

# Brogs

...

Team Ovirtual Boiz

# Team Virtual Boiz

Game Director - Andrew Yan

Producer - Nicole Smith

Game Design Director - Andrew Yan

Art Team - Adithi Arun, Lupita Castro, Andrew Yan

Tech Team - Bar Ben-Zvi, Tsering Ngoche, Christian Yan, Nicole Smith

Sound Team - Dilara Kal, Teada Nguon

# Game Summary

Brogs is a turn-based shooter with a focus on skill shots and accessibility. It has a variety of guns that help people with a range of skills. The different elemental guns have a focus on utility for the plant element, damage for the explosion element, and versatility for the rock element. Our focus is heavily on game feel and giving a range of choices for the player. swamp

# Gameplay Inspiration



Bubbly,  
lighthearted  
theme.

Non-  
destructible  
terrain.

Turn-based  
shooter



## Similar Games:

- Nuclear Throne
- Worms
- Binding of Isaac
- Duck Game



# Shape Language and Stylization

Characters and objects are made with basic shapes, but since there is no protagonist and antagonist, there is not much use of shape language to distinguish characters' motives.

- Low resolution sprites
- High polish animations
- Characters outlined to pop out from background (black over white outline for characters, black only outline for all other assets)

# Stylistic Inspiration



Pixelated art style, low resolution.

Similar font.

# Level of Detail



Main Character, 32 x 32



Plant Bullet, 12x12

All assets (characters, tile, weapons) are fairly low resolution, with varying canvas sizes depending on the asset type.



# Color Palettes

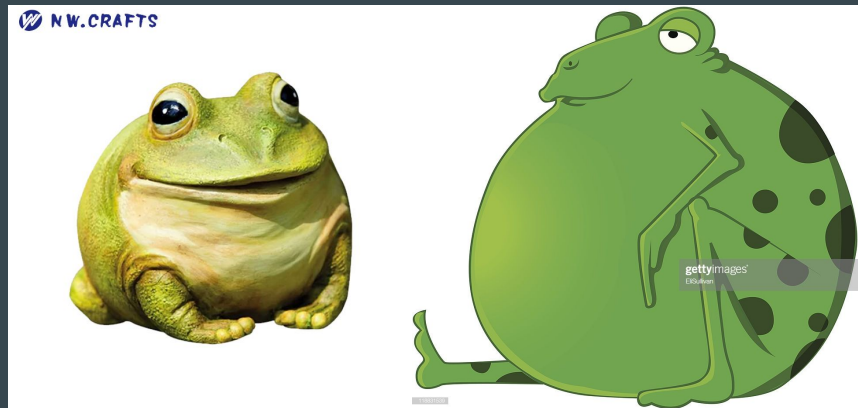


Overall Game Color Palette  
(excluding black and white)

This color palette is for the game overall. Assets will not stick to these particular colors, but they will be made with different values of the same hue for the overall feel of the game to be cohesive.

Highlights and shadows for all assets will involve a shift in hue rather than in value.

# Character



References and Inspiration



Concept art of main character



Color Palette

# Weapons

Low resolution assets, black outline to stand out from the background



Rock and Plant Reference



Rock Bullet Asset and Color Palette



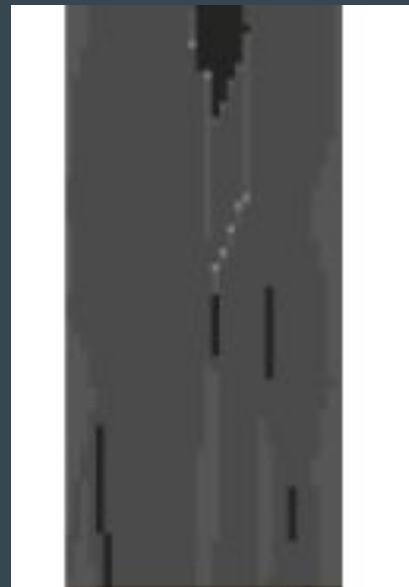
Plant Bullet Asset and Color Palette

# Environment



References for  
Wood Block  
(background)

