# ISABELLA'S MELODY

TEAM ROMANS
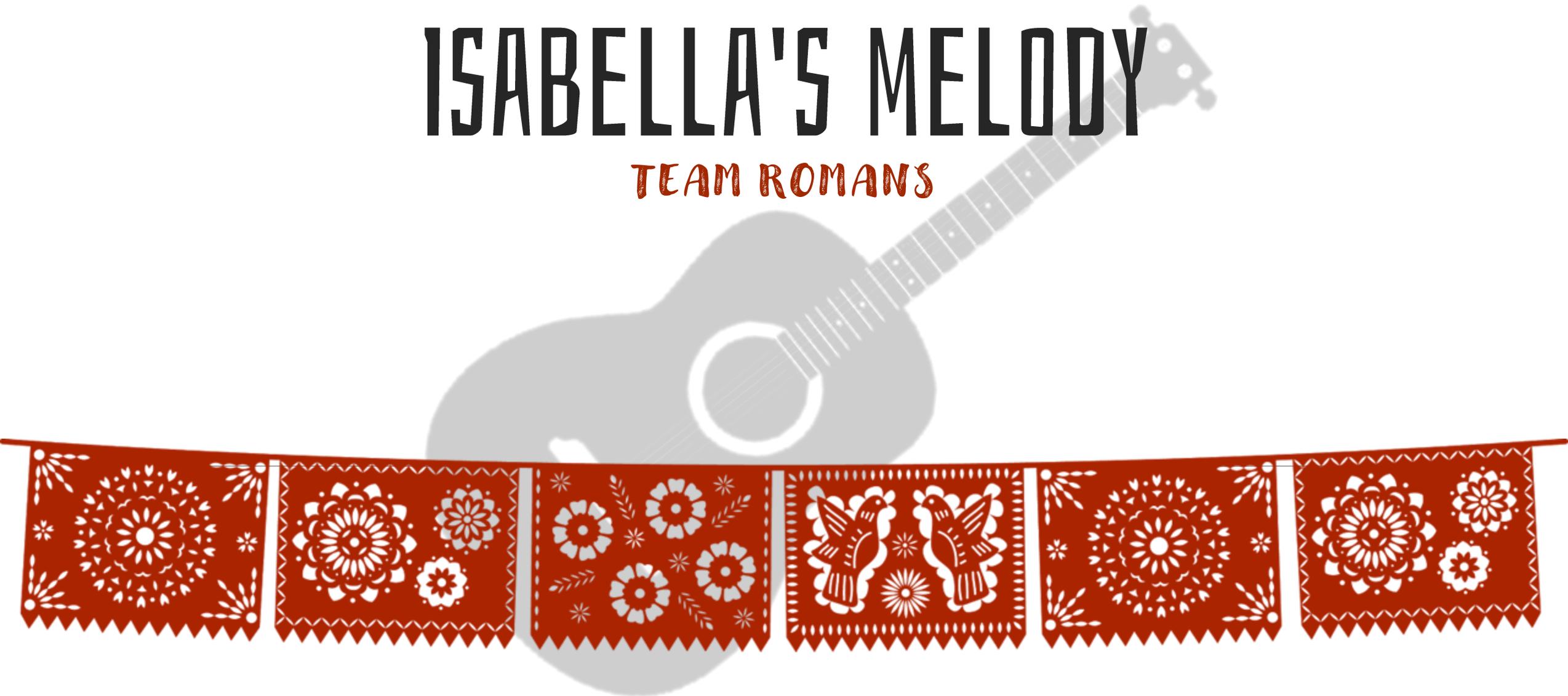
MOODBOARD

Colorful Environment

Vibrant props

World feels alive yet empty

Lots of nature
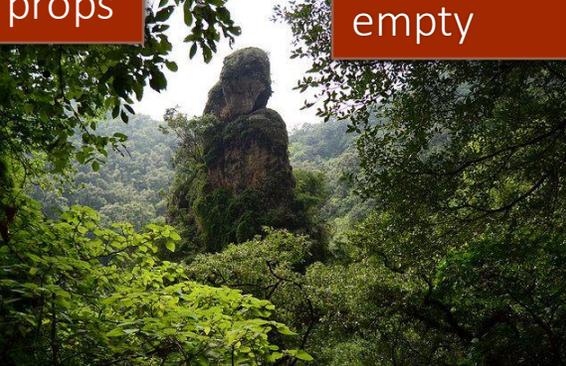
COLOR PALETTE

ENVIRONMENT

- OUR COLOR SCHEME IS BASED ON THE DIVERSE NATURE OF MEXICO

- RED ACCENTS FROM AZTEC CULTURE

- GREY VARIATIONS FOR STONE

- BLUE VARIATIONS FOR TH SKY AND WATER

- BEIGE FOR CLEAN AZTEC STONE

- GREEN FOR THE NATURE (TREES, VINES ETC.)

