

CHARACTER DESIGN



character design inspiration



dice can have more than 6 faces

Makes most sense to create the dice in 3D and export the animation, merge together with the 2D characters body.

Animating a roll in 2D will take a longer time.

It makes the most sense to make a dice shaped head that is floating on the body so that it can be rolled without bodyparts getting in the way



One example from one of my character designs, head is floating on the body. It will be more cartoony/chibi than this obviously



BACKGROUND DESIGN

Which one are we going for?



Isometric



Topdown



2D

What pixel size? bit size?

considering it must be playable on browser, I'm guessing it has to be small file sizes.