

SwordQuest: Earthworld (Atari 2600)



Mud Room

*Mud Room* was a game installation that explored a childhood experience of video games overlaid on a confusing/frightening family tragedy

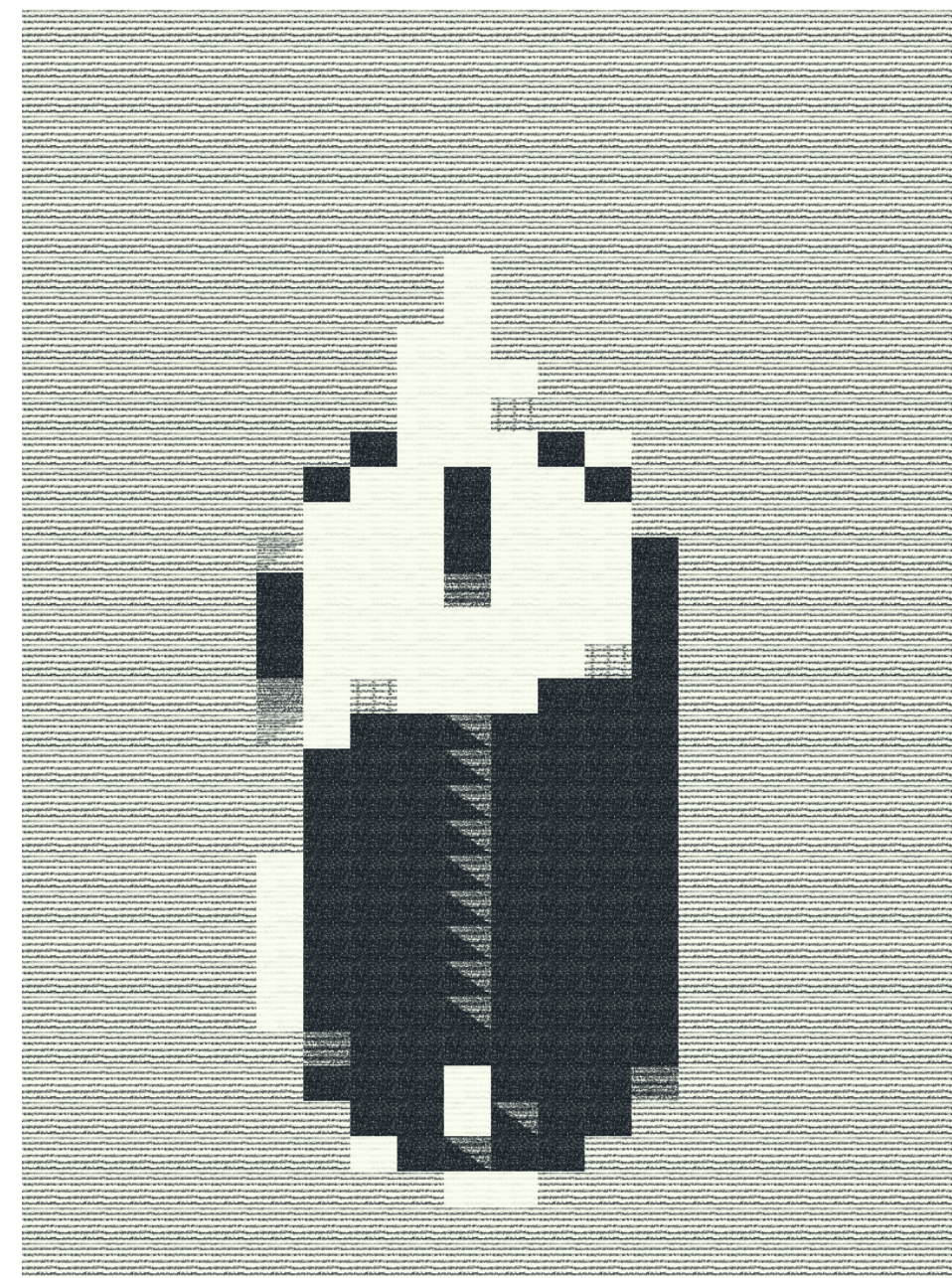
<https://mudroom.rip>

[https://wileywiggins.com/mud\\_room.html](https://wileywiggins.com/mud_room.html)

For this particular show, I was trying to recreate the mystery/confusion of SwordQuest so UI was left unexplained, here's how it worked-



Very few people got it, which is ok.



