

Design 01: Hard Cute



Design 02: Soft Creepy



Goal:

We are leaning towards a little bit of #2 in the background, but people prefer the characters to be closer to #1 though not as extreme. Finding reference.

Monster Ideas:

Slime:

Small cute slime/ooze monster with goofy eyeballs.

Mimic:

Treasure chest with teeth, legs that come out of the bottom, waddles around.

Skeleton:

A slender skeleton with a large head, carries a weapon of some kind.

Cyclops:

Big fat ogre with a loincloth and one eye.

Dragon:

Smaller dragon with a fat tummy.

Goblin:

Little green goblin man in his undies.