INCURSION

CHARACTER
MOODBOARDS

PROTAGONIST

FEMALE, AGE 27
AFRICAN ORIGIN
Mix of modern wear and tribal
African elements

The feathered headdress and mask
are the iconic piece

Since the game is isometric viewed
from above at an angle this needs
to stand out

This game will be on mobile and PC
and will not need high fidelity
textures and very high poly
characters to save on resources.

KEY ELEMENTS

HAIR:
- Dreadlocks that fall out of the mask
- No need to rig / animate

THE MASK / HEADRESS
- The Face: A wooden mask painted with tribal designs – see previous slide.
- The Headdress – Feathers or horns in framing the top part of the head
- No fire !!

CLOTHING
- A mixture of tribal and modern wear
- Long coat, with an intricate tribal design
- White top
- Fitting leggings with the same design
- Open sandals

JEWELLERY
- A thick bone and cloth necklace colored in

VARIANTS

These should help you visualize
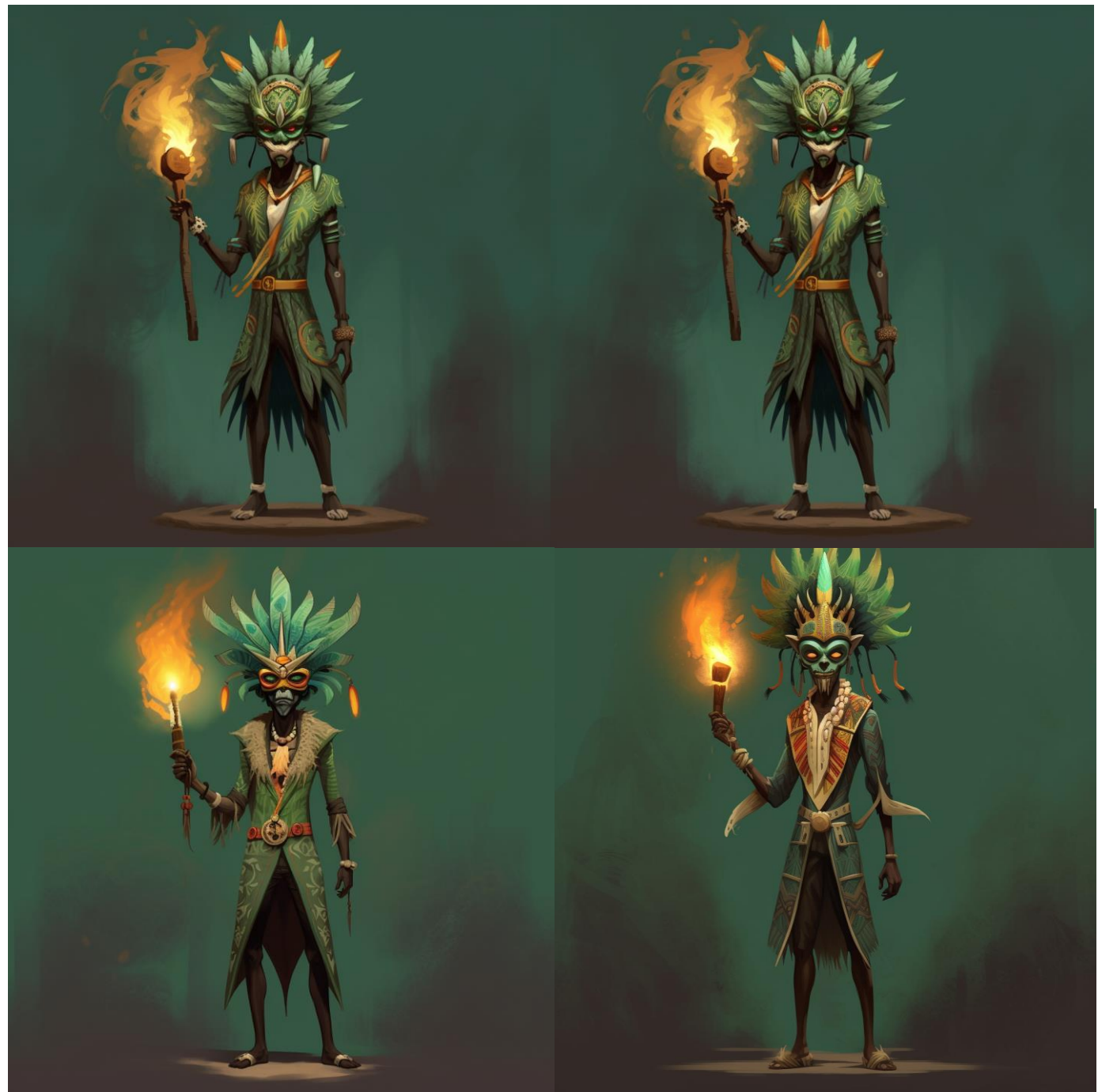the intended outcome better

VARIANTS

These should help you visualize
the intended outcome better

QUALITY AND TEXTURE STYLE

We will not be going for realistic graphics but more a vibrant cartoon style

This previous concept for the protagonist should give you an idea of the level of detail

ANTAGONIST

For the prototype we will be using this enemy
Its job is to rush the player and then cast a cone of fire .

Explodes on death

THE MASK / HEADRESS
- Disproportionately large mask for his body
- The Headdress – Feathers or horns in framing the top part of the head

BODY
- Inhumanly thin covered in white tattoos

Props
- Holds two fire sticks