COLOR PALETTE

CHARACTER

- CHARACTER WILL REPRESENT PEOPLE OF MEXICO. (TYPICAL MESTIZO)

- WILL HAVE TO STAND OUT OF THE LEVEL TO BE PERFECTLY NOTICEABLE TO THE PLAYER. W/BRIGHT COLORED CLOTHING

- STRONGER SATURATION THAN THE BACKGROUND (NO OUTLINE) AS AN EYECATCHER OF THE GAME TO KEEP THE FOCUS THERE.
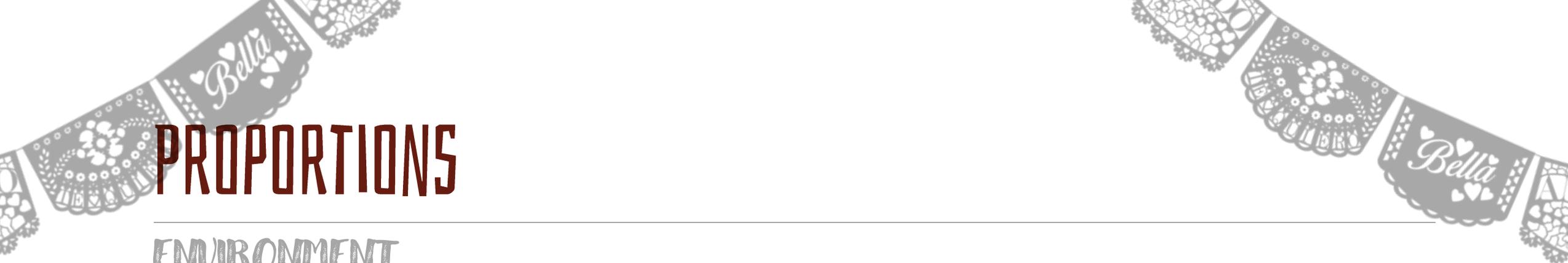
PROPORTIONS
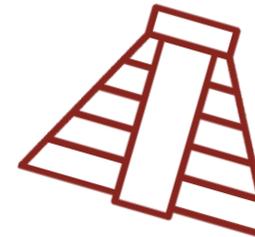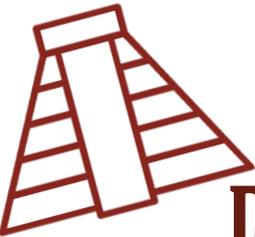
PLAYER