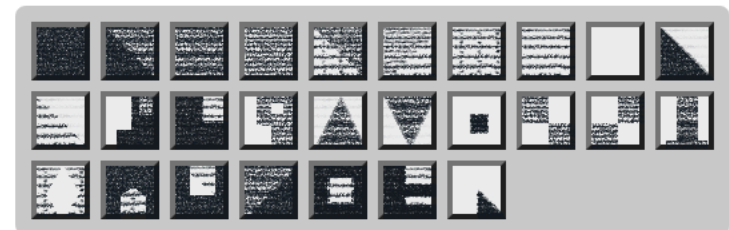
transforms



tools



tile palette



frames: 3



import reference image



load anim data

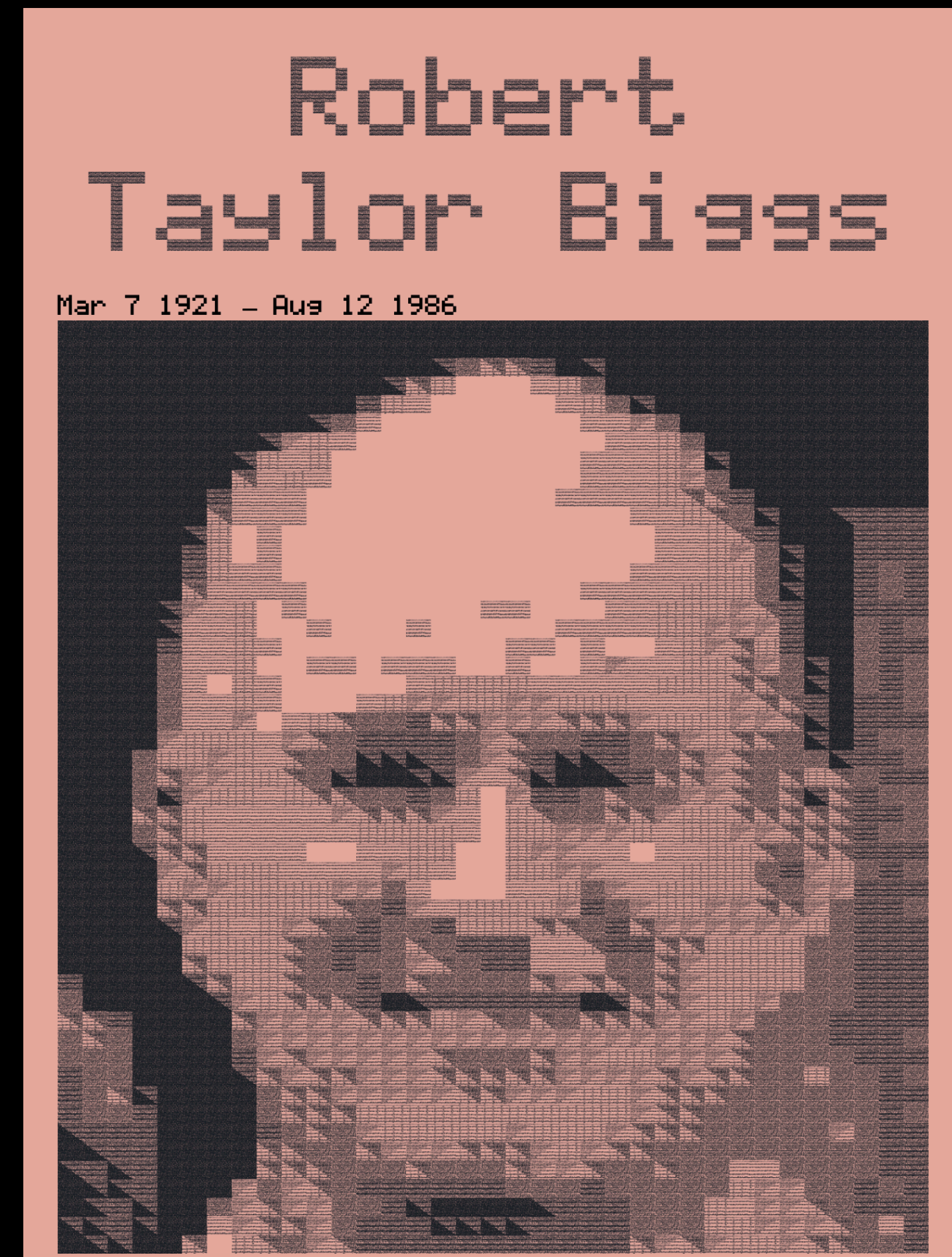


save anim data  save frame as png



Look and feel came from Atari 2600 “wide pixels” crossed with pencil sketching, Created a custom tool to do tile drawing with translucent sketch tiles squished a little wider than tall. Original tool just exported png’s that could be turned into animated pngs and gifs. Source image analysis was added to quickly make a pass on video frames or images, turning them into tilemaps and saved as pngs.

Over time animation got added within the tool, which can be saved and loaded as json files.



Custom tile animation tool  
<https://github.com/wysiwyggins/scratchbeam>

# New Version -

## *Phantom Homeland (Grotto 1.0)*

- Building on same web application/tech project
- Much bigger mazes- (from 15 rooms to 600+, with up/down stairs)  
loading genealogy data and making a map from family connections
- We want players! UI should be legible now or explained w tutorial
- It's substrate for a memory work (archive)-  
Should be a platform for more writing, animation, audio
- Animated png's and gifs had a lot of drawbacks, **keep graphics as tilemaps in canvas?**

Super rough mockup of potential top-down version

Tilemap tool as graphics output??

Tool can now save animations as json





What if it could also draw from the api  
To place sprites that represent room items

← New graphics window could draw  
to a map view from the api  
AND can show cutscene animations




# Mud Room

 There is a mud cenotaph in the room - [view](#)





Items are scattered on the ground:

-  mimosa Flowers - [take](#)
-  6 Arrows - [take one](#)
-  Red Key - [take](#)
-  9 Burning Candles

