# Life Among Lions

Art Document

Artistic Statement

Life Among Lions is a top-down 2D educational game in which the player controls a lion guardian whose job is to prevent animal herders and lions from interacting to protect the herders, their livestock, and the lions. The game will feature art that draws upon both the classic mobile art style and the traditional art Maasai art style, offer a unique experience in which the value of the education is both in the gameplay and the art itself.

Maasai art focuses heavily on elongated, stick figure-like humans with geometric patterned bodies and bright, eye-catching colors. Environments would consist of a warm color palette with a mix of bright and saturated colors, with background assets being more saturated and character assets being brighter to add for more visibility.

Environment Assets

| #2c7209 | #69963c | #b1ff59 | #ffdd4a | #fe9000 |

Grass

Trees/Bushes
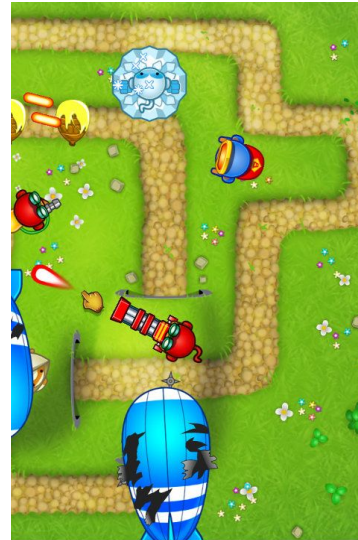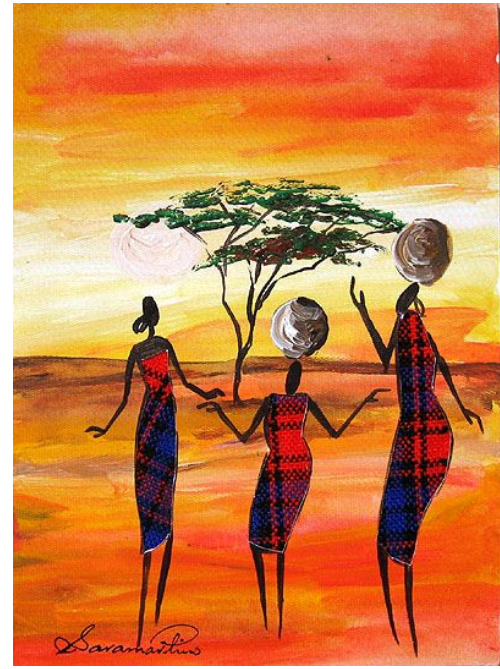
Rocks
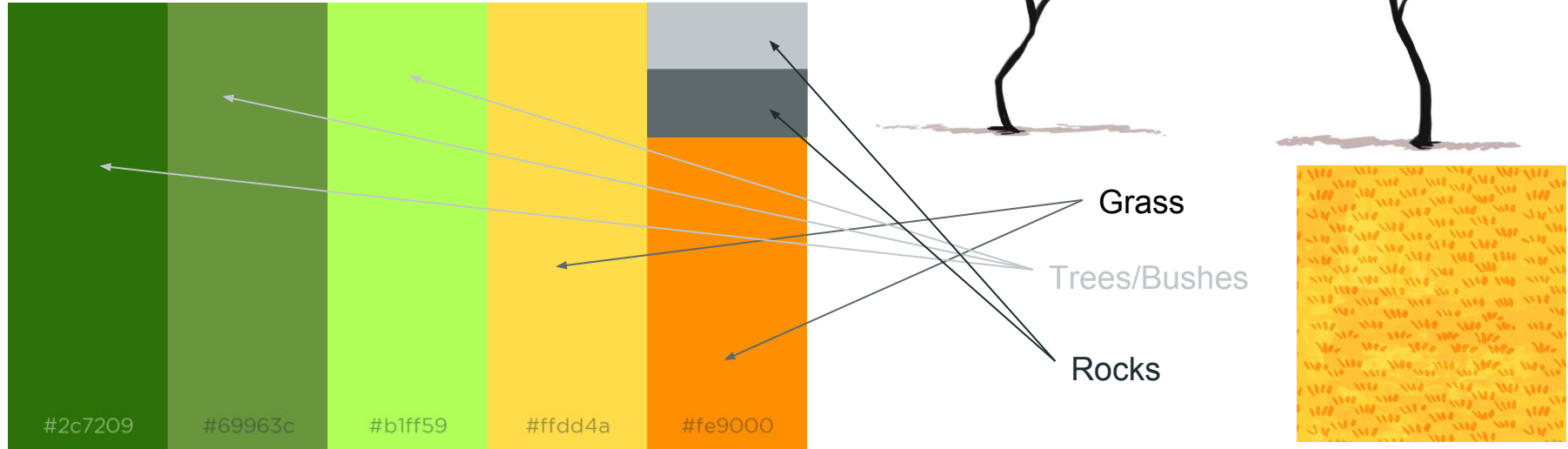
As aforementioned in the previous slide, the environment assets aim to not only include vibrant, warm colors but are modeled after the Maasai's traditional oil paints. The ground consists primarily of yellow and orange, with large orange splashes of oil brush to make it feel more like a painting. All other assets are either green or orange, to match colors most commonly found in the Kenyan savanna. The intensity of the colors of the environment contrast the darker shades of the character assets.

