

Design como Jazz

**Gerando e controlando valores inesperados
em game design**



Jazz for Your Soul



Sprite Properties: spr_enemy1

Name: spr_enemy1

Load Sprite

Edit Sprite

Width: 32 Height: 32
Number of subimages: 0

Origin
X: 0 Y: 0
Center

OK


Compile Messages

Compile Source Control

Image Editor: sprite6 (2/2)

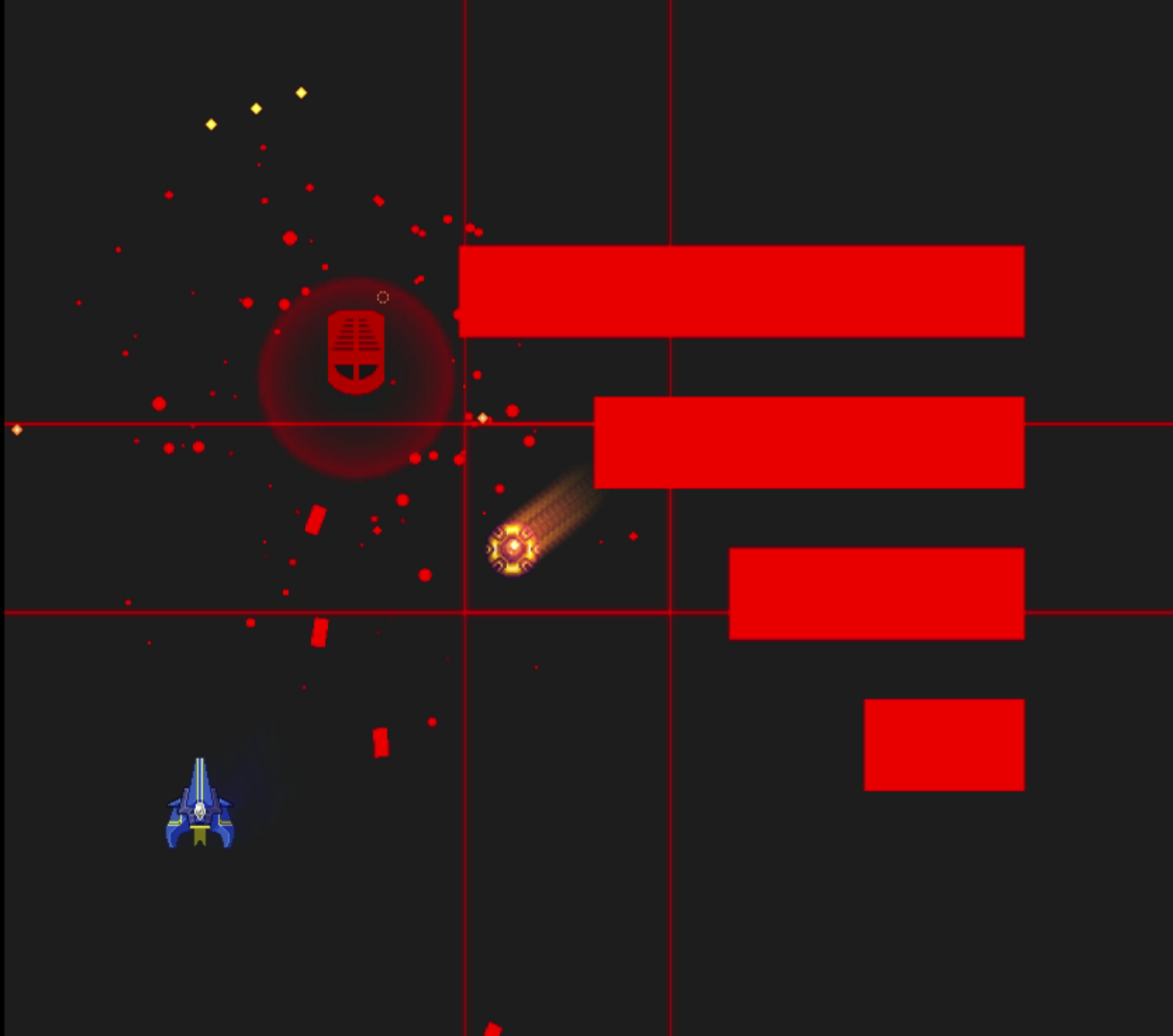
