

PROJECT OUTLINE

REQUIRED:

- Title Screen or Box Art
- Interface/Inventory (HUD over gameplay, or separate inventory or character setup screen)
- Turnaround of main character (basic front, $\frac{3}{4}$, side, plus expression or action pose)
- One (***or more***) Screenshots/Mockups of gameplay; *for example*:
 - Action/Battle/Event (showing special effect)
 - Hazard/Puzzle/Trap/Challenge
 - Win/Reward/Loss/Defeat

EXTRA CREDIT:

- Turnaround of additional characters
- Vehicles or other important elements
- Incidental objects (weapon, tool, costume, etc)
- Extra "Screenshots"

You can **ALWAYS** add more,
but this is the minimum!!

TITLE, HUD (design)
CHARACTER (figure)
ENVIRONMENT (landscape)

*Remember to include
examples of the
original!!*

TITLE SCREEN : BEFORE/AFTER

original
art

NEW
ART

EXAMPLE ORIGINAL CHARACTERS

The Good



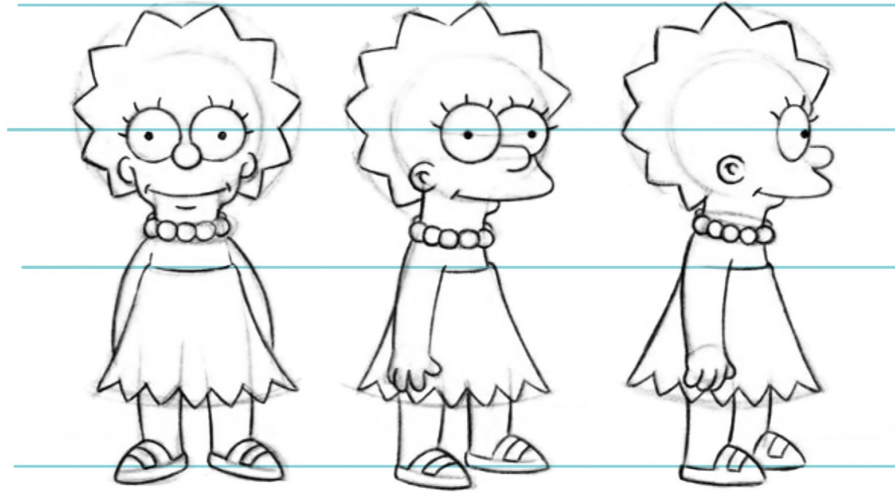
THE BAD



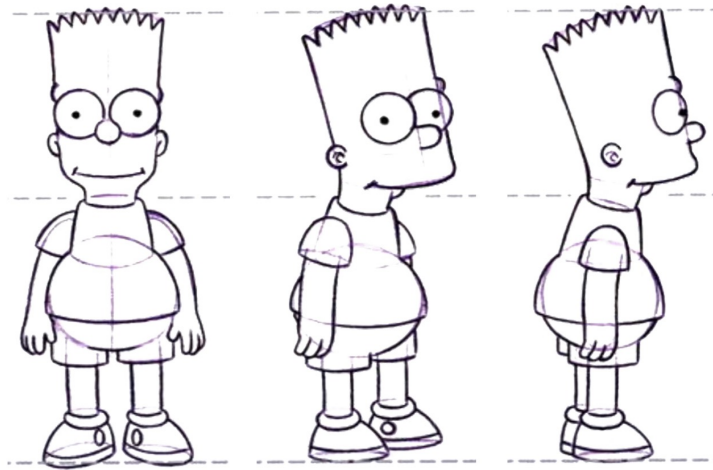
The Yet To Be Determined



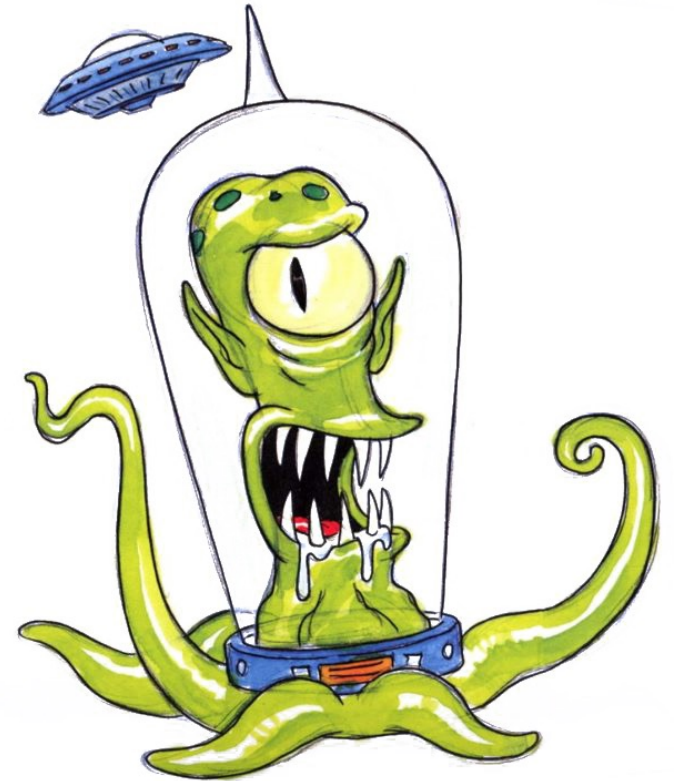
Protagonist



ANTAGONIST



any additional character images

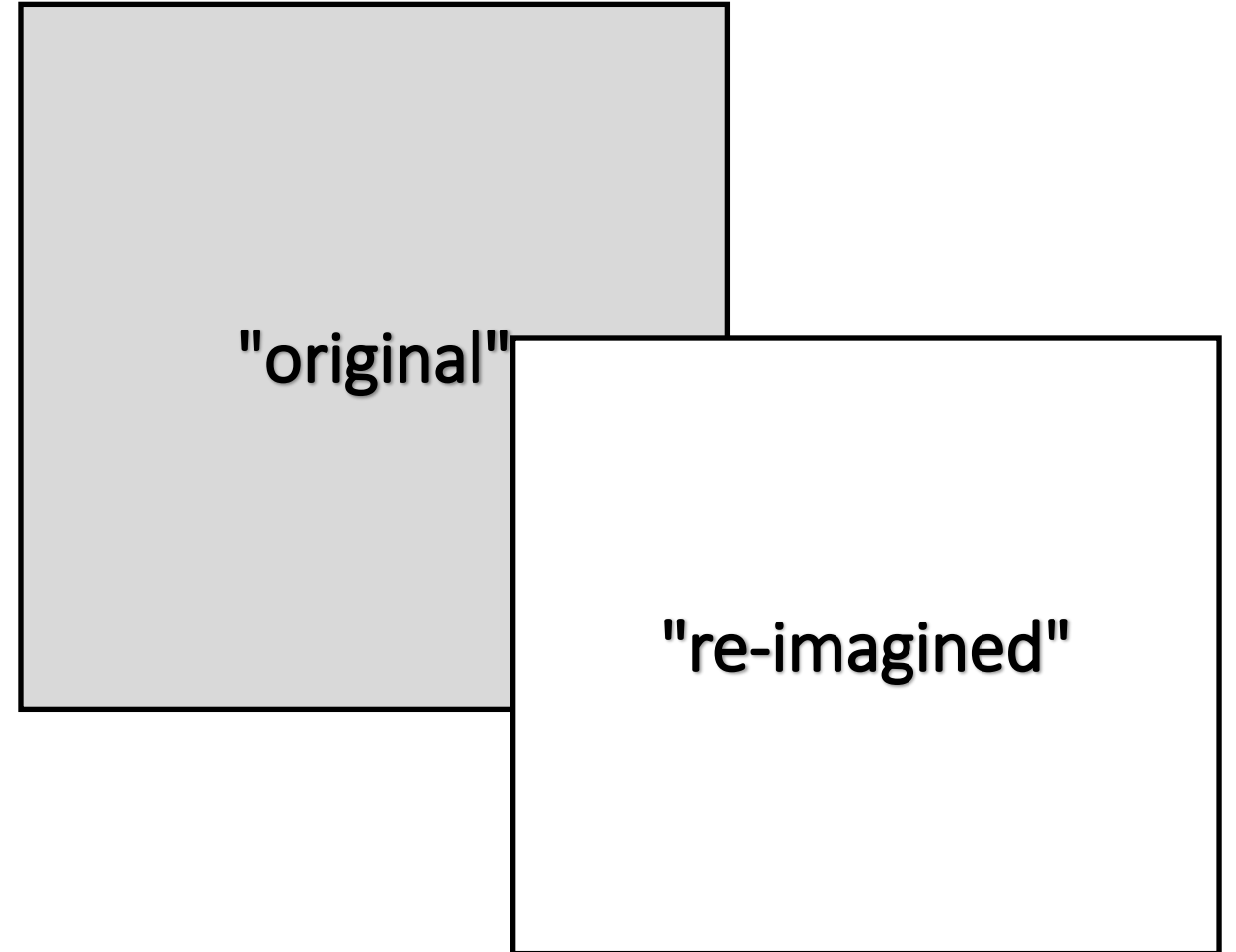
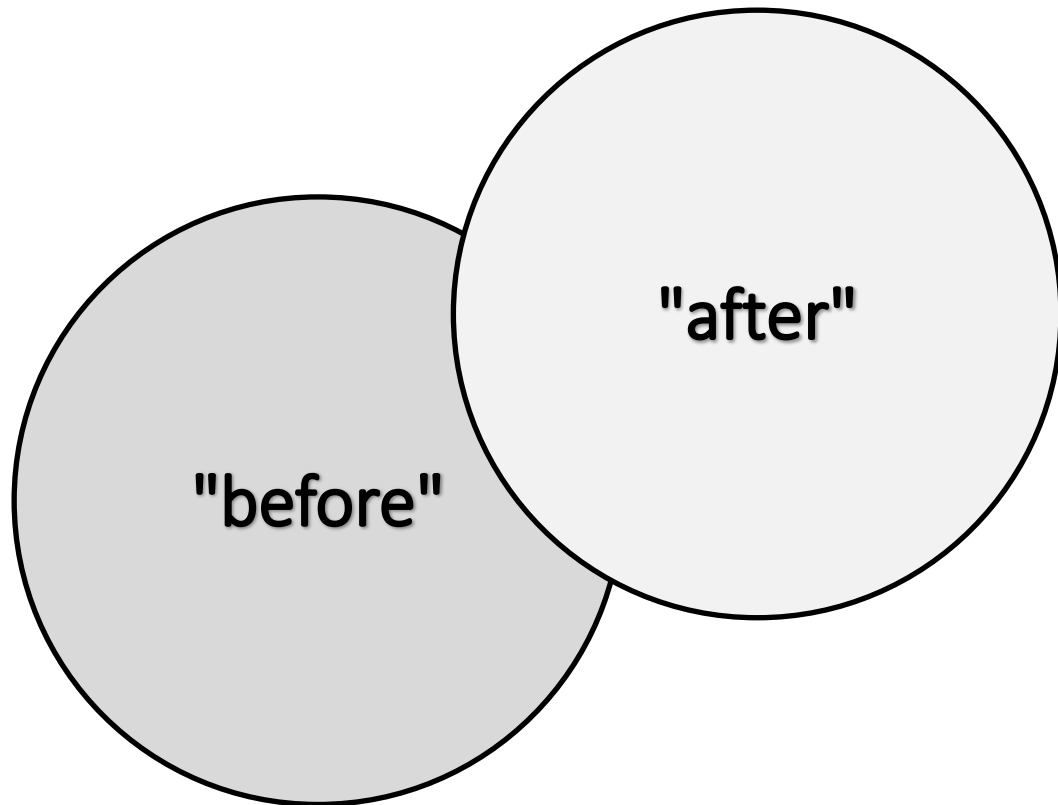


