

Creating Images

You will need to create an image for the board, and an image for each type of piece. The board background should be a .gif or .png image file 1024x768 pixels large, called [gamename]_board.gif. It's probably easiest to modify the one in the Template, or a similar existing game.

Each different way a piece can look will need an image. For instance, you'd need four images for checkers (red normal, red king, black normal, black king), and 53 images for a deck of cards (one for each card, and one extra for the card backs). The resolution of these images should match the board, and their width and height in pixels should be picked to fit correctly on the board squares.

Finally, some games (like poker) have hands that are hidden off the side of the board. Make images for these the same way. Keep in mind though that the iPad will display them at their native resolution, so keep them on the smaller side if you don't want them to obscure the main board.

Important Note

Make sure that all of your files start with the game name, and an underscore (i.e. Checkers_board.gif, Chess_game.xml). This is required to organize them once they're loaded back onto the iPad later.