PROPORTIONS

CHARACTERS

- SMALLER THAN NORMAL SIZED HUMANS

- BIGGER HEAD, WHERE THE FOCUS WILL BE AT

- SMALL LEGS AND ARMS

- ROUND SHAPE FOR "CUTE" FEEL
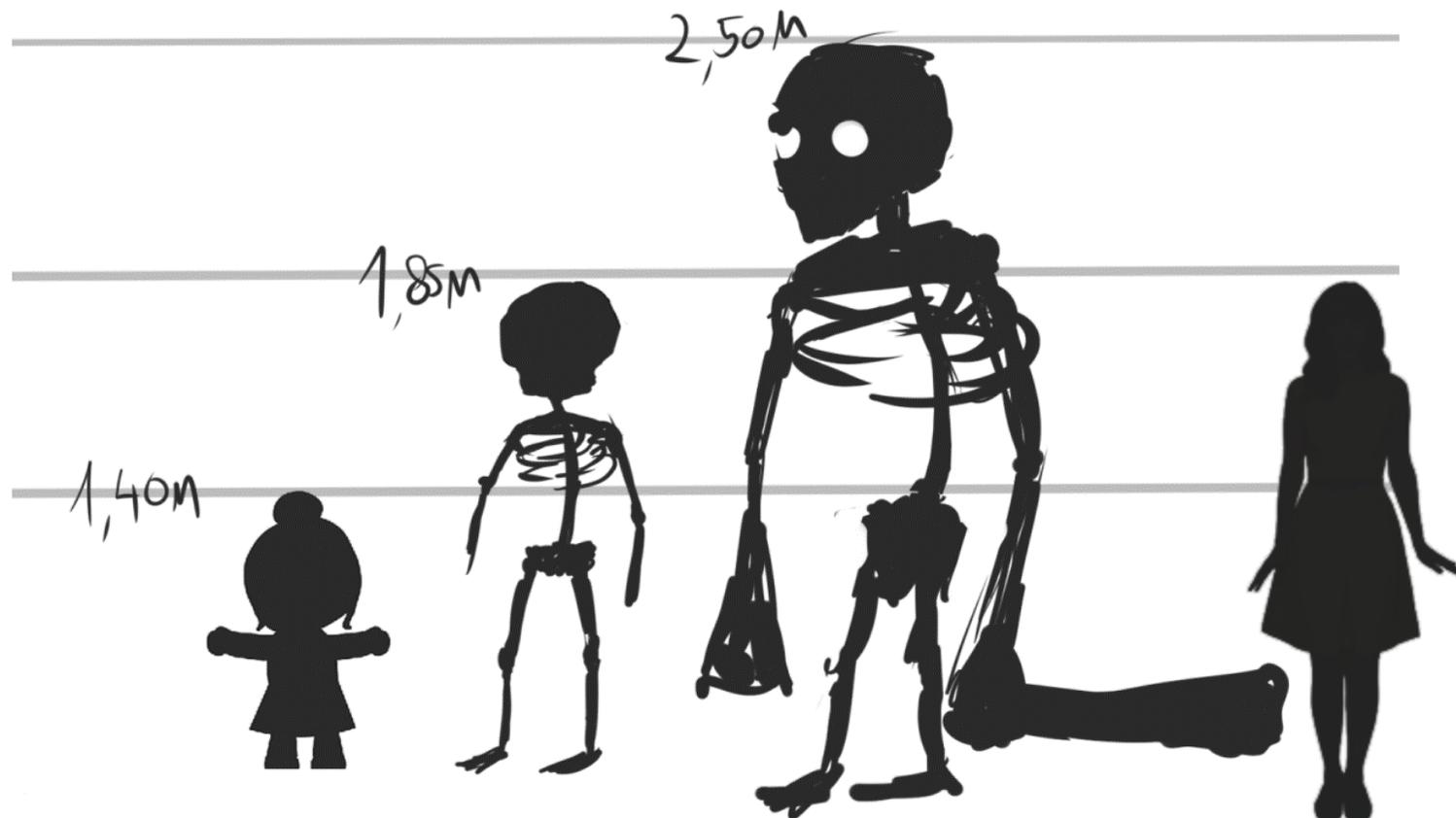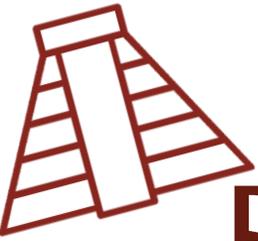
ENEMIES
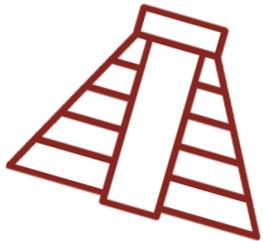
STANDARD ENEMIES

- TALLER THAN THE PLAYER TO SEEM MORE INTIMIDATING

- MORE JAGGED SHAPES AS OPPOSED TO THE ROUNDER STYLE OF THE PLAYER (ALMOST POLYGONAL VECTOR STYLE)

- RATHER MONOCHROME AND WHITE TO STAND OUT AGAINST THE COLORFUL SCENERY
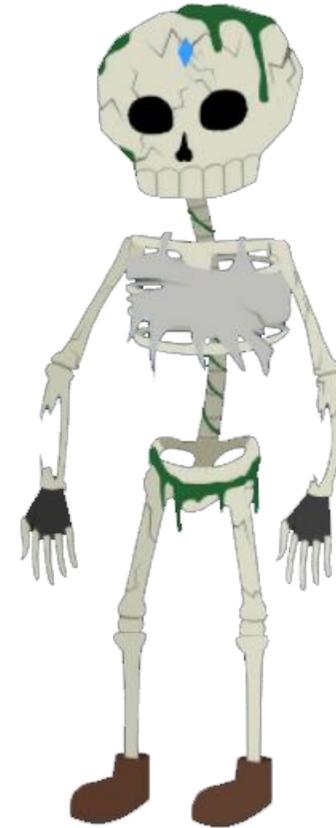
ATMOSPHERE & ENVIRONMENT

