

Scroll Courier

A pixel-art platformer where every sprite, scene, animation and sound was generated.

A courier delivers scrolls to three wizards at a country station, a lantern street and a forest shrine. An AI coding agent generated every asset through Scenario MCP and wrote the game in plain HTML, canvas and Web Audio. This is how the pieces were made and what went wrong on the way.



256

art pixels tall, on one fixed grid

3

stops, each a painted scene

13

ambient character loops

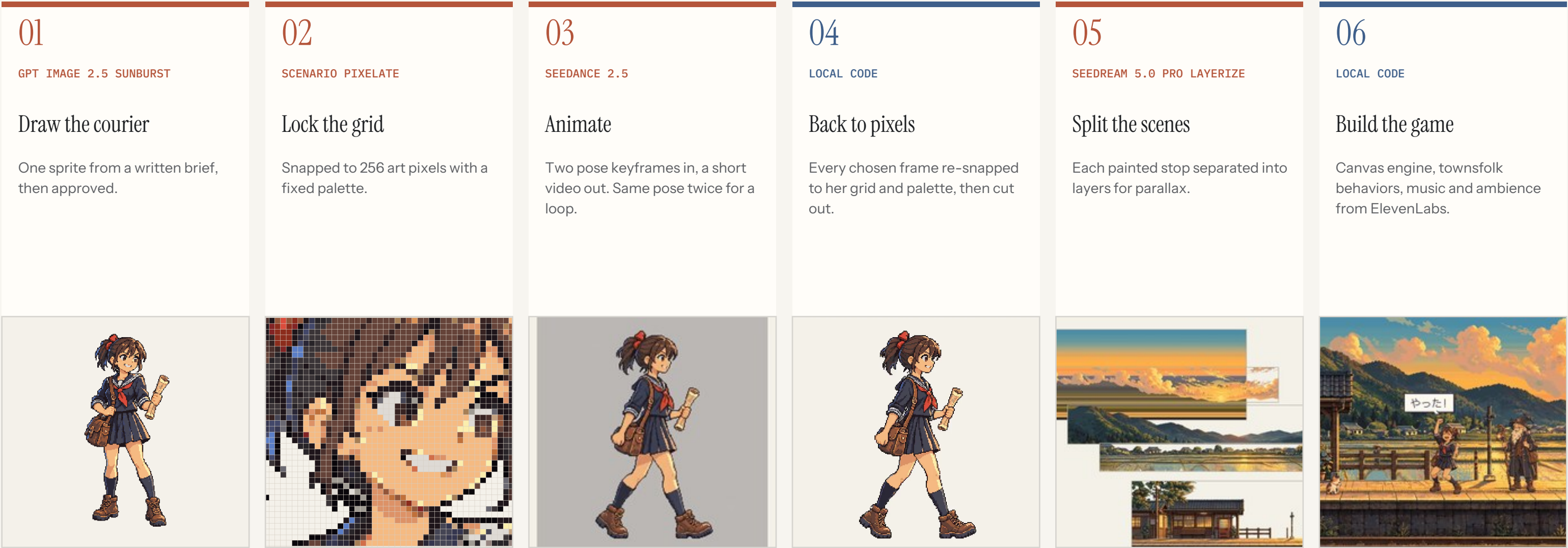
86

The title screen, as the game draws it

seconds of making-of film

From one sprite to a playable town.

Terracotta steps ran as Scenario jobs through Scenario MCP. Blue steps are local code the agent wrote: frame selection, the pixel renderer, the cutout and the game itself.



■ Scenario job through Scenario MCP ■ Code the agent wrote and ran locally

Five routes, one brief.

Before any game, one character brief went through two native pixel models and three general image models. Every output was measured: block size, colors, stray pixels. General models ignore a requested canvas size and draw art pixels of about 5 screen pixels, close to 200 across, so the grid has to come from a tool.



RETRO DIFFUSION PLUS
Finalist. Native 128 px, but it got the prop test wrong.



