

Assignment 2 (Option B) Own Project

Student name & Title

Chan Long Nok: Game Typeface Creation

The brief

Creating a typeface for a mobile game "SinoAlice". However, this game didn't create an English language for non Japanese speaker, also, some Japanese typeface doesn't match with the atmosphere of this game. My intention is to create an English typeface which can fit in this Japanese game, for non Japanese speaker be able to enjoy this game too. According to different types of typeface and some example from other game to create or evolve the typeface to suit "SinoAlice"

Restrains

Colour: Black, white, brown etc. (Depend on the background colour)
Dimensions: 2D not least than 16 pixel(because it use in game)
Target audience: For non-Japanese speaker player

Outcome/presentation

- Video of using the typeface
- Game screen-shot of inputting typeface
- Web-page of inputting typeface
- Full set of typeface