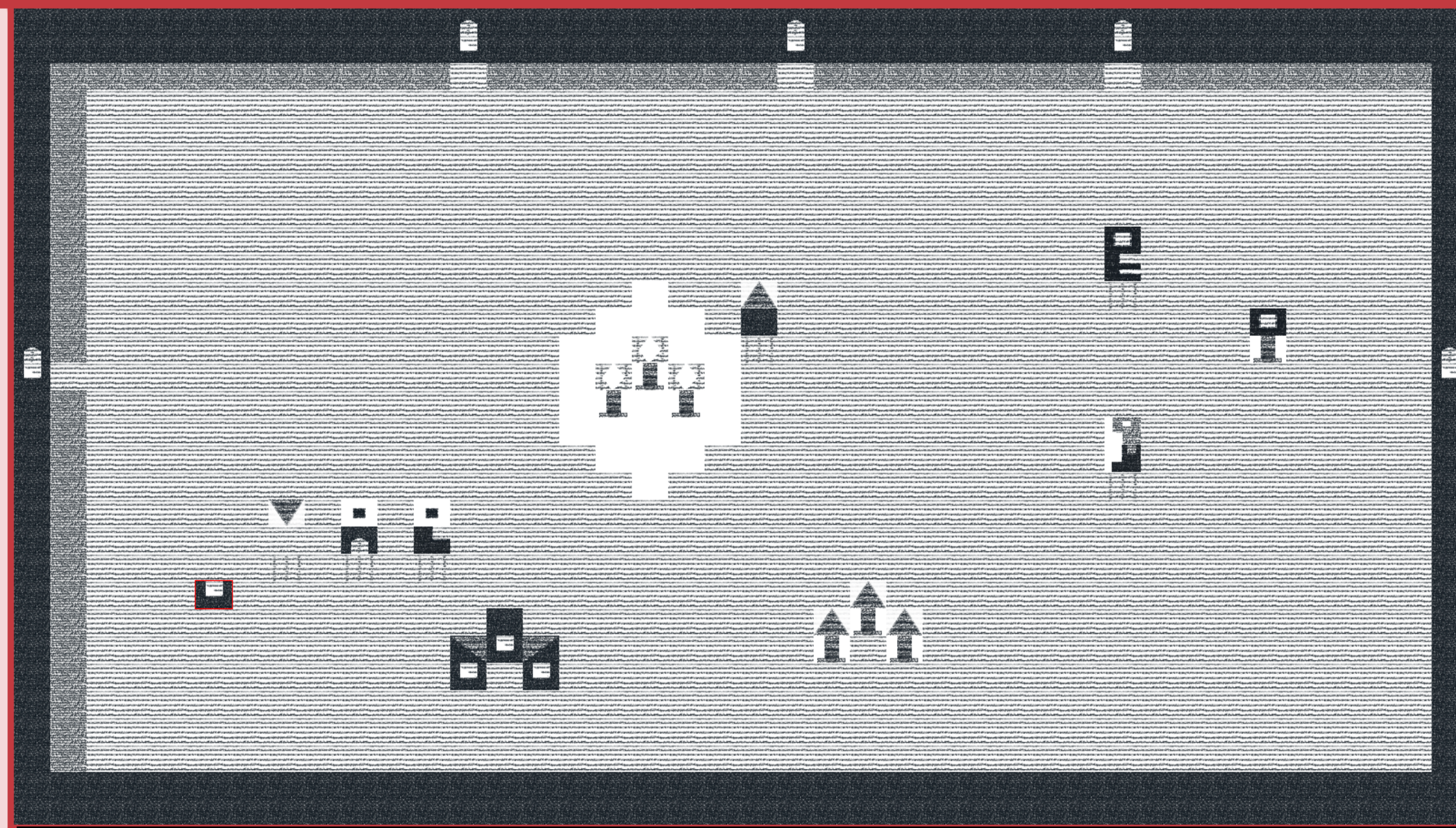
There are some entities in the room:

-  Billie Treestumpkins (you)
-  Fran Hampsfunkel - [greet](#)
-  Fwip - [greet](#)

There are four exits:

-  [Light cyan Room](#)
-  [Darksalmon Room](#)
-  [Multicolor Room](#)
-  [Blackspectacled Room](#)

[More v](#)



The room is Sacred and Clean. 2 burning candles light the room. [More ^](#)  
A tinker calls out from another room, "Shield repair!"

## Billie Treestumpkins

- Eyes - [look](#)
- meat grinder - [drop](#)
- 19x Candle - [use](#)
- precolumbian effigy - [drop](#)
- 17x Scrub brush - [use](#)
- 7x Shield - [drop one](#)
- 22x Incense - [use](#)
- 20x Feces - [use](#)
- 46x Arrow - [aim](#)
- 3x Spent Candle - [drop one](#)

[More >](#)

# Feature hopes

- Embedded canvas version in game (no tools just view)
  - Background drawing and loading json animations
  - Place sprites on top (adds a new layer)
  - Connect it to the api
- Define sprites in the tool
- Load audio file in tool for animating, maybe include in animation json file too for playback
- Horizontal flip function in tool?
- Onion skin in the tool?
- Cellular automata??