

ART STRIKE GAME PROJECT PROPOSAL

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Please read before applying to contribute for this project. We thank you for your interest and hope to hear from you soon!

General Information

Art Strike is a free to play, open source 2D fighting game made by collaborating artists. Each artist contributes their original character or original artwork to create a game where art styles clash with their fists. Inspired by fighting games like street fighter and super smash bros each character will have unique abilities, strength and weakness pitched by participating artists. Art Strike will include breath-taking stages and collectible lore and artwork.

Art Strike is a safe for work (SFW) non-profit downloadable free to play 2D platformer fighting game, influenced by street fighter and super smash bros. Each artist will pitch a character with unique abilities, strengths and weaknesses. Played using keyboard or controller, with up to 2 players on local, along with bonus unlockable content.

This project may take months to complete. Animators creating a whole character pack will have a lot of work placed on them, please make sure you are in a position to take on the heavy workload. The schedule will be spread out and mods will do their best to accommodate people to ensure work gets done at a steady and consistent rate.

Animators will be pitching their own characters (new or old) and animating them, so they are able to fight to the death in *Art Strike*. Characters will have the same general template, having set default attack chains, a Skill (small ability with cooldown), and an Ultimate move (req. energy/mana gained through combos or hit #). Each Character will be put under an archetype (Close to far Range)(Hand Weapon Magic combat) leaving plenty of room for creativity!

We will have a range of different BGs/Stages to go with the game. Each *BG artist* can pitch their own stages or collaborate with a character animator to make a "Home Stage" specific to a character. Parallax is mandatory with at least a foreground (FG), midground (MG), and, background (BG). Background artists can also include animation in their pieces.

The game will have a small library of preset effects (FXs) and anything else needed to add flavor (ex. landing dust clouds from floor). Animators are required to animate their own FX if their character produces anything from their abilities or combination chains.

One of the advantages of being a downloadable game, is that we can allow achievements and save points. Extra art can be unlocked by reaching different points in the game, including; character profiles, end game art, and stage art!. Some characters may be unlocked through achievements.

NOTE: Each artist keeps the rights to their character/BG, however they have to consent that they are allowing the game to distribute the animation or stage artwork via gameplay (Promotional preferences will be asked when applying/pitching).

Contributor Positions

Animators

An artist has to pitch and fully animate one character's move sets, . Each character will have the same controls with generic overall movements but have different abilities and combo chains to make them unique (ex. ARMS /Smash: Each character is played the same but each one has very subtle specific abilities).

The animation program used is up to the artist but must be able to animate in 2160p or **3840 x 2160 px**. If your program allows custom canvas dimensions then **3840 x 2960 px** would be the go to.

Animators are expected to be able to complete the following.

Character pack includes:

- Full body character design (1 drawing semi-cleaned rough with flat colour)(must include height check with provided template)
- Character Promo Art (for the Meet the Fighter, can be reused for gallery stuff)
- Character story (optional: every character will have a bio or profile within the game in the gallery)
- Character Pitch Profile that includes all the characters stats (template provided)
- Thumbnails and detailed explanation of characters Skill and Ult

Character Animation Pack Includes:

- General Anim
 - Spawn in/Entrance animation
 - Walk forward and back (If the character is symmetrical then it will be flipped, if asymmetrical it's the artists choice if they are ok with it being flipped)(Should be facing either SR or SL no walking backwards)
 - Crouch
 - Jump (basic)
 - Idle bounce
 - Dmg anim (kicked in the stomach)
 - DMG anim (kicked in head/Fall)
 - Dmg anim from Plunge
 - Falling anim
 - Powerful dmg from dash hit or something else. (kicked in the face and sent flying) (can be a mix of DMG face and falling anim)
 - Taunt Anim
 - Being grabbed
 - Fall forward
 - Fall backwards

- Getting up front and back
- Death Anim (custom)(should be lying down)
- Winner anim (like Street fighter)