ATMOSPHERE

- DAYTIME SCENE
- ARTIFICIAL LIGHTING
- OLD BUT ALIVE
- NATURE ENVIRONMENT
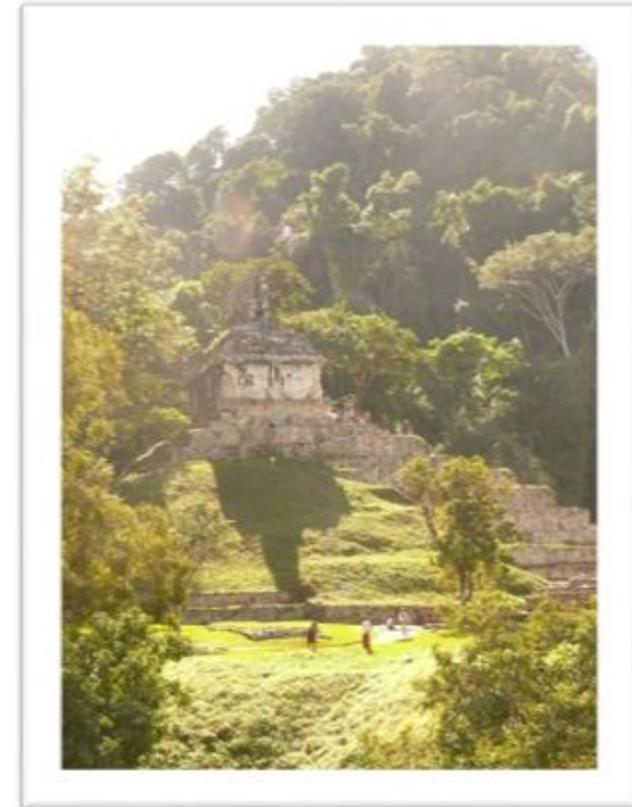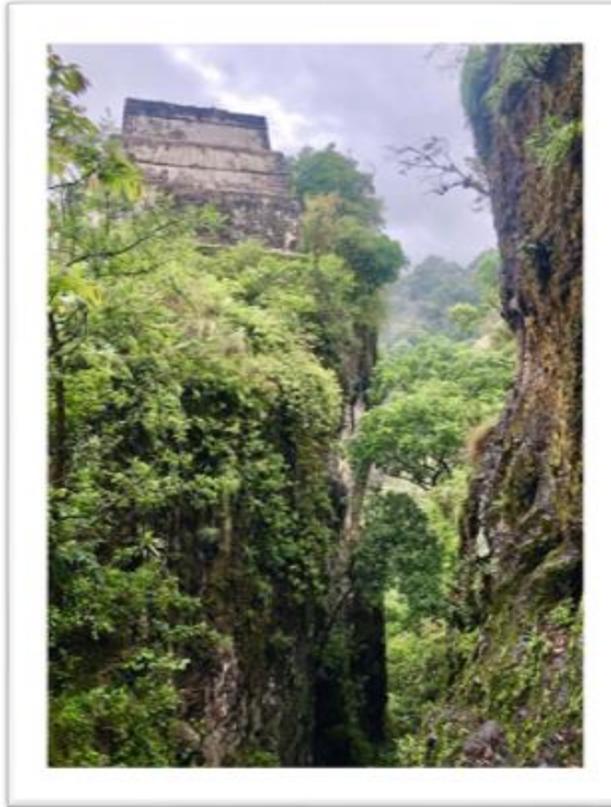
ATMOSPHERE & ENVIRONMENT

SHAPES

- MAINLY SQUARE FOR THE BUILDINGS

- ROUGH SHAPES FOR ARCHITECTURE AND ENVIRONMENT

- NATURAL SHAPES FOR FLOOR IN LEVELS (NOTHING IS PERFECTLY FLAT)

