Detailed fish document

* Fish are ordered based on the order the player will encounter them within the game.
* Fish should therefore progressively look more intricate/rare as the list goes down.
* Fish each have their own unique traits which should have a degree of visual representation within their design.
* Style of all fish should be light-hearted cartoon like as to appeal to a young audience. However fish should come across strong/powerful as opposed to cute and harmless. All fish are “magical” and should therefore have some difference between their style and real fish.(I know nothing of animation so my explanation of the style is probably awful, I’ve included some images of other games to give a better picture of what I mean, but the general idea is just a 2D side-on design)
* **REFER TO SEPARATE IMAGE DOCUMENT**

**In regards to colour: Fish should preferably include multiple colours and shades to give the impression of them being magic infused. (Feel free to add sparkles and any other cool visuals)**

**Some fish could have additional design elements not directly attached to the fish, for example a suspended ring around the fish, or a type of aura.**

**Pesta**

Pesta is the first fish the player will come across, and whilst it should look inferior to later fish it should still set the scene of the style of the game and the fish the player will encounter.

* Fairly neutral in design, with no extremities. (e.g may just have extra eyes, fin, over exaggerated fangs, quirky body shape)
* Potentially light green in colour?

**Yubby**

As the second fish, Yubby should follow the same path as Pesta, with little extremities. They should look dissimilar to Pesta’s as much as possible without being too extreme in design.

* Two toned colour of red (not too dark)
* Potentially fat and short
* **QUEST:** the quest refers to them as being stronger than they look (therefore should not look too menacing)

**Twermy**

Fish from henceforth have unique traits that should assist in their design. Interpretation and freedom is up to you with following the basic rule that later fish should look superior (unless otherwise stated)

* Are fast in nature, therefore design should visual display this (e.g thinner more streamlined fish, perhaps with additional fins/tails to represent haste)
* **QUEST:** the quest refers to them as being hard to catch unless you are smart in attacking them (therefore the fish should have an element of stupidity in design)

**Fackle**

Fackle should be designed to have a large physical presence and brute like.

**QUEST:** the quest indicates that the fish are aggressive and attack the player’s fish on sight (perhaps an angry expression)

**Lizzarm**

Lizzarm should be designed to be more magical and “attractive” as opposed to a fighting fish.

**QUEST:** Lizzarm scales are used to make player outfits that provide in-game bonuses (with this in mind, design should focus on a texture of fish that can be applied to, e.g. to a hat. The skin/scales of the fish should be the main focus.)

**Bullyku**

Bullyku are aggressive in nature, however weak individually. Therefore their shape could be short and stocky.

**QUEST:** Players are told that Bullyku fight in large groups as opposed to individually (Design could take inspiration from club doormen/ bouncers, skin should appear strong/resistant such as stone)

**Noxtorb**

Noxtorb are exclusively not used as a combat fish within the game and therefore their design should focus on a more intelligent, non-aggressive fish.

**QUEST:** Noxtorb are only used to explore the map and are fast, agile and uncover the map quicker (Their eyes should therefore be prominent with a sort-of explorer theme present (for example the body pattern could resemble a map?)

**Serexit**

**Torok**

**Wazzledort**

**Grottiz**

**Eplorn**

**Dugglevor**

**Atrofot**

**Choopka**

**Leignar**

**Toadlen**

**Pefflevuk**

**Zombtrig**

**Juzzywert**

**Frotnip**

**Rokklorp**

**Uvlump**

**Quermvum**

**Holtycrom**

**Kollorport**

**Opplefrid**

**Vequimp**

**Mogglebot**

**Xuvt**