforms and therefore requested I make extra tiles to facilitate that.

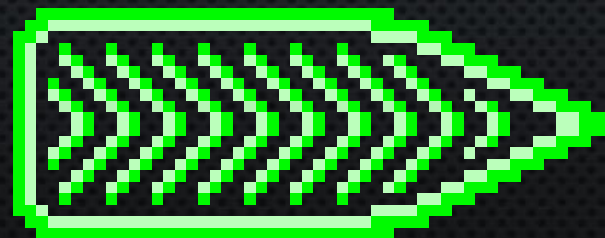
TILES



DETAILS



The team requested of me to make some non-functional elements to add verity to the repetitive tile pattern. I decided on some vents, lamps, and a sparkle to add some movement to the front layer aside from the player and the mobs. Upon request, I made an arrow meant to indicate the end of a level based on a provided reference image.

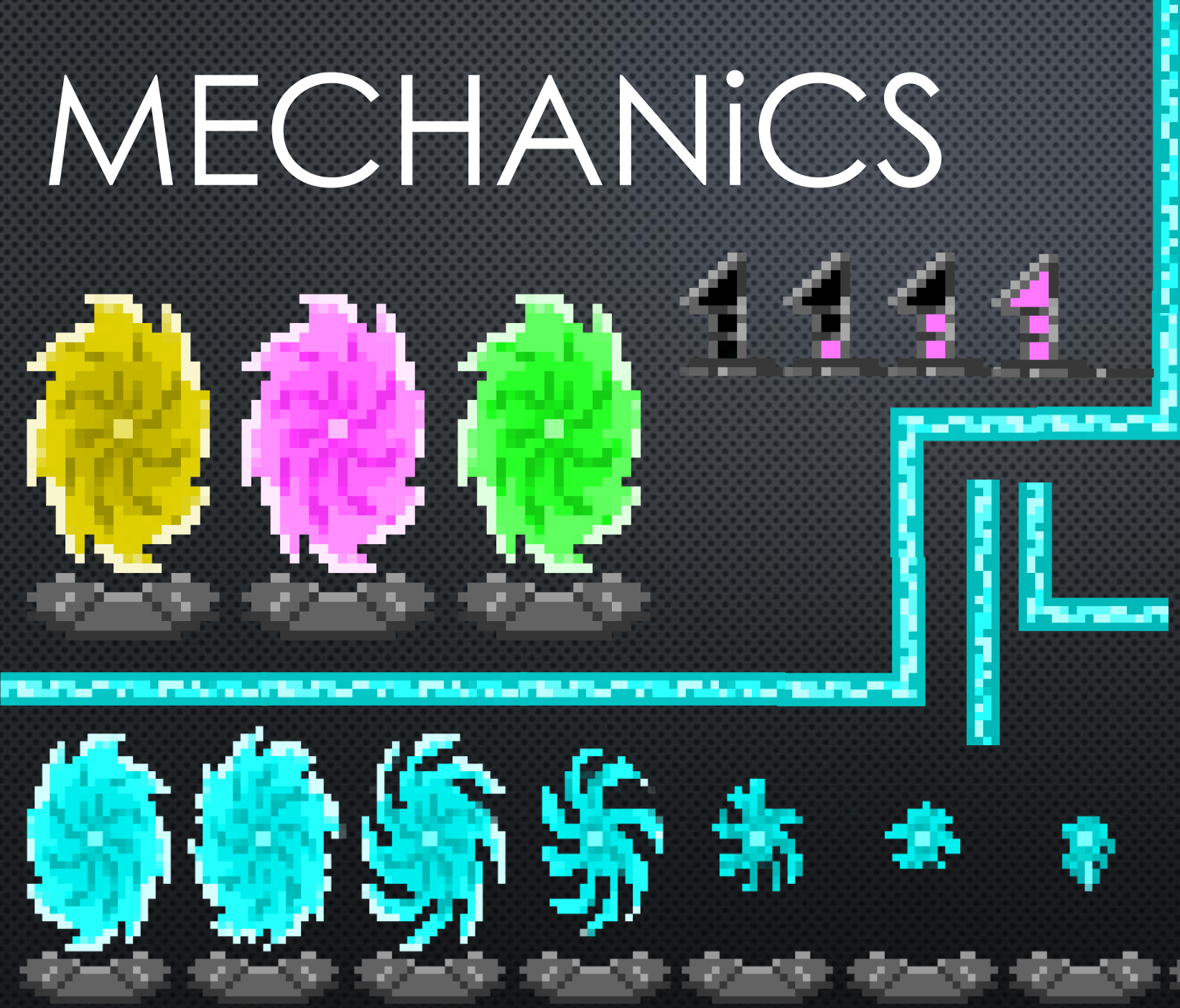


RESOURCES

The collectible resources I made were in two shapes. The first rectangular one looked too bulky therefore I drew the star-shaped ones while the rectangles were used to indicate how much was already collected in the corner of the screen. I made them in various colors each matching a respective portal.