RD PLUS, TEXTURED
Same model, textured style.



GPT IMAGE 2.5 SUNBURST
Finalist and the pick.



GPT IMAGE 2.5 FLARE
Finalist, same grid problem.



GEMINI 3.1 FLASH
Painted "128x128 CANVAS" into the art.

AS GENERATED



PIXEL SNAPPER



SCENARIO PIXELATE, KEPT

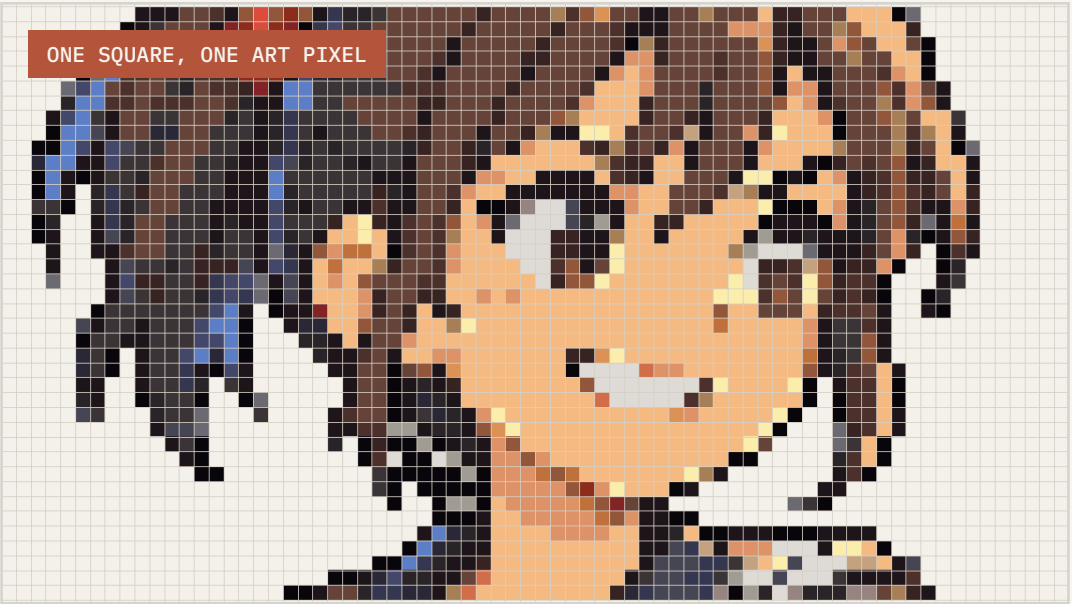


THE BRIEF, SAME FOR EVERY ROUTE

High-bit pixel art game sprite, 128x128 pixel canvas, detailed hand-placed pixels with realistic lighting and materials like modern hi-bit action games. An old lighthouse keeper in a worn yellow oilskin coat and sou'wester hat, grey beard, holding a lit brass lantern at waist height, three-quarter view, full body standing, both feet on the ground. [...] Strict pixel grid, every pixel the same size, no anti-aliasing, no blur, limited palette of about 24 colors, crisp dark outline. Centered on a plain flat solid light gray background. No text, no logos, no brand marks, no watermark.

Lock the character to a grid first.

Image models ignore a requested canvas size, so asking for a 128 by 128 sprite returns a painting. The grid comes from Scenario Pixelate instead: a 1024 pixel image made of 4 by 4 blocks, which is 256 art pixels tall.



The approved sprite is the reference

Her palette, taken from this one image, is the only set of colors any later frame may use.

