

Implementation Checkpoint #2:

Refined Creature Sketches:

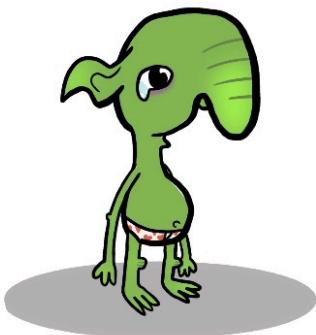
“Sebastian” - A productivity focused fire themed sheep. (requested in interview)



Hydra-tion - A health focused water themed hydra.



Mindgoblin - A Fun focused goblin. (requested in interview)



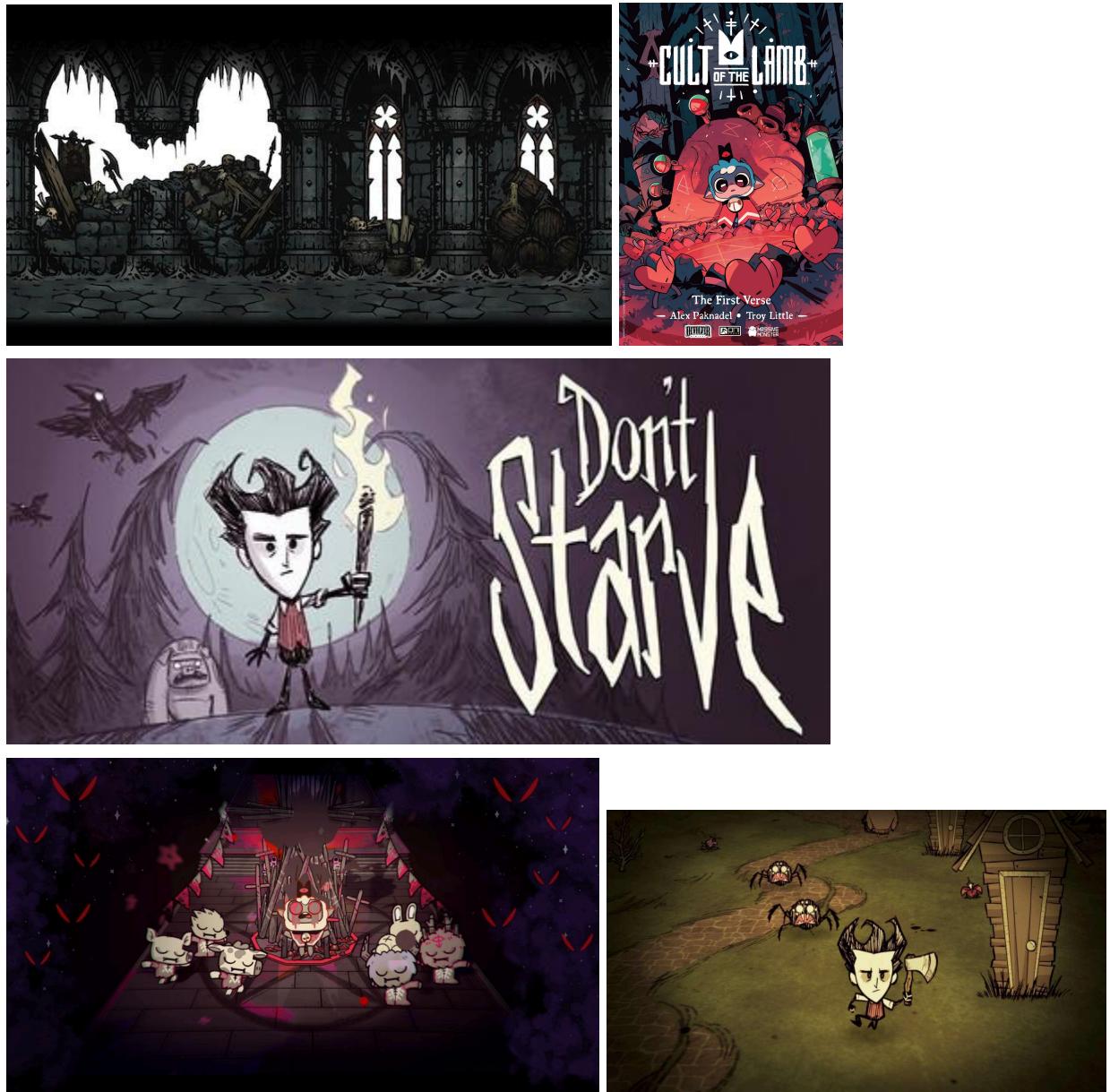
These are the designs we've landed on after a few rounds of revisions- these will be the creatures showing up in the final prototype for the class. The Hydra was one that Josh came up with early and we just really liked the idea of it, whereas the Sheep and Goblin were both requested by the folks we interviewed.

Implementation Checkpoint #1:

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.