MECHANiCS

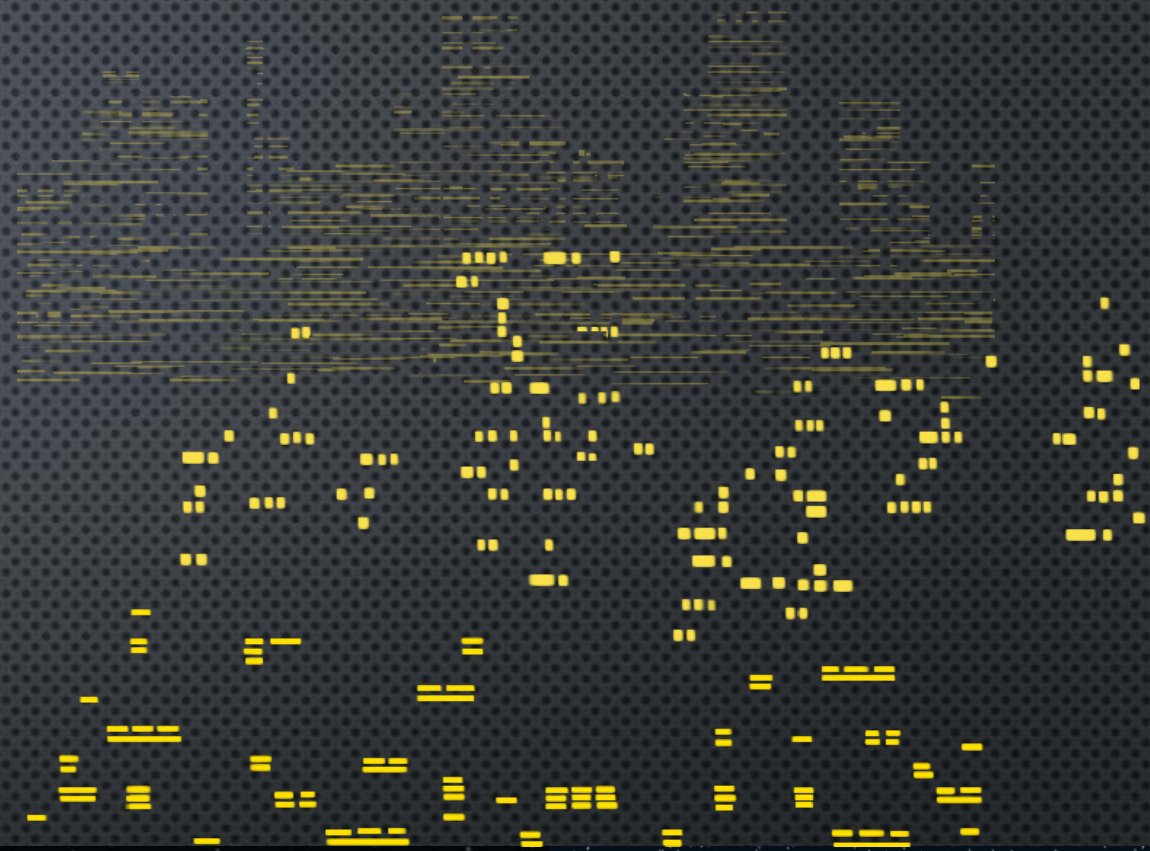
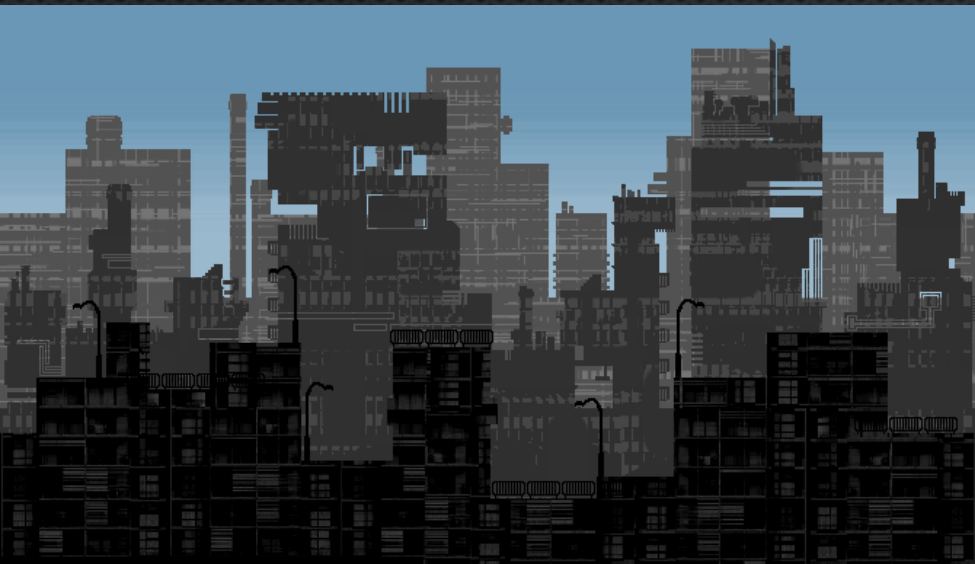
