**Theme for the 2D Platform**

**Theme**

* **Vikings**

**References:**

* Theme cant be something that already exists (Not lord of the rings or game

thrones..) We have to look for realistic references. If you want to put dragons you should look for lizards etc.

* **Environment**
  + They come from Norway, Sweden, Denmark and they invaded England, Ireland, Scotland etc.
  + The environment could be one of the countries they invaded like **England**. So the environment could be based on the middle Ages (793–1066 AD) from England. Because of this elements should be based on **Christian religion** as this were the enemies of the vikings.
  + The level could be based on a **Christian Castle** while the Vikings are attacking them, or a **viking village** being attacked by the Christians or just the **outside of England** and the Vikings is running away to his boat. Could be the field of a battlefield.
* **Drakkar (boat)** – For endScreen.
* **Enemy** – Christian Soldier. Triangular white shield with a christian cross as symbol. Sword
* **Character** – Viking soldier. Use an axe and holds his shield in his back. Redhead beard with breads.
* **Collectible Object** – Viking Horn, England middle age coins (in Gold), or a viking beer cup.
* **Props –** Shot arrows stuck in the ground (more than one) and other battle elements (sword, battle flag etc), Viking carriage with arrows stuck on it, Viking house.

(other options: tree based on the country)

* **Floating Prop –** Clouds and more clouds.
* **Background Far Back –** Mountains
* **Background middle** - stone wall, bridge of stone,
* **Background middle Back –** Simply Viking village over an elevated plateau

**Style**

Flat Style (really symple). Dont have to draw, I can just make shapes and

combine them.