I only found out about the competition on the 7th, so I had to rush a bit. I want to go into a career as a game developer, and I’ve been learning pixel art as a part of that, so that was my first thought for a piece. I’m partial to frogs and water dragons, and so I wanted to make something with them.

The waterfall in the background is a common theme in fighting game levels, so I thought I’d try my own, and try to make it resemble the Mount Tamborine bush walks I’ve been on so many times. I didn’t outline anything in the background, as is pretty common practice with pixel art so that the important characters stand out more.

I’m not used to landscapes, so I thought I’d challenge myself on this one, and I’m happy with it being my first attempt.