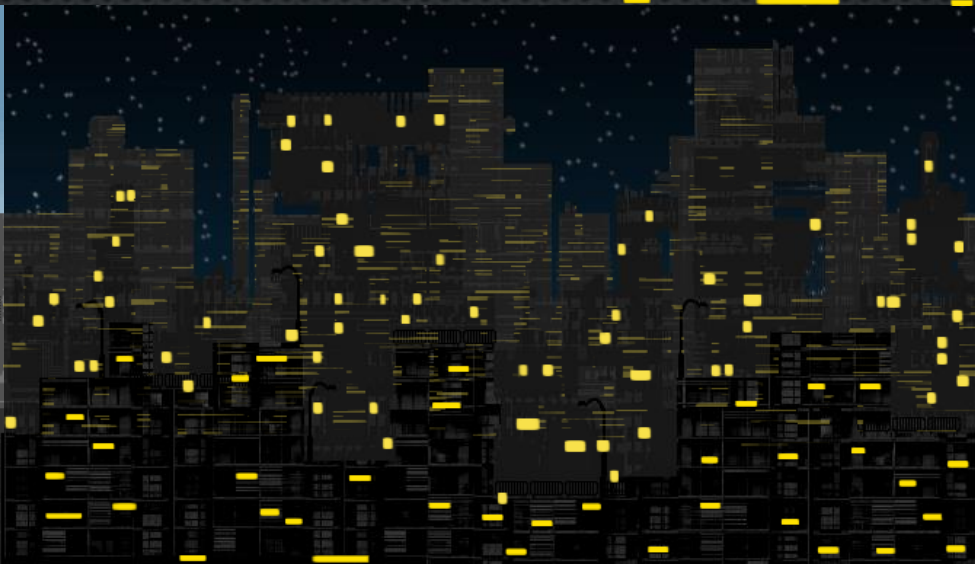
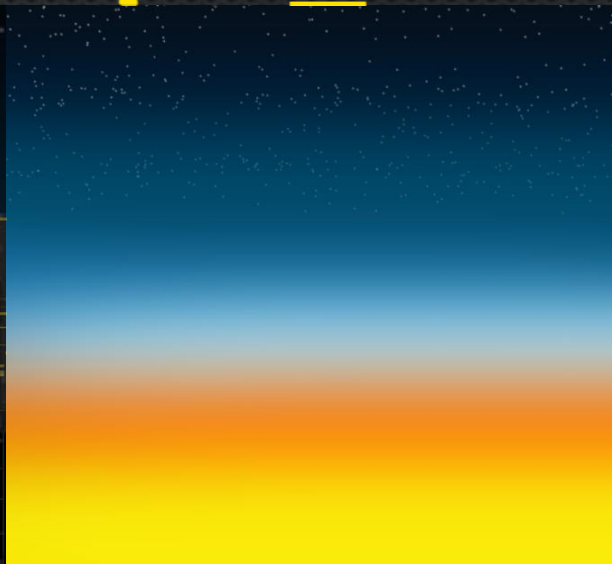


