

Since this is an orthopedic surgery game, it could be really cool if the background is like an emergency room or an operating room that we can put the different graphics on top of!

In CommonSprites, we have a color scheme. We need to keep the color scheme of this game very gender neutral, so I'm thinking greens, blues, and grays are a good way to go. Not aggressive shades, not pastels either. In addition to that, we don't want any aspect of the patient or doctor to indicate a gender. We also want to have skin tone really ambiguous when it's shown so that it can be as neutral as possible as well, further making the game as inclusive as possible.

For AnatomySprites, we only need a cartoon-ish skeleton. It needs to be detailed enough so that the user can identify specific bones. Maybe a more proportional head size so that the body is larger.

RadiusSprites – I believe these are all of the graphics we will need for this section. For the pictures that have screw placement and number of holes on the plates, those numbers are important details. There are a couple of graphics called Countour1 and Countour2 – These show the plate fully straight and flat, and then bent to match the curvature of the arm. The Cast should probably be a 90 degree angle rather than an obtuse one, and I think it will be cool if the cast is all drawn on and decorated like when kids in high school break bones. The Position and HenryApproach are with the person lying on their stomach. Patient is showing the person coming in to the hospital with the injury, so I put some red highlighting there to show pain.

For FemurSprites, for Screw1, Screw2, Screw3, they should all be the same size, just different angles. The two images with REFERENCE in the title are just to illustrate the difference between the two corresponding choices, we don't need those two images. For the Placement image with the two side-by-side, the important thing to illustrate is the difference in hip placement. The image on the left has the hip angled so that the two parts of the bone come closer together, while the image on the right leaves them separated. Blade1, Blade2, and Blade3 are similar to the Screw pictures, the nails are all the same, just inserted at different angles and from slightly different places.

Please feel free to reach out if you have any questions! These pictures are all loosely based on pictures from a website our sponsor team, and I will be glad to share that information with you.