File Edit View Transform Image

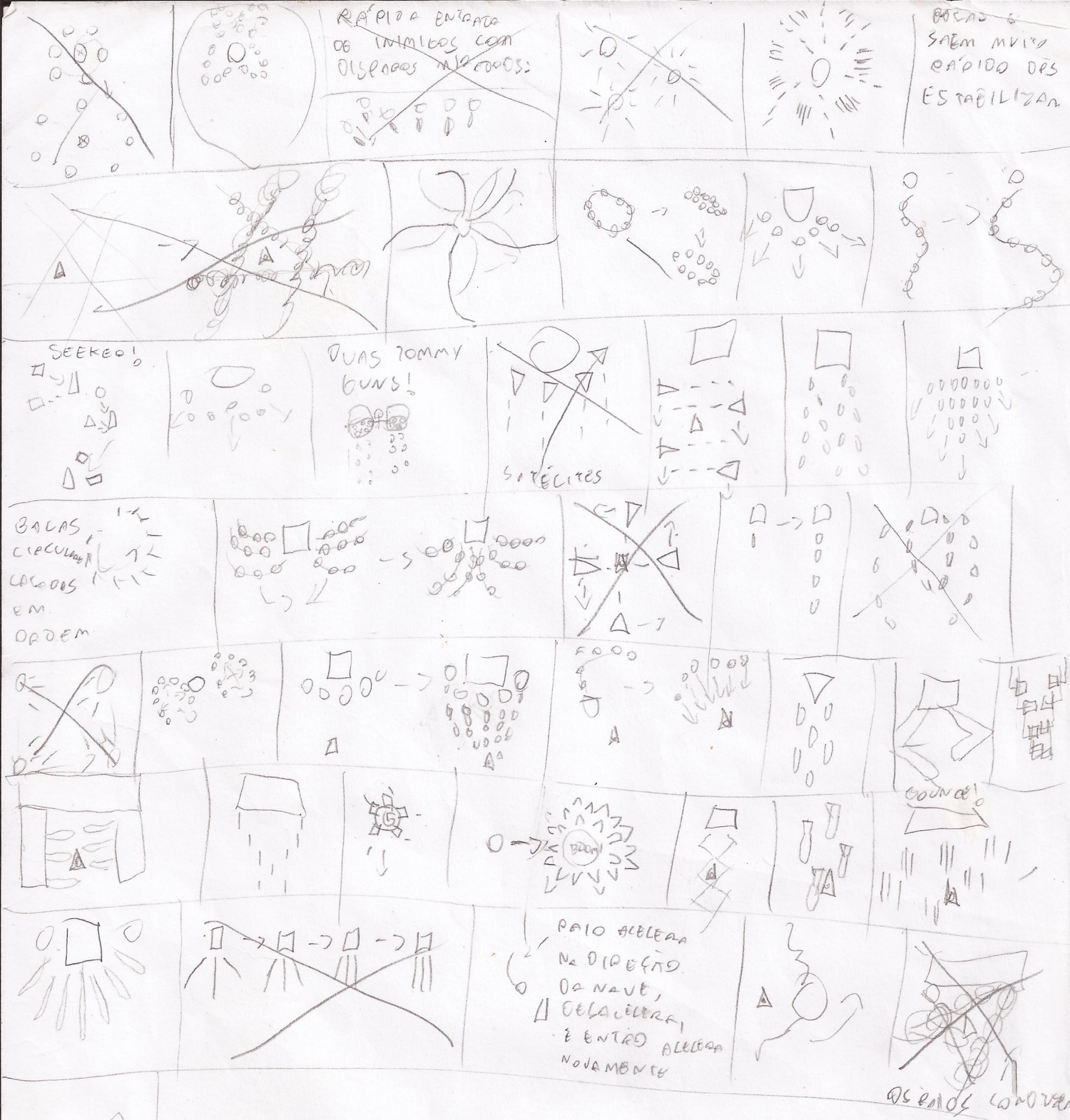
Draw on the image (D)



Colors
Left: Right:
Opacity: 255
Color Mode: Blend

Flood filling a region (1,18) Zoom: 1200% Size: 32 x 32 Memory: 4 KB





RÁPIDA ENTRADA
DE INIMIGOS COM
DISPAROS MÚLTIPLOS:

BOMAS E
SAEM MUITO
RAPIDO DES
ESTABILIZAN

DUAS TOMMY
GUNS!