- Character Unique Anim
 - Light ATK chain (Neutral)(this should be an attack with 3-7 moves in it)
 - Side Light (Side+LightATK) (dash ATK) (If you keep the feet off the ground you can reuse it for Aerial Side Light)
 - Up Light (an up strike move but keeps the feet on the floor)
 - Down Light (not a combo chain) (Sweep the legs this move should cause the opponent to fall over)
 - Aerial Light ATK (In air atk/kick)
 - Aerial Side light (Reuse side light anim)(or make a new one)
 - Heavy ATK Chain (Neutral) (This should end with the opponent falling)
 - Side Heavy (Side+HeavyATK) (dash atk) (Opponent falls)
 - Up Heavy (This can include some type of jump or not, Causing the opponent to fly high)
 - Down Heavy (Drop Kick)(This move should cause the opponent to fall)
 - Aerial Heavy Plunge (smash)
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 - Grab (Throw) (Depending on character you choose how you throw)
 - Block pose (+Universal shields)(Currently Shields do not need to be drawn)
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 - Skill (has CD) (Semi heavy)
 - Ult (energy recharge: Light atk less point, Heavy More points, Skill lots of points)
 - Character Specific FX pack (optional)(required if character uses FX as an ability)

End game artwork:

- Character selection icon/Drawing
- An endgame drawing of the character (unlockable)
- Versus Splash Drawing
- Character Profile / Bio
- Character lore in comics or slideshows (these just have to be PNG images that are imported into the gallery) (OPTIONAL)

Background Artists

Each background will be different from one another. While working in their own style, the artists will all be using the same general perspective. There will be a template provided by the BG mod to use as reference. Background artists will be required to make at least one BG Pack but can make more if they desire. Platforms/Floating platforms and a minimal amount of animation are optional. BG Artists are allowed to hide their credits within the stage if they wish.

BG artists can collaborate with Character artists to create home stages for specific fighters!

BG Artists are expected to be able to complete the following:

BG pack Includes:

- Stage name
- Background with parallax FG MG BG
- BG Thumbnail for stage UI
- Background profile (Reference for devs)
- Stage specific UI (health bars/VS sign/KO) (Optional)(template provided)
- Minimal Animation (optional)
- Day night Cycles (Optional)

Programmers

If you are interested in helping out with the programming of this game please shoot us an email [ArtStrikeGame@gmail.com] for more details. Our Developer Mod will get back to you soon!

Other Positions: UI Design, Technical Artist

If you are an artist that has worked in UI Design or would like to try it out you are welcome to. There will be provided templates that can be easily altered for those who do not have as much experience starting from scratch!

If you are an Animator or technical artist that knows how to import animation via sprite sheets into Unity please reach out to us, it would be very much appreciated!

The Gallery

In order to showcase all of the different characters, we will include a Gallery. The gallery will have each character's profile, bios and story, as well as concept art or WIPS (optional) and of course, credits to the creator. The Character artists will also have the opportunity to create a winners endgame drawing for the gallery, which will be unlocked by completing the campaign mode playing that specific character. These drawings can contain extra lore for a character if they wish (much like ARMs character art after completing a headlock run).

All BGs and stages will be included in the Gallery along with credits and possible parallax action when hovering the mouse over the art.

Credits

The credit page will have all the artists and devs that worked on the project along with links to social media or portfolios.

Terms and Conditions:

By submitting your work to this project, you are agreeing to:

- Have your work used in the project.
- Use provided templates for delivery and work in specified dimensions given.
- Adhere to set deadlines and maintain communication with the mods.
- Character Artists are allowed to post their work during production OR they can choose to wait until their character is announced through a "Meet the fighter" Promo card.
- Background artists can post their work at any given moment during production.
- All contributors retain the rights to their work and are welcome to post or use their own work outside of the game after release

If you have any questions you can shoot us an email > ArStrikeGame@gmail.com

Or DM us on the social medias Instagram or twitter: @artstrike_game