- SLIGHT CURVE TO THINGS LIKE BUILDINGS TO ADD TO CARTOON-Y STYLE

- CORNICES AND ACCENTUATIONS TO ADD DEPTH TO THE BUILDING

Klikken om tekst toe te voegen

# ATMOSPHERE & ENVIRONMENT

MODULAR DESIGN

- MODULAR PARTS FOR LEVEL DESIGN

- SLIGHT ANGLE FOR SHADOWS

- SEMI TRANSPARENT SHADOWS TO OVERLAY PARTS
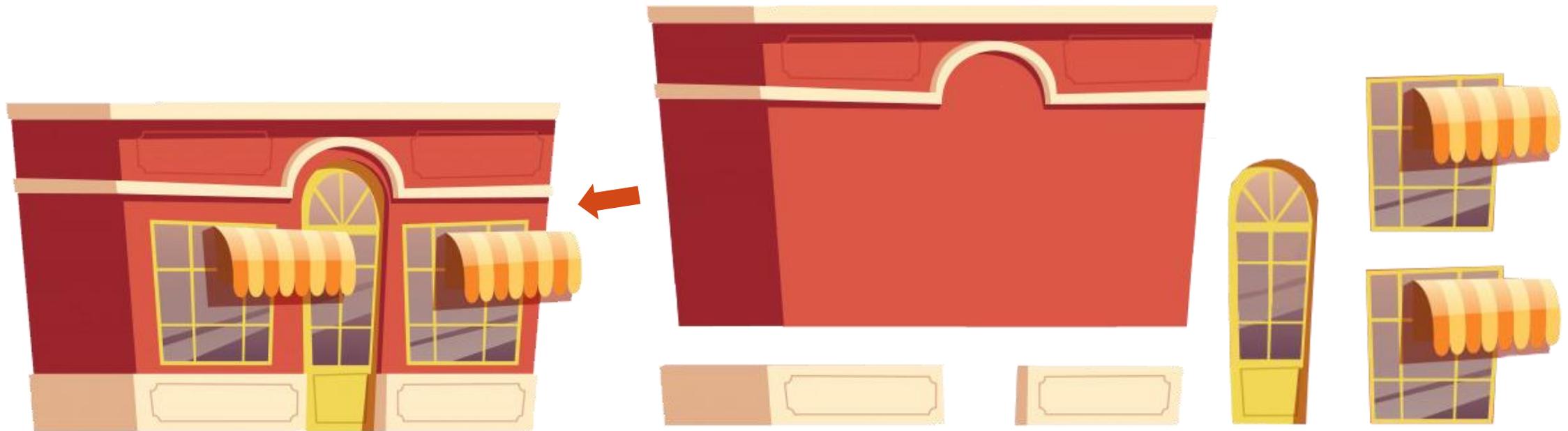
ATMOSPHERE & ENVIRONMENT

TEXTURES

- FLAT COLORS
- BASIC CELL SHADOWS
- NO TEXTURES
- NO OUTLINES
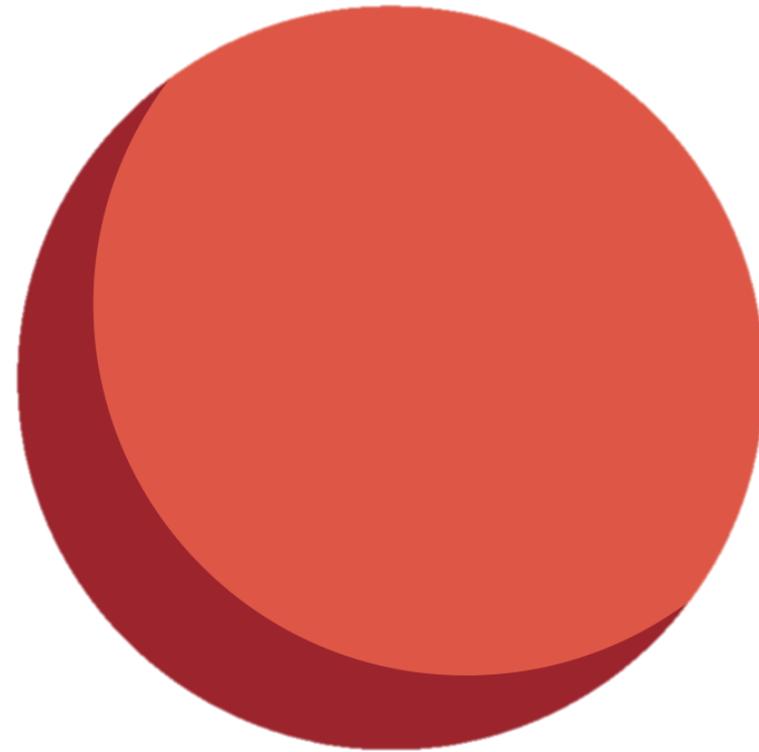
ATMOSPHERE & ENVIRONMENT