For the mechanics I designed and drew the portal, the interactive console needed to activate it, as well as an environmental hazard in the form of a laser. The respective portals can be connected with power supply lines to serve as a guide for the player.

The laser has extra frames to make it look like it sizzles. It can be turned on and off to allow the player to pass through.

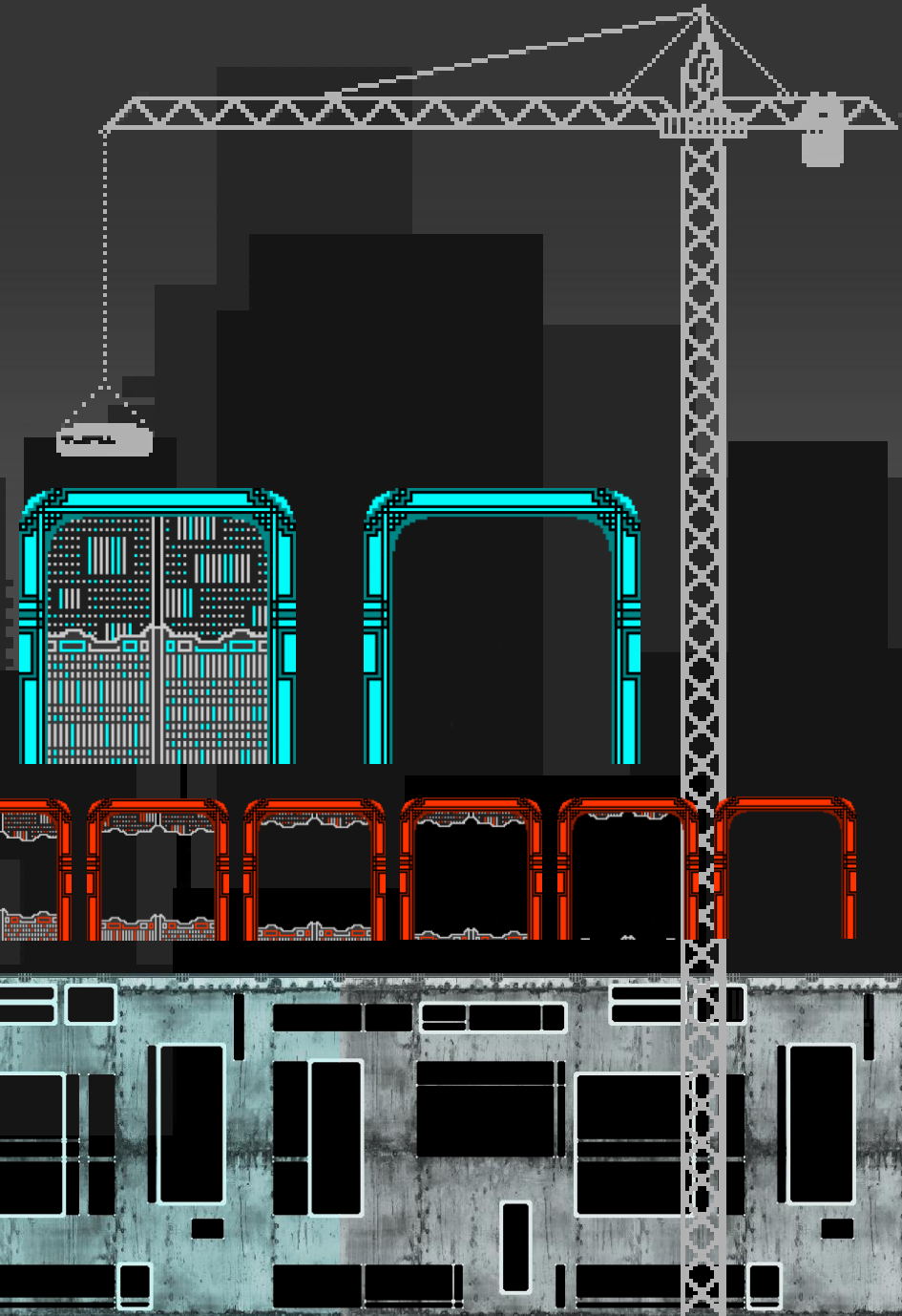
BACKGROUND

I decided to make the background as separate layers to allow the game designers to apply the parallax effect and leave them some space to customize and extend the image to fit the level size. The design team requested that I make different light-level versions of the scene since they wanted to apply different ones for each level.



BACKGROUND

Since both the level tiles and the background buildings were made in shades of gray I decided to create a wall that can be placed between them. In the scene where the contrast between the foreground and background was low, the wall was added to make the game legible. For the end of the game, I was asked to animate two doors. The player could choose one of them for a different ending.



Ui AAAAAAAW

Lastly, I was responsible for the UI elements. The game design students provided me with a layout they wanted and the words they needed. I animated the title for the title screen and made the 'game over' message. At the end, I was asked to make buttons for the instructions in the first tutorial level.

GAME OVER

SPACE

CONTINUE II NIGHT REPLAY QUIT
CONTINUE II NIGHT REPLAY QUIT

A Z O

PLAY MENU LEVEL DAWN AFTERNOON
PLAY MENU LEVEL DAWN AFTERNOON



REFLECTION

<https://zuzannastawowska.myblog.arts.ac.uk/2023/05/17/professional-practice-projekt-game-design-collaboration/>

In the end, I am satisfied with how the project turned out. I learned to work with client feedback and how to make small adjustments and sketches to present my ideas. I became proficient in working using non-destructive methods on different layers since I was often asked to make small adjustments in color, exposure, or saturation. Another challenge was passing my work on to the game designers. Since we worked from different places on different devices I had to find a way to give them my work. We settled on creating a shared google drive where all the images were uploaded and sorted into different folders for the team to use at any time.

The biggest inconvenience in the process was the communication. Since the project was happening in class we had limited time to consult each other face-to-face and even this limited time was impacted by personal responsibilities. Figuring out the exact format and size of images the team found easiest to work with was a challenge. The hardest part was keeping my art consistent with the other artist. Our work happened mostly outside of class time and the team would message us requests regarding what elements they needed, this meant that we made our art completely separately. As a result, it was hard to stick to a shared color palette. The game consists of shades of gray with various highlights because it was easiest to keep consistent.