Never downscale

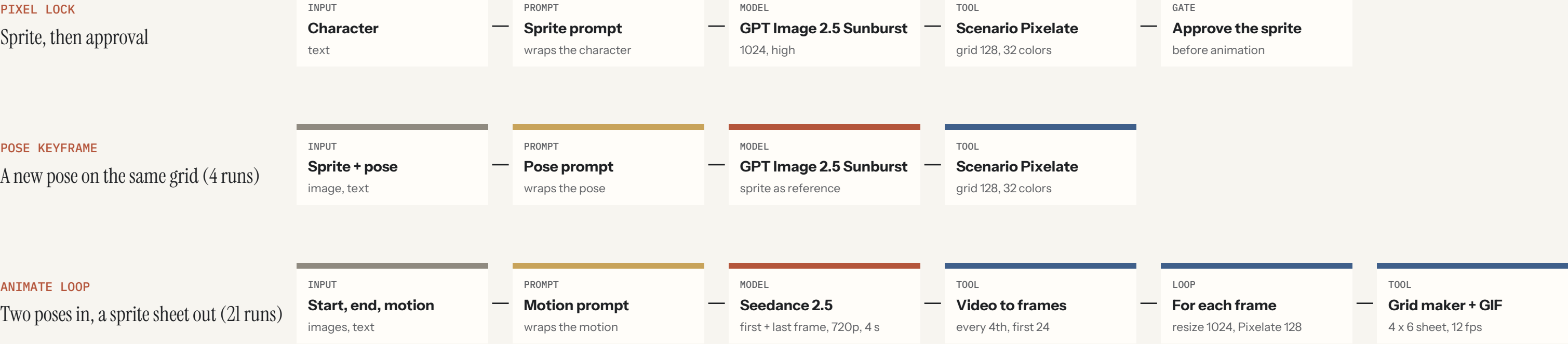
Shrinking sprites to 128 pixels blurred them. The game draws each art pixel as a 2 by 2 block on a 1280 by 720 canvas.

Shrink the video, not the sprite

When a character had to be smaller on screen, the source video was padded before pixelation, so the grid stayed intact.

Three Scenario workflows made every animation.

Once the route worked it became reusable Scenario workflows: each new pose or clip is one run with two images and a sentence. Drawn from the graphs that actually execute.



THE TEXT ANIMATE LOOP WRAPS AROUND YOUR MOTION

Hi-bit pixel art game sprite animation with a locked static camera, no zoom, no pan, plain flat light gray background that never changes. The character {motion} . The mouth stays closed and the facial expression stays the same. The character keeps exactly the same size, outfit, colors and props in every frame, anything held stays in the same hand, and the crisp blocky pixel art look with a dark outline is preserved in every frame. The clip starts exactly on the first frame and ends exactly on the last frame.

Every run, in order.

The 25 workflow runs behind the game, October 20, 2026, times in UTC. Four were replaced: two made from mirrored keyframes, a first celebration with a hop and a first take of the station wizard.

UTC	WORKFLOW	CLIP	RESULT
19:18	Pose Keyframe	Walk keyframe, facing right	In the game
19:18	Pose Keyframe	Run keyframe, facing right	In the game
19:23	Animate Loop	Idle to walk, right	In the game
19:24	Animate Loop	Idle to walk, left (mirrored keyframe)	Replaced
19:24	Animate Loop	Walk loop, right	In the game
19:24	Animate Loop	Turn right to left (mirrored keyframe)	Replaced
19:24	Animate Loop	Run loop, right	In the game
19:24	Animate Loop	Idle variation	In the game
19:33	Pose Keyframe	Walk keyframe, facing left	In the game
19:33	Pose Keyframe	Run keyframe, facing left	In the game
19:49	Animate Loop	Idle to walk, left	In the game
19:49	Animate Loop	Turn right to left	In the game
19:49	Animate Loop	Turn left to right	In the game
19:49	Animate Loop	Walk loop, left	In the game
19:49	Animate Loop	Run loop, left	In the game
20:36	Animate Loop	Delivery	In the game
21:27	Animate Loop	Station wizard, idle	In the game
21:27	Animate Loop	Station wizard, receives	Replaced
21:27	Animate Loop	Tea-shop wizard, idle	In the game
21:27	Animate Loop	Tea-shop wizard, receives	In the game
21:27	Animate Loop	Shrine sorceress, idle	In the game
21:27	Animate Loop	Shrine sorceress, receives	In the game
23:01	Animate Loop	Celebration with a hop	Replaced
23:01	Animate Loop	Station wizard, receives (again)	In the game
23:46	Animate Loop	Celebration, feet on the ground	In the game