ASSET DESIGN

LIGHT IS ALWAYS COMING FROM TOP RIGHT

2- OR 1-POINT PERSPECTIVE (NEVER 3)

NO 100% PERFECT SHAPES (SLIGHT IMPERFECTIONS -> MORE HUMAN)

KEEP BOTTOM OF MOST THINGS FLAT (EASIER TO PLACE IN LEVELS)

SHADOWS ARE DARKER VERSIONS OF ORIGINAL COLOR (NO BLACK/GREY SHADOWS)

SHADOWS, BUT NO HIGHLIGHTS ON ITEMS (WITH FEW EXCEPTIONS)

LIGHT ANGLE

# ATMOSPHERE & ENVIRONMENT

MAP DESIGN

- VERY VERTICAL CITIES
- BUILDING RATHER TALL AND THIN
- DENSE BUILDING COUNT
- GUIDING THE PLAYER DOWN
- JUMPING OVER ROOFS
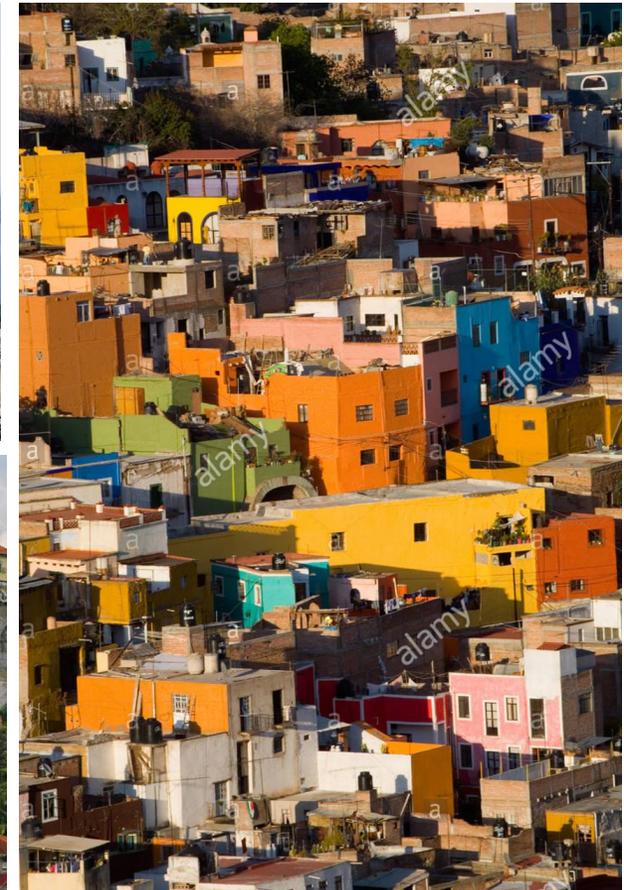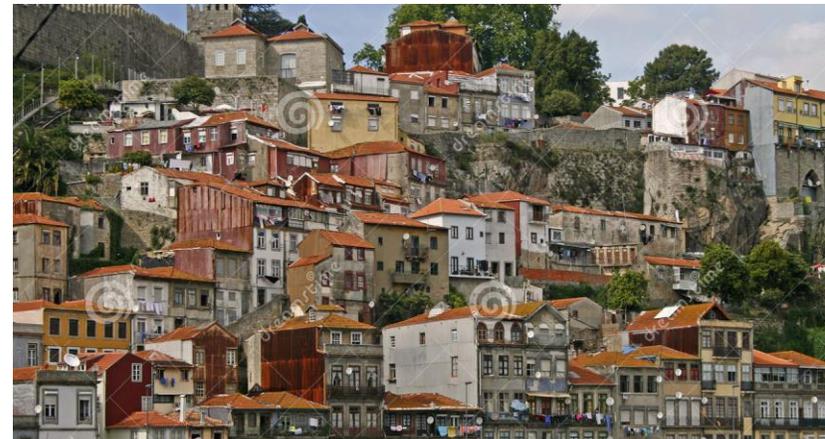
ATMOSPHERE & ENVIRONMENT

