

Welcome to Florida

Overall Art Style

The game art was intended to be simplistic and easy on the eyes. The overall art style is a combination of semi-realism for the character models, tree models and board, while the card art is more exaggerated and cartoonish.

Character Style

The character models were made through the use of hot glue and toothpicks, and were left colorless in order to stand out against the tiles on the board. They are not completely realistic as they were designed to be around the same size and fit on one tile, thus the rabbit model looks to be the largest when it's really just a small rabbit.

Scenery Style

The board itself was created with foam, wood, and acrylic paints. The tree obstacles were easily re-painted to match the board. There are concrete tiles that act as obstacles, water, mud, and grass tiles that are there to break up the board into a more realistic zone.

Color Scheme

The color palette for this game is solid shades of blue, brown, gray, green, and various tan equivalents to make a zoo enclosure for the animals to fight in.