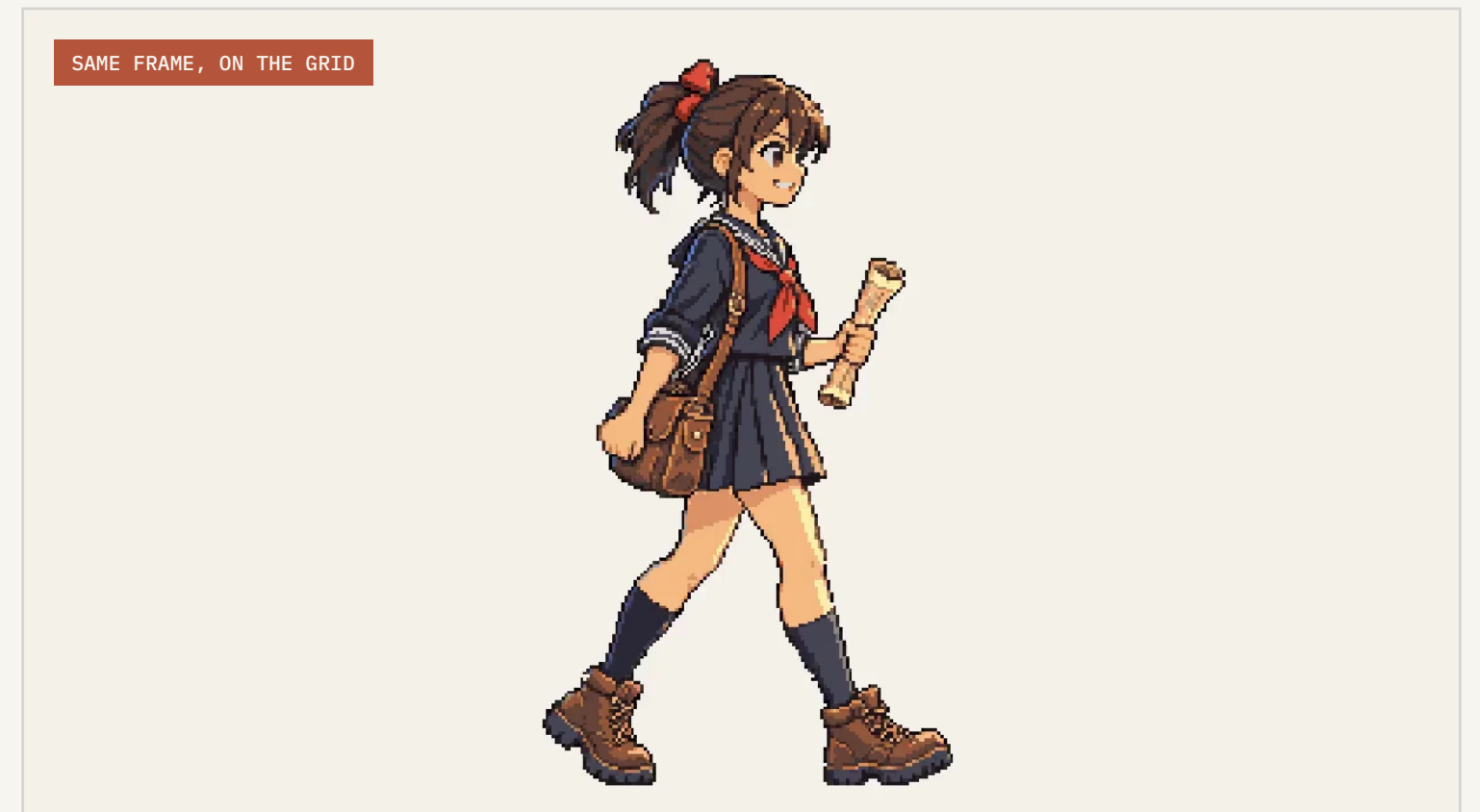
Animate with video. Keep every frame on the grid.