LIGHTING

- MORE REALISTIC 2D LIGHTING
- VOLUMETRIC LIGHTING
- GOD RAYS
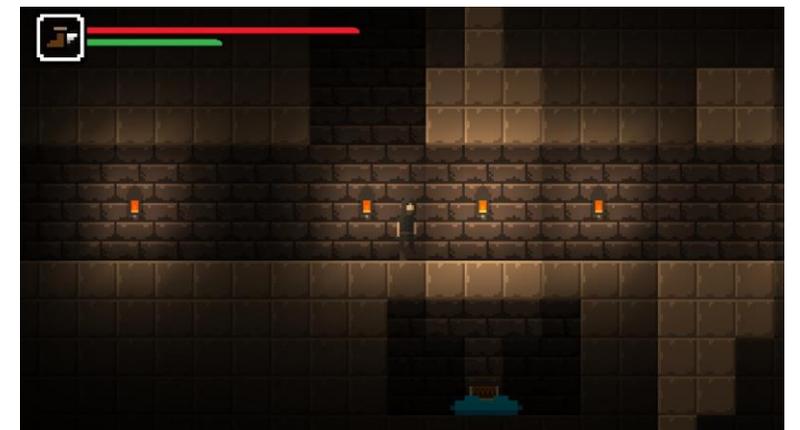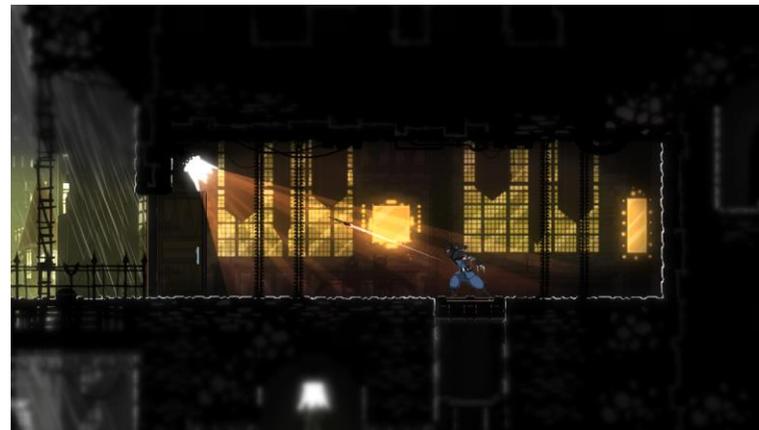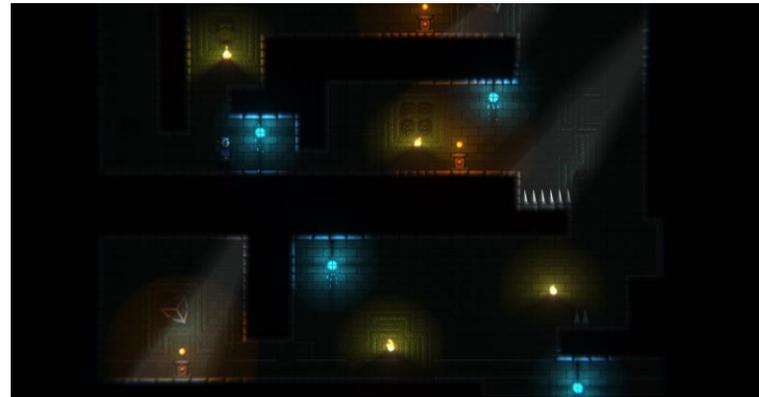
USER INTERFACE

HUD

- TAKING UP MINIMAL SPACE

- NO WORD, JUST ICONS & SYMBOLS

MENU

- NEW/CONTINUE GAME

- QUIT/BACK TO MENU

- BACK TO MUSEUM

- VOLUME SLIDER

- AZTEC THEME

TECHNICAL

FX

- CARTOON STYLE PARTICLES USING VECTOR ART

- 2D FLAT COLORS PARTICLE EFFECTS

- PARTICLES ARE PURELY **COSMETIC** AND WILL NOT HAVE IMPACT ON GAMEPLAY BUT WILL HELP TRANSLATE THE GAME ELEMENTS TO THE PLAYERS.

- FREE PACK IN ASSET PACK

Usage examples:

Guitar Strumming

Enemy Dying:

Running:

**(Modified to have bubbles swapped out with dust particles)

+

Collectible Pickup:

**(Modified to have stars swapped out with music notes)

TECHNICAL

PROGRAMS

ANIMATION & ART

- PHOTOSHOP
- ILLUSTRATOR
- AFTER EFFECTS

PROGRAMMING

- UNITY
- VISUAL STUDIO CODE
- GITHUB/SOURCETREE/GITKRAKEN