

“Lab Rat” (Rivals of Aether)

2022

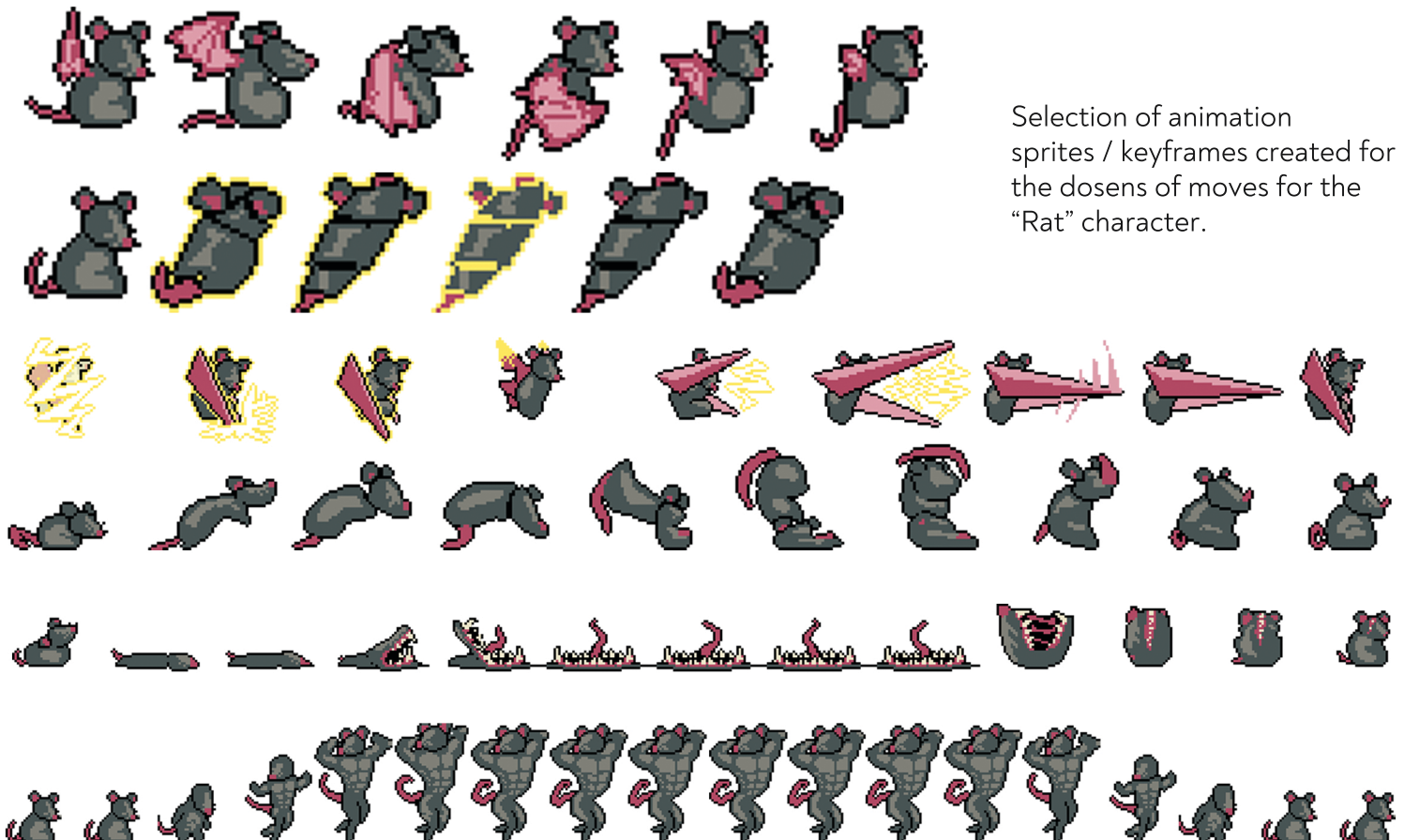
Pixel Art, Javascript

Personal Project

Rivals of Aether is a independently produced platform fighter created by Dan Fornace that allows anyone to create original characters via the Steam Workshop using the same development tools. It require technical skill in both programing and art to create a Workshop character; some of which have been added into the base roster. The “Rat” is intended to be a resource based trap character that uses it’s abilities to shapeshift and generate electricity to control space.



The Rat was created using the animation software Aseprite and the actions were coded in the game using JavaScript, both of which I learned for this project. View it in action here! <https://dominic.dorsner.com/rat.mp4>



Selection of animation sprites / keyframes created for the dozens of moves for the “Rat” character.