A Scenario workflow sends two keyframes to Seedance 2.5 as first and last frame. Locally, each video frame is rebuilt at full size: every 4 by 4 cell takes its most frequent color from the fixed palette, then the frame is cut out.



Use the full frame rate

Sampling every fourth frame made the run stutter and cut turns short. The cycles were rebuilt from all 24 frames per second: the exact stride, with starts, stops and turns matched pose to pose.



Never mirror an asymmetric character

Flipping the right-facing walk put her scroll and satchel in the wrong hands. Left-facing keyframes were generated on their own.

What the workflow returns. What the game plays.

Animate Loop returns 24 frames, one in every four from the video. For a walk that is too coarse: the stride shuffles. The game rebuilt each cycle from every other frame of the same video, exactly one stride long.

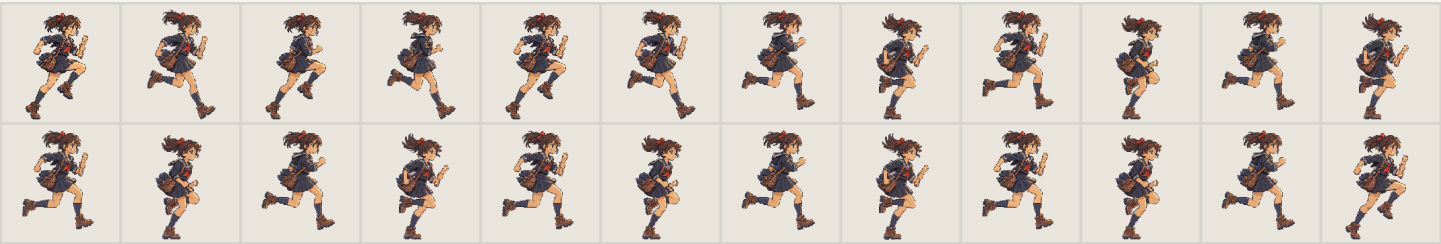
WALK / WORKFLOW OUTPUT / 24 frames, every 4th video frame



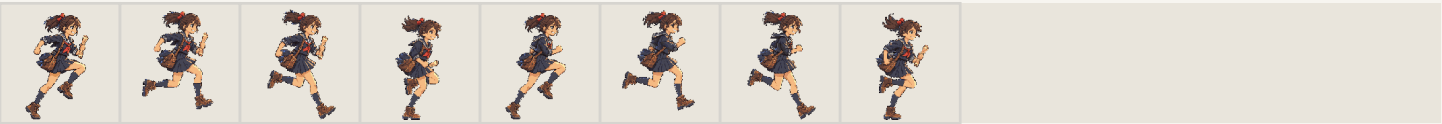
WALK / IN THE GAME / 16 frames, every 2nd video frame, one stride



RUN / WORKFLOW OUTPUT / 24 frames, every 4th video frame



RUN / IN THE GAME / 8 frames, every 2nd video frame, one stride



Fix the rule, not the art.

The first cutout removed light pixels around every pocket of background color. On white sleeves, white fur and a ramen bowl, that punched holes straight through the character.