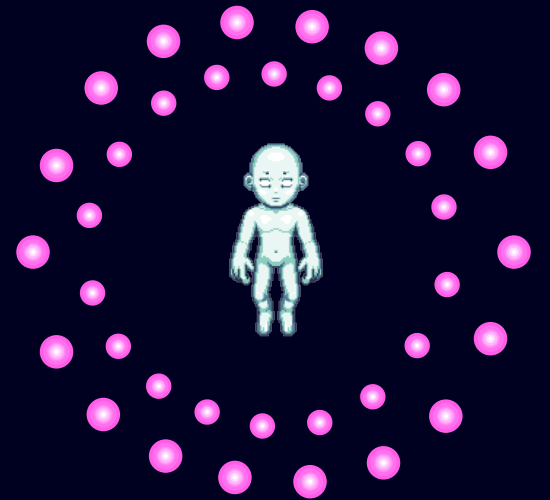
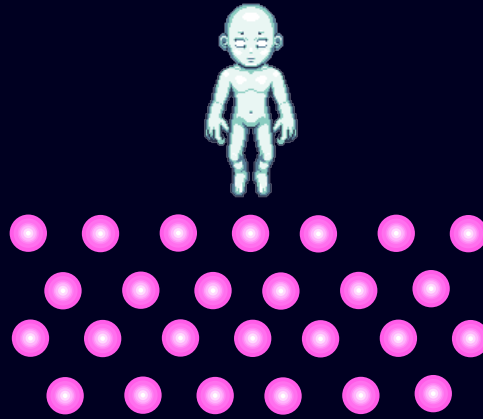
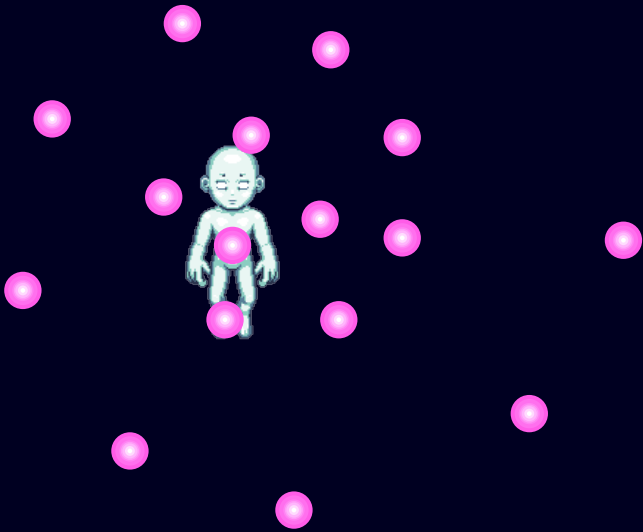
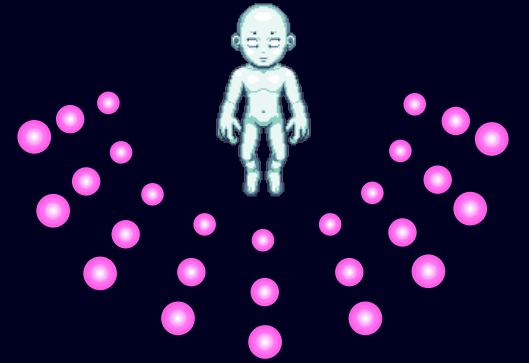
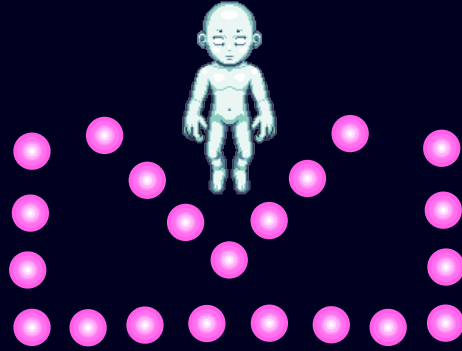
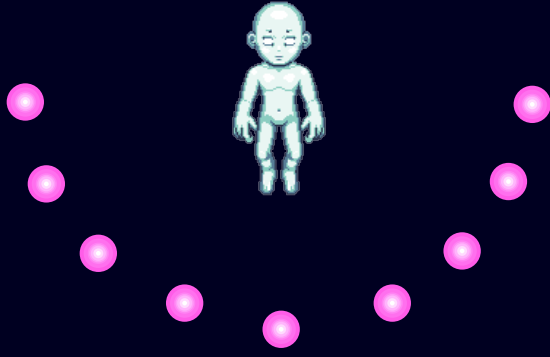
SATELITES

BALAS
CIRCULAM
CASOS
EM
ORDEM

COUNCIL

PAIO ABLEAA
NA DIRECÃO
DA NAVE,
DELA CÉLERA,
É ENTÃO ABLEAA
NOVAMENTE

OS PAIOS COMO VEM

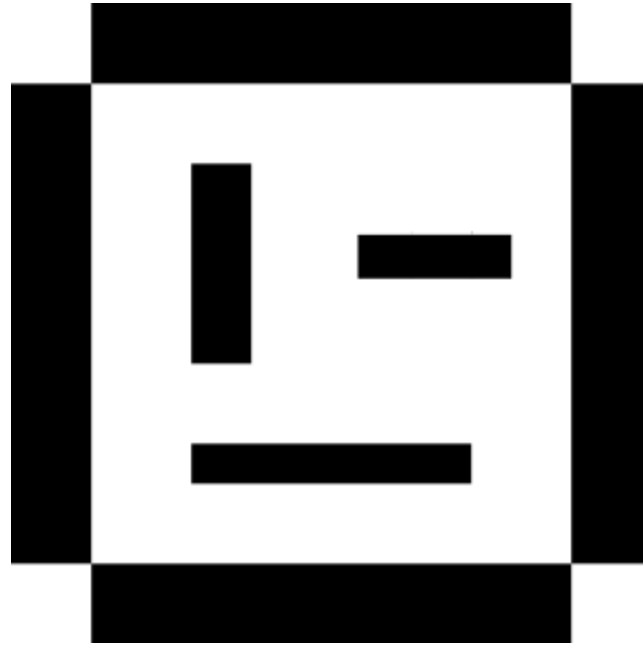




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