(extra credit) Vehicle or other Important Object(s)



One or more pictures of props, costumes, tools, or anything else that is of interest in the remake!

Props

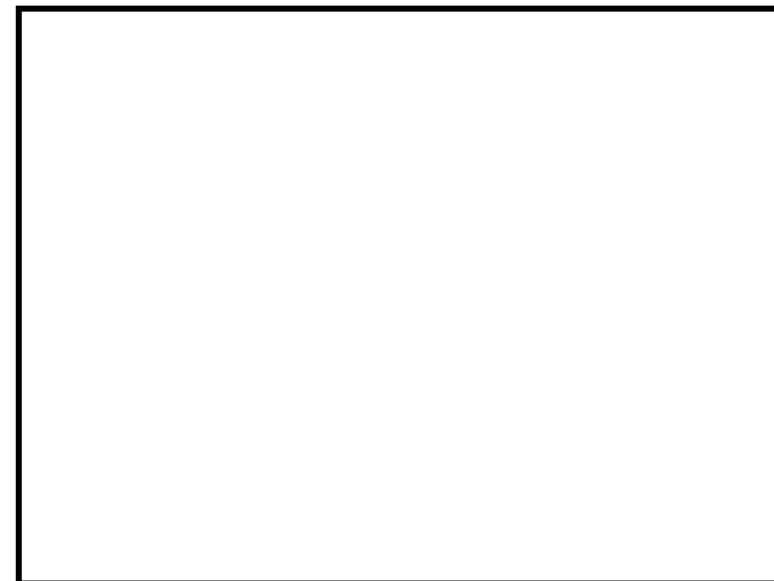
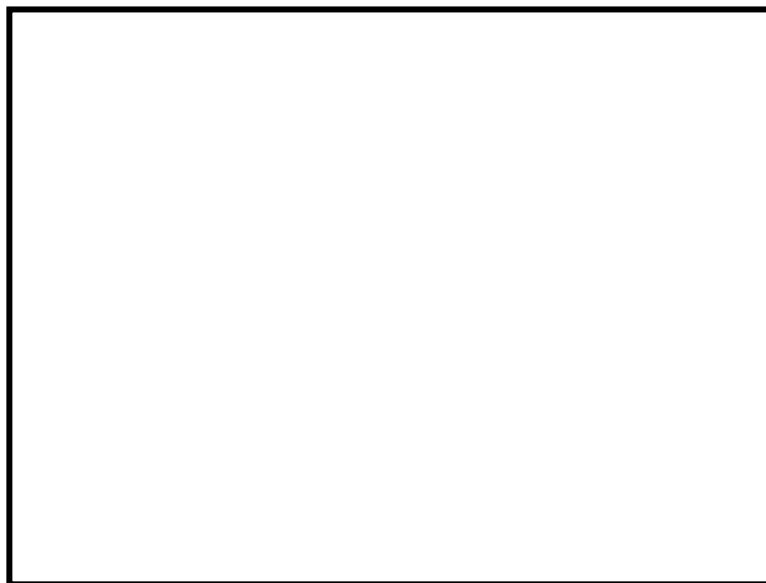


HUD, INVENTORY, OR OTHER INTERFACE SCREENS

[original]

[re-imagined]

Original in-game (or equivalent) examples



[Reimagined ingame mockup]

Synopsis – credits – inspiration – or anything else that seems relevant to your process and experience.