The new rule

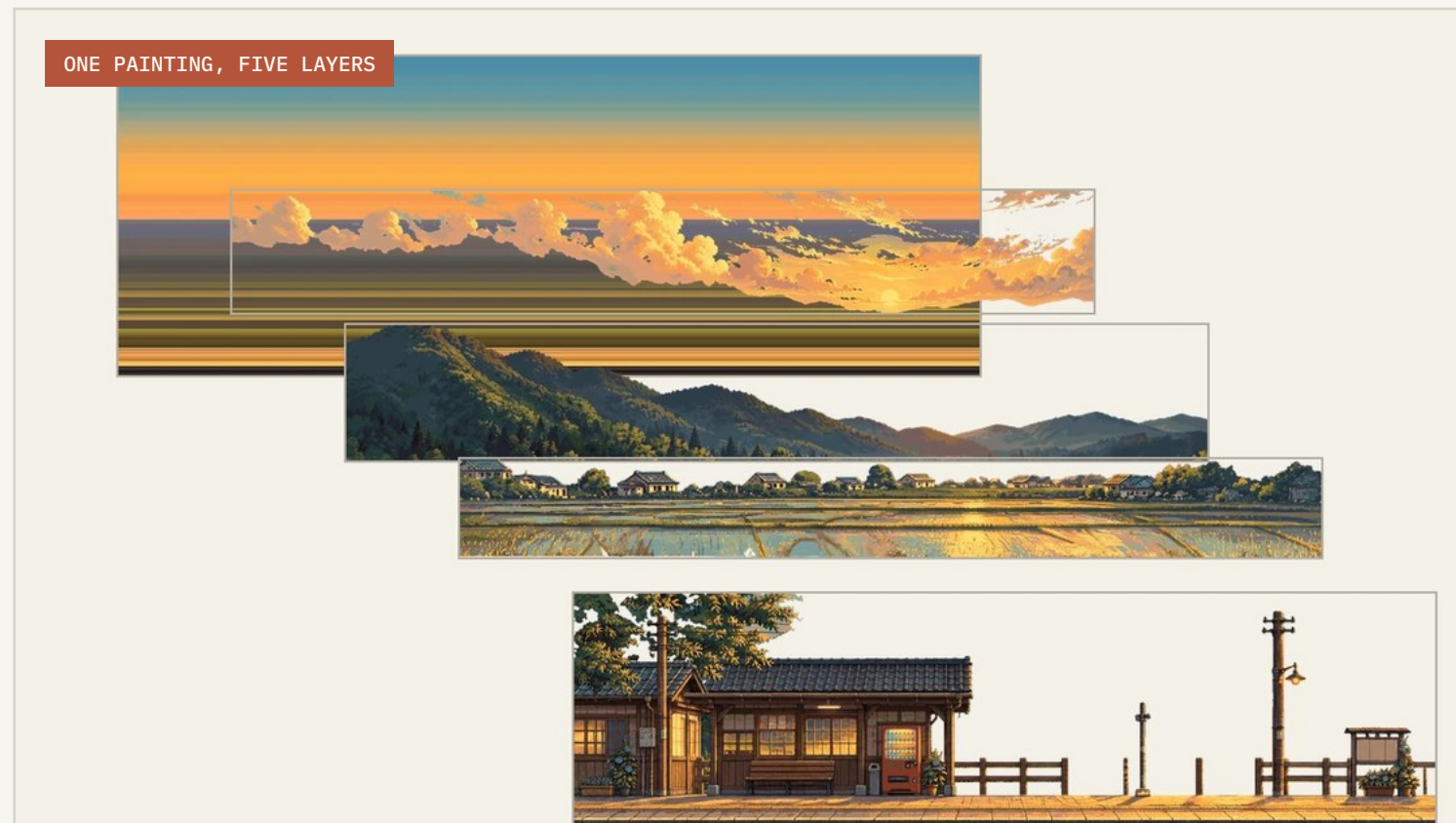
Peel only the outer halo, and remove an inner pocket only when it is the flat studio gray: low distance to the background color and almost no variation. Every character clip was rendered again with it, in parallel.

Two more fixes, same spirit

A receive prompt that said the wizard reached toward someone just outside the frame made Seedance draw that someone's hand at the edge; those columns were cleared and the wording retired. Frames where a scroll slid out of the frame were dropped from the loop instead of repainted.

One painting, five layers.

GPT Image 2.5 painted each stop as one wide scene. Seedream 5.0 Pro Layerize split the station and the street into sky, clouds, hills and town. The walk plane keeps the original painting, cut out by the front layer, and the far layers scroll at 0 to 50 percent of its speed.



