

# PROCJAM SNAPS BUNDLE


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Hey! Here's just some quick info about this bundle that (I hope) should help you with your programming.

**The snaps bundle** has most of the assets needed to make small machines or computers, including spaceships and racecars! It's called "snaps" because each piece is designed to "snap" next to the other, as though you were building a real machine out of tiny standardized pieces!

**These assets are all made to be used together, but of course, you don't have to use them as designed if you don't want to! It is but soft clay, and you are the ghost of Patrick Swayze, carefully guiding Demi Moore's sexy, slippery hands over it, bending it to your will.**

Not only can you customize the "snaps" with the assets provided, but I used a single palette across the bundle, so you can customize their colors should you wish to do so:

	
<b>r</b>	31 61 111 158 214 133 255 255 255 37 79 127
<b>G</b>	31 63 116 163 219 138 0 89 255 245 236 255
<b>B</b>	31 66 120 168 224 143 0 89 255 10 52 131

	
<b>r</b>	79 126 160 193 204 116 164 226 249 255
<b>G</b>	0 0 0 0 78 57 94 150 190 219
<b>B</b>	0 0 0 0 78 14 14 14 70 141

## Snap Bases and Nodes

Here's how snaps work: there's the base tile, titled "base00". Overlaid on that asset are little rectangles at the edge of the base that represent the connections from that snap to the next. "Base00\_00" and "base00\_01" are four connections and an individual connection, respectively. Together they form a base snap.

On top of that base can be placed a "Node", some kind of electronic doodad with a single purpose.

- "Node00" is a medical-type node. It's purpose is up to your interpretation, perhaps it performs some kind of healing function.
- "Node01" is a sound node. It should look like a tiny speaker
- "Node002\_00" and "Node002\_01" are light nodes.
  - "\_00" represents the light when its unlit, and "\_01" represents the light when it's lit.
- "Node03" is a switch node. It can be rotated or flipped to look like it's being switched on and off, or pointing in a certain direction
- "Node04" through "Node07" are canister nodes, and their purpose is up to your interpretation. They look like tiny batteries, but they could also be bombs or containers of some kind.
- "Node08" is a simple nut node. It's just a cute little screw head.

Once you have a complete snap, you can tile it next to another snap and have them perform some kind of collaborative function. For example, place a snap with a battery node on it next to one with an unlit light, and maybe the light lights up. Or maybe draw a wire from snap to snap to create some kind of weird chain reaction. It's really up to you what they do!

## Ship Snaps

Along with the base snaps, there's also some custom snaps that look like parts of a ship, including the caps, side and forward facing guns, and some side and forward facing rockets. Notice that every asset has a tiny rectangle that matches the ones on a base snap, making it easy to piece them together.

- Each asset is named "NameXX" the name being either "cap", "gun" or "rocket". "XX" is a two digit number that starts with "00" and goes up by 1.

## Car Snaps

Along with the base snaps, there's also some custom snaps that look like parts of a car, including the wheels.

- Each "car" asset is named either "carXX" or "carXX\_YY". Both "XX" and "YY" are two digit numbers starting with "00" and going up by 1.
  - If an asset is named "carXX", it's a base asset
  - If an asset is named "carXX\_YY", it's a decoration that can be overlaid on "carXX" (if XX is the same number for both assets) to add color variation.

The car assets are the exact length and width of two snaps. They are designed to be placed over two snaps. Some car designs have holes in them so you can see one of the snaps underneath (Kind of like those cars with the exposed engine)

There are two "wheel" assets as well! "wheel00" and "wheel01". They are the only snap assets that don't have those tiny link rectangles, since the wheel is almost the exact same size, anyway.

- To make a wheel look like it's rotating, simply flip it back and forth across its diameter. The sprite is not symmetrical, so it'll look like it's moving.