

MAMORU AND THE CURSED FOREST

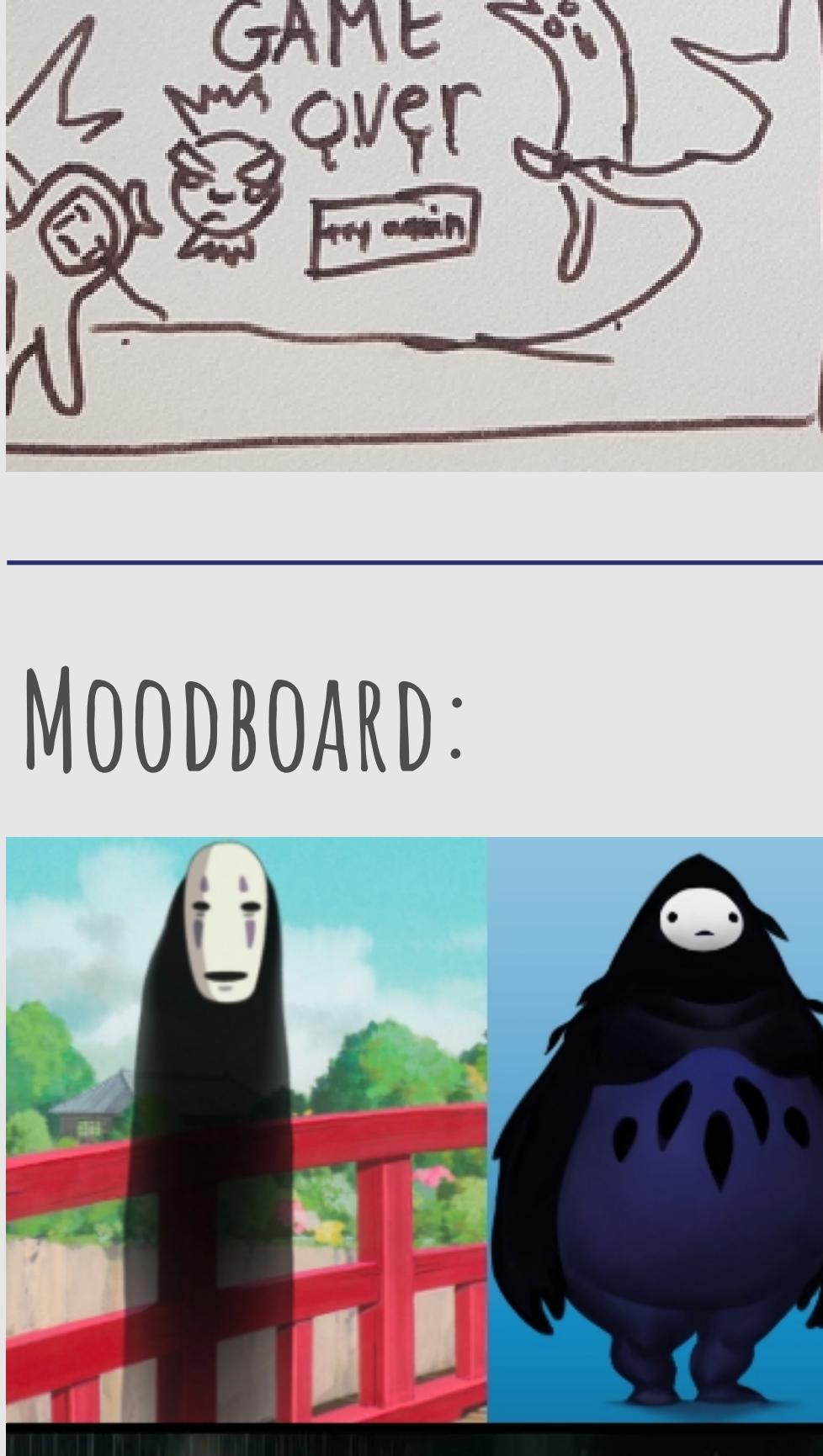
MATHILDE EMILIE LAURSEN

LINK: [HTTP://WWW.MØFLINGO.DK/KEA/04_ANIMATION/SPIL/INDEX.HTML](http://www.moflindo.dk/kea/04_animation/spil/index.html)

