

Character & Animation Design Worksheet

This worksheet bundle includes two documents that will assist you in the creation of characters and their various animations, the *Character Design Worksheet* and the *Animation Design Worksheet*. Most games have at least one or more characters, whether it be one controlled by the player or for the player to interact with in the game world. When designing a game, it is important that you keep track of information related to each of the characters in the game world, not just for your own reference, but potentially that of other developers working on the same project, so as to avoid conflicts or errors further down the line. Each of the worksheets will be broken down and explained to further help you get started creating characters for your game!

Worksheet 1: Character Design Worksheet

The first worksheet is the *Character Design Worksheet*. This worksheet will help you keep track of all the information related to the various characters in your game world, such as their names, histories, or appearances.

On the left side of the worksheet is a Basic Information section for things like the Character's Name and Age. The right side of the document has been set up with several spaces for sketching the Character in different poses, facing directions, or facial expressions. An example of how you might fill out the Basic Information section of the worksheet is displayed below.

Name: Timothy

Age: 33 **Sex:** Male

Race: Half Elf

Stats:

Wisdom : 7

Strength: 9

Constitution: 8

Dexterity: 5

Intelligence: 5

Charisma: 7

Backstory: Timothy was born in 23CE during the last great war of the two kingdoms. Raised by nomadic hunters, he grew up proficient with most weapons and often chooses to fight bare handed when he encounters trouble. He never leaves home without his trusty slingshot.

Worksheet 2: Animation Design Worksheet

The second worksheet is the *Animation Design Worksheet*. This worksheet will help you keep track of all the frames of animation related to the various characters in your game world. They may have different graphics for walking, attacking, or facing different directions.

The top section of the worksheet is where you can enter the Name of the graphic that contains the animation, as well as the name of the specific animation pose itself. The bottom section of the worksheet has been divided into spaces where you can draw the various frames of animation used by the character. It is easy to use the different rows and columns to display graphics for each of the four cardinal directions (North, South, East, and West; in the vertical columns) as well as multiple frames of animation for each direction (In the horizontal rows). An example of how you might fill out the top section of the worksheet is displayed below.

Sprite: Windmill_1 **Animation/Pose:** Spinning