

Flappy AirShip GF/X Asset Pack V1.0

This asset pack contains all the gf/x you need to create your own stylish flappy bird clone. It is designed to be used on at least on a screen at least 1028 x 768 across due to the greater detail and size of the gf/x.

The package contains the following items in the following folder structure:

- **Background -** (Single sheet)
 - The main background image, which is tile-able so you can have it slowly looping in the background.
- **Clouds -** (Single sprites and sprite sheet)
 - A collection of five semitransparent clouds that can be used to add a little bit extra atmosphere / depth to your game. You could also rotate / flip the clouds to give the player a sense of greater variations.
- **Coins -** (Sprite sheet only)
 - A collection of golden coins that could be used as pickups. Each one is made up of 32 frames and are either 32x32 or 64x64 in size.
- **Columns -** (Single sprites and sprite sheet)
 - This folder contains all the main column blocks (128x128 pixels each). There's also a sub folder called **Premade Columns** that has some towers already prebuild if you would prefer that.
- **Columns Distant-** (Single sprites and sprite sheet)
 - This folder contains all the column blocks that could appear in the distance to help give the game more atmosphere. There's also a sub folder called **Premade Columns** that has some towers already prebuild if you would prefer that.
- **Font -** (Sprite sheet only)
 - This folder contains a shiny 80's style chrome looking font for you to use. There is also a couple of files called Font01.fnt and Font01.txt. These are text files that store the location and position of the files using the BMFont format. So basically, using that text file, you can work out where all the characters are. Im not a programmer, so you will need to google how to use them in your game engine.
- **Player -** (Single sprites and sprite sheet)
 - This folder and its sub folders contain all the sprites for the player ship. Originally I had the players ship have a start, loop (flap) and stop animation (*see sub folders*) so there could be some variation in the ship, but you could also just use the start animation constantly if you wanted as that can also loops.
 - **Flag-** This was just a nice little extra I included. It used to go on top of the players ship as a flag waving in the wind. With it been separate from the player, you could for example knock the flag off if you get too close to a column. This makes the player feel like they just narrowly escaped death.
- **Title Screen -** (Single sheet)
 - This folder contains all the graphical elements to make a title screen for your game. There's a back ground, larger render of the main ship and a logo idea for you to try. As an added little extra, I've included the PSD file that still has the layer styles for the logo so you could easily change the text to something else (but you need Photoshop to do that).
- **Extras -** (Single sprites, sprite sheet and 3D model)
 - This folder contains some little extras that you might find useful. Mainly logos for FaceBook, Twitter and various menu buttons. I've also included a PSD file that

contains the layer styles for the menu buttons, so if you have PhotoShop, you can recreate your own buttons in the same style.

- **3D- AirShip Model** This is the actual 3D model for the player's ship with all the required textures needed for it. It's in the original LWO format, but I've also converted it to FBX and OBJ formats, so you should be able to import it into Blender, Maya or whatever else you may use. Keep in mind it was designed purely for this game / asset pack, so it should be fine for rendering out smallish sprites, but it's not designed for real time games (mainly due to it using lots of separate textures, but your welcome to UV map it and combine all the textures into a single map. Only added because someone asked for it (which is why it's in the extra folder).
- The only other thing in there is a tiny flying bird / or very distant flying dragon =)

Hope you enjoy it and if you could rate this asset / leave a review please, that would be great.

The license part:

Artwork created by Mike Moore (mike@pixelbitsnbytes.com)
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Hope you are able to make use of this asset pack and if you do, it would be great to see what you make using it.