I feel like the next time I work on a 2d game my process will be much more organized. A lot of the time I had to double back and work on elements I finished a long time ago because I missed something that should have been obvious in hindsight. In the end, I am happy with how the projet turned out and I believe my team was happy with my results and consistency.



ZUZANNA STAWOWSKA

Warszawska 85, Raszyn,
05-090

Date of birth: 02.01.2002.

PROFILE:

Motivated, young woman studying to become a professional game artist. Currently specialising in making 3D props, for characters or backgrounds. I am actively working on and improving my character animation skills. I am aiming for a place at the CDPR since it will not only improve my technical skills, but also give me an opportunity to work on a large scale project with many people. Working in a specialised team will be very different, from working in a small group where everyone does a bit of everything.

EDUCATION

Currently studying BA Animation at University of the Arts London - 2021-2024 - second year of studies

Spółeczne Liceum
Ogólnokształcące z Maturą
Międzynarodową IB World School
1531 Raszynska - 2018-2021

LANGUAGE

Polish - Native
English - C2, 8,5/9 IELTS score
German - B2

CONTACT INFORMATION

Preferred Phone UK: +44 7922 921800
Phone PL: +48 515 854 359
E-mail: stawowska.zuzanna@gmail.com
LinkedIn: <https://www.linkedin.com/in/zuzanna-stawowska-90088326a>
Facebook:
<https://www.facebook.com/zuzanna.stawowska.1/>

WORK EXPERIENCE

Game Tester

Testronic - July-September 2022

- Finding and reporting issues related to the mechanics, visuals or audio of a game, communicating with the game developers to fix them.

Background Artist

Global Game Jam - 2023

- Background artist, actively participating in developing initial concept and plot.
<https://kiznochi.itch.io/is-it-wrong-to-pick-up-pencils-in-a-classroom>

SKILLS

- Modelling, UV editing and rigging in Maya
- Texturing in Substance 3D Painter
- The basics of sculpting in ZBrush
- The basics of working in 3D in Unreal Engine
- Texturing and Animating a 2D platformer in Unity
- Swimming - all styles
- Communication
- Collaboration

PORTFOLIO

Instagram:
<https://www.instagram.com/zuzannalake/>
ArtStation:
<https://www.artstation.com/zuzannalake>

INTRESTS

- Games - plot heavy RPG games, with a healthy does of action
- Tabletop RPG - D&D, a great way to spend time with friends, work on your team work, and creativity
- Art - Both digital and traditional mediums
- Physical model making - Dioramas
- Books - Fiction, fantasy and intrigues in particular

CV AND COVER LETTER

Zuzanna Stawowska

Details, details, details, details, details, details, details, details,

Date

Dear ... ,

I am a highly motivated, young woman studying to become a professional game artist. Currently specializing in making 3D props, for characters or backgrounds. I am actively working on and improving my character animation skills. I am aiming for a place at the CDPR since it will not only improve my technical skills but also allow me to work on a large-scale project with many people. Working in a specialized team will be very different, from working in a small group where everyone does a bit of everything.

I am a 2nd-year Animation student at London College of Communication, specializing in game art. I have a solid foundation in many industry-standard software and art skills. For example, I have worked on a group project creating a 2D platformer in Unity. I was responsible for its background and UI. I also participated in the 2023 Game Jam where I created 3D background props for the game.

I have experience working at Testronic on the FQA team. My responsibilities included coordinating a team of people to complete tasks more efficiently. The job required a lot of attention to detail and gave me a deeper understanding of game mechanics. Lastly, since the project we tested was a cross-platform one it gave me experience at using many different game platforms.

Thank you for your time and consideration

Sincerely,

Zuzanna Stawowska

<https://www.artstation.com/zuzannalake>

<https://www.instagram.com/zuzannalake/>

<https://zuzannastawowska.myblog.arts.ac.uk/2023/05/17/professional-practice-projekt-game-design-collaboration/>