Herders & Poachers

| #3e3b3b | #6e3018 | #e6a958 | #e2490c | #a72f00 |
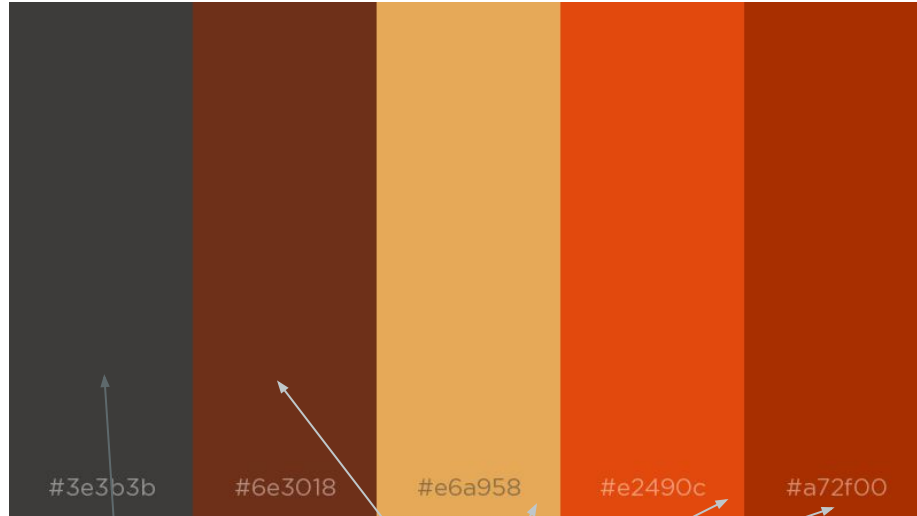
Main Body Color

Clothing

All the heads, arms, legs and utensils of the human enemies in the game art a dark, charcoal black color with stick figure-like proportions, as is traditional in the Maasai art. The bodies of the people consist of hard-angled geometric shapes with cloth-like patterns. The colors of the outfits are still intense, but these colors follow a more uniform set rather than an analogous color palette like the environment assets. This is to allow for the people to be easier to see against the backgrounds. These assets are also made using oil brushwork.

Art Pipeline

Basic Info (In Game)

1. All assets will be created in **Adobe Photoshop 2018**.
2. All character assets (lions, herders, poachers) will be made using oil brushes from **Kyle's Mega Brush Pack**.
3. Base environment background is the size of the game screen, **1600x1000 px**.
4. Lions and Poachers will be **500x500 px**.
5. Herders will be **PIXELSxPIXELS px**.
6. All assets will be named with the following conventions:
   (Asset Type)_(Asset Name)
   a. Ex. environment_tree1

Uploading Assets

1. When the art asset is completed, name it in the style of the naming conventions
2. Asset will be uploaded to the repository on Pineapple/Wiki
3. Programmer/Designer puts sprites into Prefab or GameObject
4. **If** animation…
   a. Use Unity Mecanim to split sprite sheets