Art Style Guide

“*In a future where all the bad guys had wised up and stopped creating excessively long monologues and stupid plans, all superheroes faced unanimous defeat. In a last desperate maneuver, the remaining superheroes put all their hopes on one final plan, called “Plan New Light”*

*It failed. It was all Carl’s fault.*

*Now that the supervillan alliance, (SuVA) have at last taken over the universe, fights have broken out over who gets to control which sectors, and supervillans have fallen back into old habits. Now that the fight against spandex has been won, the war on who gets what with the spoils has just begun!”*

This game will have comic-book style aesthetics

Below are some rough approximations of what the aesthetics will look like. A mix of comic book like goofy-ness with a little cell shading to tone down the goofy-o-meter just a touch. This is set in a universe where comic book characters used to duke it out over increasingly stupid schemes



 