(left and  
below)

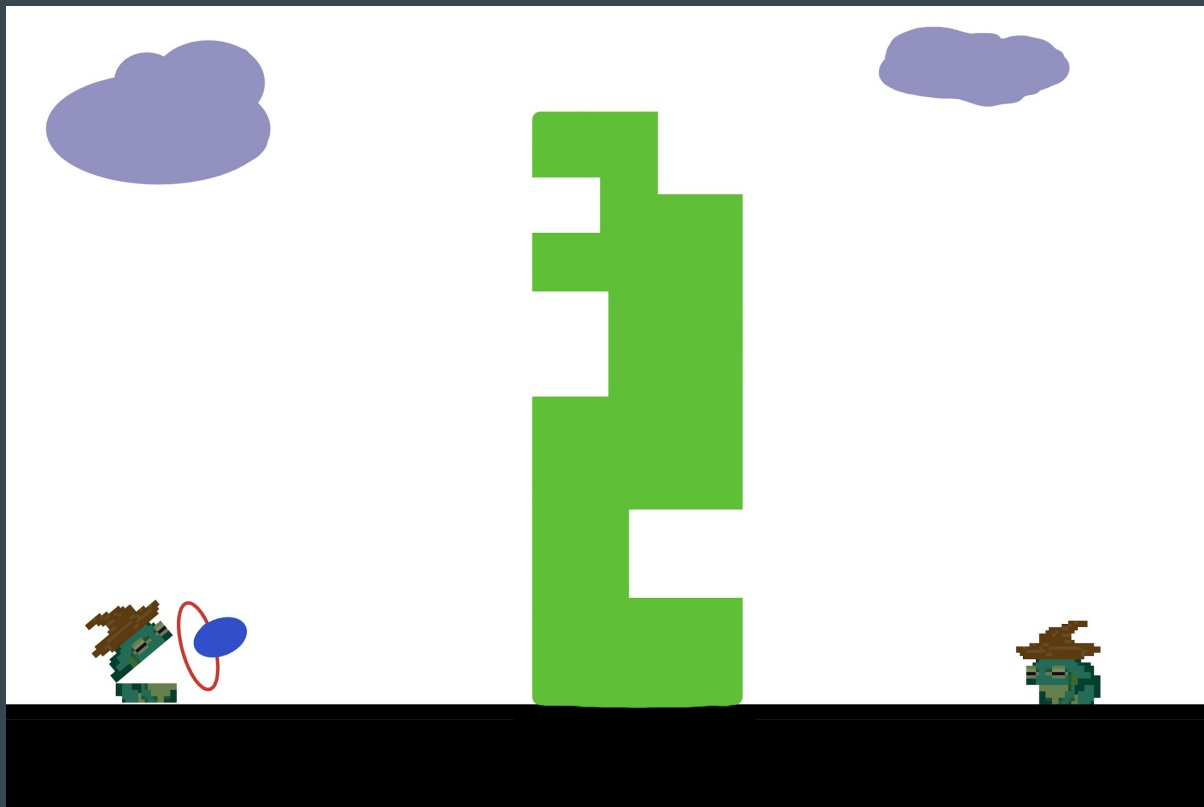


Possible Environment Color Scheme and Asset  
(background)

# Fonts

A B C D E F G H I J K L  
M N O P Q R S T U V W X  
Y Z 0 1 2 3 4 5 6 7 8 9  
. ,

# Game Screen Mockup



# Technical Requirements

Naming Convention: UpperCamelCase - VirtualBoiz\_Art\_AssetName

Storage: GitHub

Organization: Checking off tasks on Trello, organization by asset type

Canvas size: depending on asset; 8x8, 16x16, 32x32