

Slime Escape Art Bible

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Color Palette:



Art Direction:

- Soldier art assets utilize warmer colors, reds, oranges and yellow.
- Slime or player friendly art assets will instead use a colder color scheme, a mix of vibrant blues and purples.
- No black borders on objects (Unless object is already black)
- All colors utilized in sprite making come from this selection of colors.
- Using blue should be mostly avoided in order to make sure the player character pops out.

Visual Style:

- Designs will use various colors, not shying away from high contrast designs.
- Simplistic cartoon design choices.
- Objects are not realistically detailed, but are still detailed in a simpler way.
- Enemy soldiers are quite small and simple, with a noticeable lack of arms or legs, but connections between body parts remaining.
- Slime is very malleable, changes shape and flows easily.
- Shapes seen in sprites are typically freeform, not super strict and precise.

Comparable Games:

Castle Crashers:



Spelunky:



Terraria:

