

ADVENTURE QUEST

ART REQUEST

by Stijn Groothuis

Hello there, this document is to show what I imagine the art of the game: "Adventure Quest" (the name is temporary, probably should change it in the future) should look like, and to ask you the artist (aka Cody) to make some for me. (Thanks in advance).

Before we continue I have to say:

[!][WARNING][!]

this project is in very early build. Meaning that there is a lot missing and everything is pretty much experimental, including the art. There are many questions about how to create a certain look or effect. And there aren't many answers to these questions yet. So if you the Artist have any suggestions that could solve these issues, then you are more than welcome. Please contact me: spgroothuis@gmail.com.

okay then let's get started.

:The Idea:

the idea is that the player has a (semi) continues adventure, and that the player continues to explore and experience a procedural generated world.

The idea came from an earlier experimental game I made called "Taking a walk", which can be found on my website: stijngroothuis.nl/other.

In "Taking a walk" you create a landscape, that slowly moves to the left, by moving your mouse. The feedback I've got about this game was that there wasn't much to do, yet it was very therapeutic and fun to see a landscape form and to see what would come next. It was fun to "explore".

So with this game: "Adventure quest" the idea is instead of you creating the world, you walk through it and explore it. In each level there a landscape is being procedurally generated. When you reach the end of the landscape you enter the next generated landscape etc.

monster, quests, villages and scenery are being generated in each level, resulting in finding "unexpected" things.

There are a lot of mini game design ideas floating around but like I said this is all experimental, so many things might change. So for now we just focus on the scenery bits .

:The Art:

So enough with the silly game designs, let's focus on the art!

For the art I'm looking for something simple, and to me that's pixel-art. I would like to take the art-style from the game "Superbrothers Swords & Sworcery" as an example.



As you can see it's very simplistic and uses "grim" or not loud and bright colours.

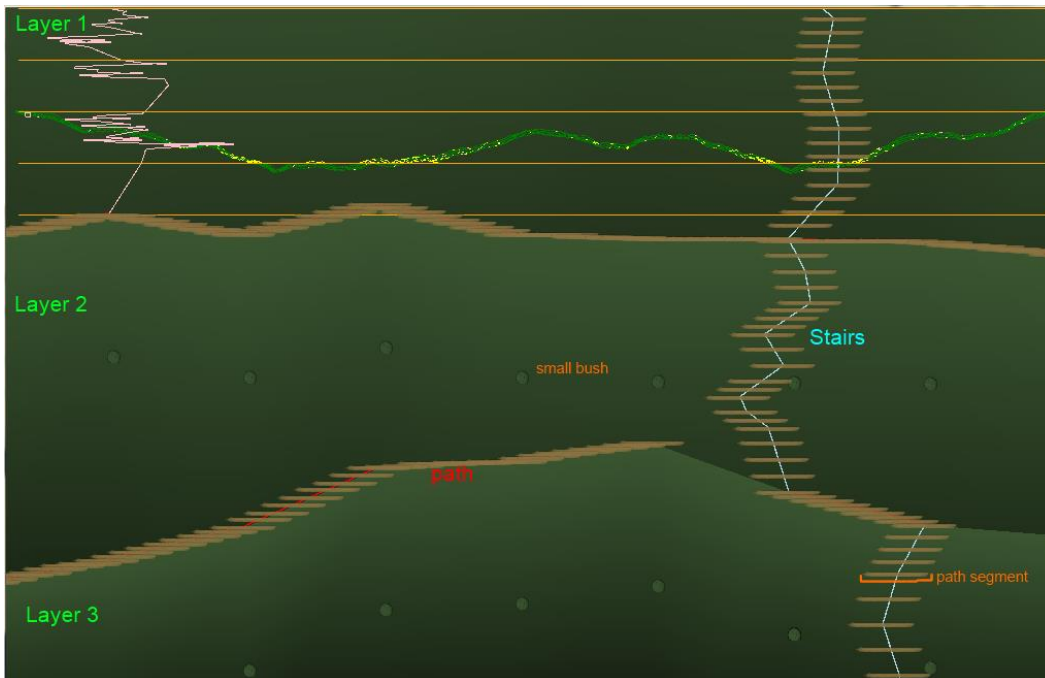
But as we look closer into the picture we can kind of deconstruct the picture. We can see a clear path, a stairway downwards and objects surrounding this path. Objects such as: a bush, a tree, rock and house

It's important for procedural generation to have these loose sets of objects so you can have them spawn randomly around the path and generate a unique landscape.

So what I'm asking from you is to create this scenery sets.

A set of loose bushes, rocks and trees (and houses or statues).

I'm still uncertain on how to approach character design and other stuff (code wise). So let's focus more on the scenery. (but if you want to create some characters I won't stop you)



The picture above is how the game looks like now.

On the screen you see a weird green/yellow wiggly line. That line is a debug representation of the whole generated mountain/level. The straight orange lines of the debug view is to indicate the height and the biome. At the top height snow(white) and rock(brown) biome occur, and on the second height level only rock(brown) and forest(green) biome occur, and below only forest(green) and plains(yellow). So one of the problems is to make the art assets of the scenery correspond to the biomes. (example: snow or colorize to white in snow biome). This can be done by creating different sets, or to colorize the art via code. (I don't know yet)

In the back you see 3 layers with a path on top and stairs connecting the layers. You see there is a shadow at the bottom at each layer, this distinguishes the layers from each other. You can also see that the path and stairs is made out of these small brown lines aka path segments. This is done because the ground is an irregular shape and by making it out of small segments you create "stair" like paths when the ground gets elevated. You also see this "stair" like paths in the "Superbrothers Swords & Sworcery" game. In the picture below here you can see how the different layers can be implemented in the "Superbrothers Swords & Sworcery" game.



:Recap/Assignment:

So to recap: The game is in early development so there are many questions of how to do things and nothing is certain. The art should be simplistic and pixel-art like resembling the art style of "Superbrothers Swords & Sworcery". I'm asking for scenery type art such as bushes, trees, rocks and perhaps odd scenery like houses and statues. These art pieces need to be separate sets, so they can be repeatedly spawned. And a "path segment" would be great to have too.

The size of the pictures can be quite big yet be pixelated. As you can see of the ingame picture there is a small bush. That small bush was my attempt, but as you can see the bush is quite small. So don't be afraid to make the dimension of the picture big. (like 400, by 400 for a bush or something).

And at last have fun! Like I said before this is all experimental including the art, so maybe you have a suggestion or have a better insight of how the art should look like. I'm open for suggestions. Be free, be creative and the more the better.

Below is a "concept art" that I made to give an idea of how I want it to look.

