2D image selected is shown below:

A screenshot of a video game

Description automatically generated

Primitives in this scene:

1. Cubes
2. Spheres
3. Triangles and rectangles
4. Plane
5. Cylinders
6. Pyramids

Objects to be converted to 3D and corresponding primitive shapes:

1. Blocks and runes: cubes
2. Blue ghost fire: spheres
3. Sword-shaped boss: triangles and rectangles, or pyramids and cylinders
4. Pillars: cylinders
5. Players: spheres and pyramids
6. Floor: plane

This is a screenshot from a dead game called Crazy Stones Online first introduced by NetEase in 2008. It mimics a rogue-like game design but instead of equipment and levels it provides stone blocks and runes on the ground that players can push to attack NPCs or other players. My design for the project focuses mainly on six objects on the image: the ground/floor, the blocks and runes on the ground, the blue ghost fires, the boss in the middle, the pillars around the boss, and the players in the corner. For the floor, it would be designed as a 2D plane. Stone blocks and runes will be designed as cubes with equal sides. The blue ghost fire will be represented by using blue spheres, and if possible I will give a gradient color with a inner white and outer blue design. The boss in the middle will be represented using up-side-down pyramid for the blade and cylinder for the handle. Pillars around the boss will be represented using cylinders. Players in the corner will be represented using a pyramid base for the body and a sphere on the top for the head.