The station in the game: the hills and fields slide slower than the platform as she walks.

Every neighbor is an idle loop.

Each resident was drawn with the courier sprite as a style reference, then animated by Seedance 2.5 into a loop of four to eight seconds. The game gives them behavior.



PEEK

A boy in a fox mask rises from behind the station fence; the big forest spirit leans out from behind the shrine tree, which is repainted in front of it.

VANISH

The rooftop ninja disappears in a puff of smoke and leaves a log. The little tree spirits pop away the same way.

DEPTH

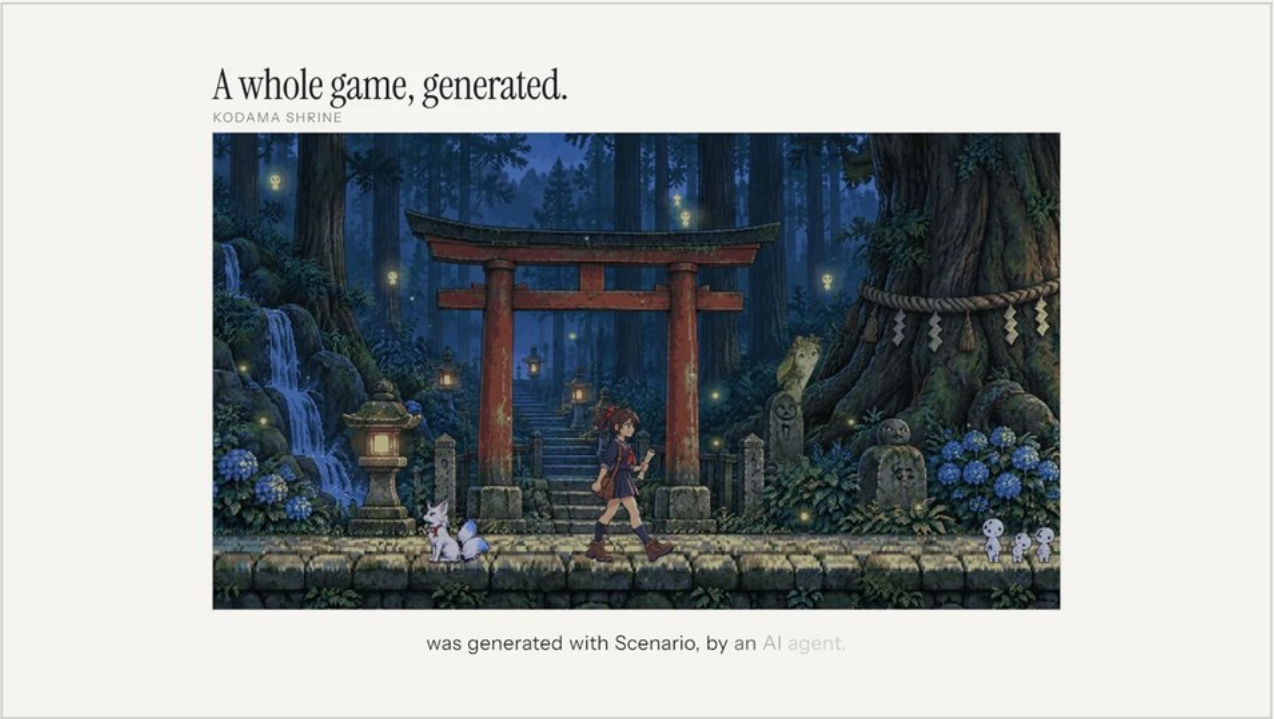
She walks behind the cat and the white fox. A white dragon crosses the sky now and then.

A NOTE ON HOMAGE

Two characters described too close to well-known anime characters were refused by the video model's copyright filter. Re-described with original details, they passed.

A score, three places and one shout.

ElevenLabs Music v2.5	Title theme and stage music, crossfaded between screens.
ElevenLabs Sound Effects 2	Three looping ambiences, the coin, laughs, a start chime and the festival finale.
ElevenLabs v4	Her cheer after each delivery.
Web Audio	Footsteps and dialogue blips, synthesized in the browser.



The 86-second film

Narrated with Gemini 3.8 Flash TTS over an ElevenLabs Music v2.5 bed. Every game shot in it was captured deterministically: the page's animation loop was frozen and the game stepped exactly one thirtieth of a second per frame.

What went in, word for word.

THE SCENE / GPT Image 2.5 Sunburst, 3072 x 1024

Side-scrolling 2D platformer game background, wide panorama, strict side view with no perspective tilt. Hi-bit pixel art with crisp square pixels, rich hand-placed detail and warm painterly lighting, in the cozy nostalgic spirit of classic Japanese hand-drawn animated films about the countryside. Scene: a small rural Japanese train station in summer at golden hour. A long flat wooden-and-concrete platform runs across the entire bottom of the image as the walkable ground, its top edge at about 85 percent of the image height [...] Empty of people. No readable text, no letters, no signs with writing, no logos, no watermark.

THE LAYERS / Seedream 5.0 Pro Layerize

Separate into depth layers: sky with clouds and sun; distant mountains; rice fields, lagoon and village; station building, roof, fence, poles and platform.

A NEIGHBOR / Seedance 2.5, 8 s, the still as first and last frame

Hi-bit pixel art game sprite animation with a locked static camera [...] A grandmother and her little grandson sit side by side in place, as if on an invisible bench, their hips never move. The grandmother keeps knitting the red scarf with small steady needle movements the whole time and smiles. The boy swings his dangling feet back and forth, looks at the paper ticket in his hands, then leans forward and turns his head to look far off to the right as if watching for a train [...] and both settle back into exactly the starting pose.

THE STAGE MUSIC / ElevenLabs Music v2.5

Gentle instrumental loop for a cozy Japanese countryside adventure game, koto, shakuhachi, soft felt piano, pizzicato strings and light hand percussion, warm, whimsical and nostalgic, 84 BPM, steady even dynamics with no big intro or ending so it loops seamlessly

Everything we used, and what we set aside.

IN THE GAME		TRIED AND SET ASIDE	
GPT Image 2.5 Sunburst	Courier, poses, wizards, townsfolk, scenes, title art	Retro Diffusion Plus	Native pixels; got the prop brief wrong
Scenario Pixelate	The grid, inside all three workflows	Retro Diffusion Tile	A different tileset from the brief
Seedance 2.5	Every animation	Retro Diffusion Animation	48 px only; the lantern came and went
Scenario Resize, Video to Frames, Grid Maker, Frames to GIF	Animate Loop plumbing	GPT Image 2.5 Flare	Finalist next to Sunburst
Seedream 5.0 Pro Layerize	Parallax layers	Gemini 3.1 Flash	Painted the canvas size into the art
ElevenLabs Music v2.5	Title and stage music	Pixel Snapper	Misread the grid on animation frames
ElevenLabs Sound Effects 2	Ambiences, coin, laughs, festival	Kling V3 Pro	First stable idle and side walk; the game clips use Seedance 2.5
ElevenLabs v4	Her cheer		
Gemini 3.8 Flash TTS	The film narration		

Your game starts with one sprite.

The exploration page ships an agent skill with this route, written for your own character and scenes.

Play Scroll Courier and watch the film ->

Connect Scenario MCP ->

Scenario Skills ->

Start in Scenario ->



CREDITS

SPRITES AND SCENES

GPT Image 2.5 Sunburst

GRID

Scenario Pixelate

ANIMATION

Seedance 2.5

LAYERS

Seedream 5.0 Pro Layerize

MUSIC

ElevenLabs Music v2.5

SOUND

ElevenLabs Sound Effects 2

VOICE

ElevenLabs v4

FILM NARRATION

Gemini 3.8 Flash TTS

ENGINE

HTML, canvas, Web Audio