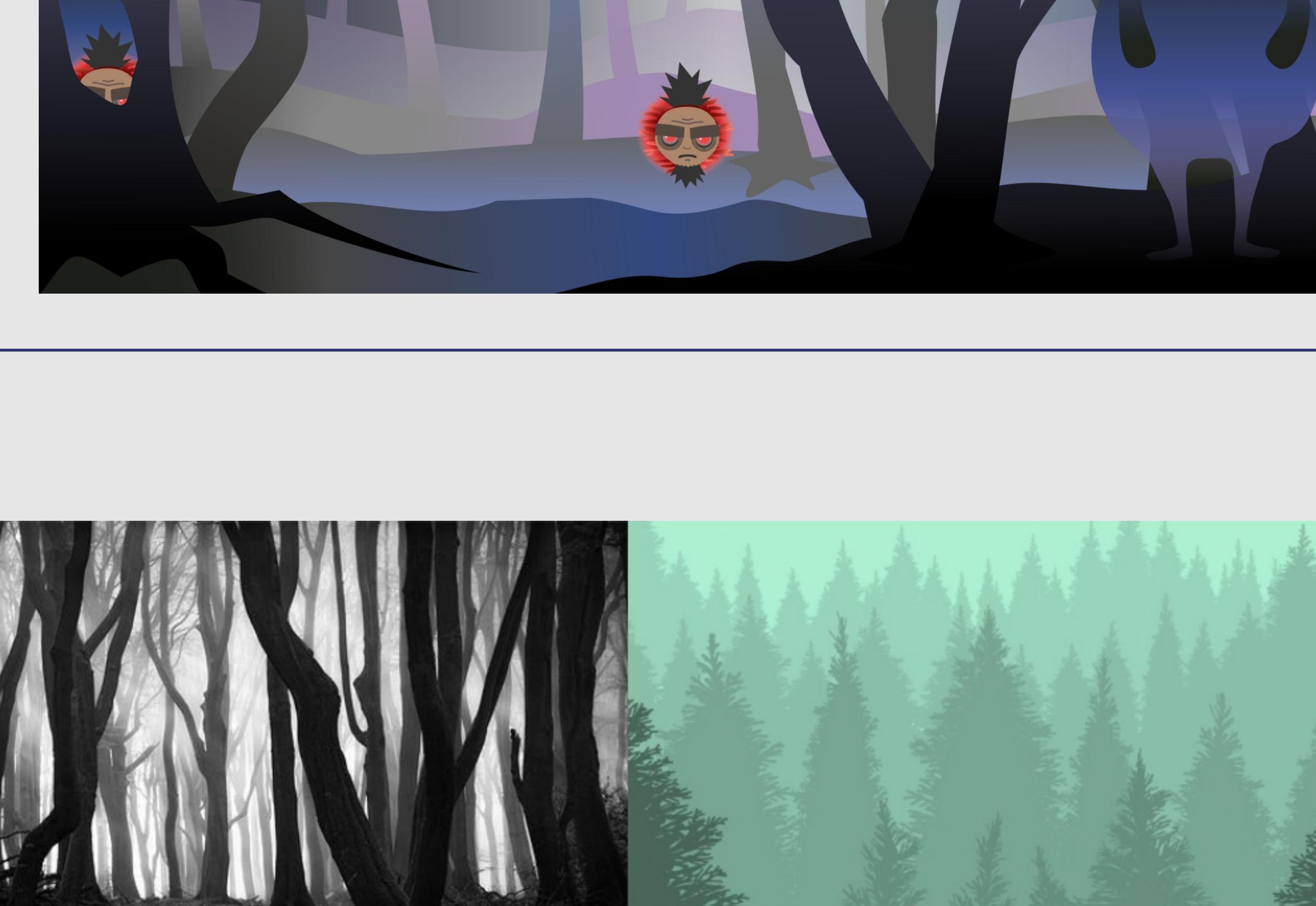
PITCH:

The spirits in the forest have been cursed and are destroying the forest!
You need to help Mamoru, the forest guardian, prevent the whole forest from getting cursed!
Help by clicking on cursed spirits to purify them and gain spirit energy.
You need to gain 30 spirit energy by nightfall. But be careful not to scare the pure spirits away!

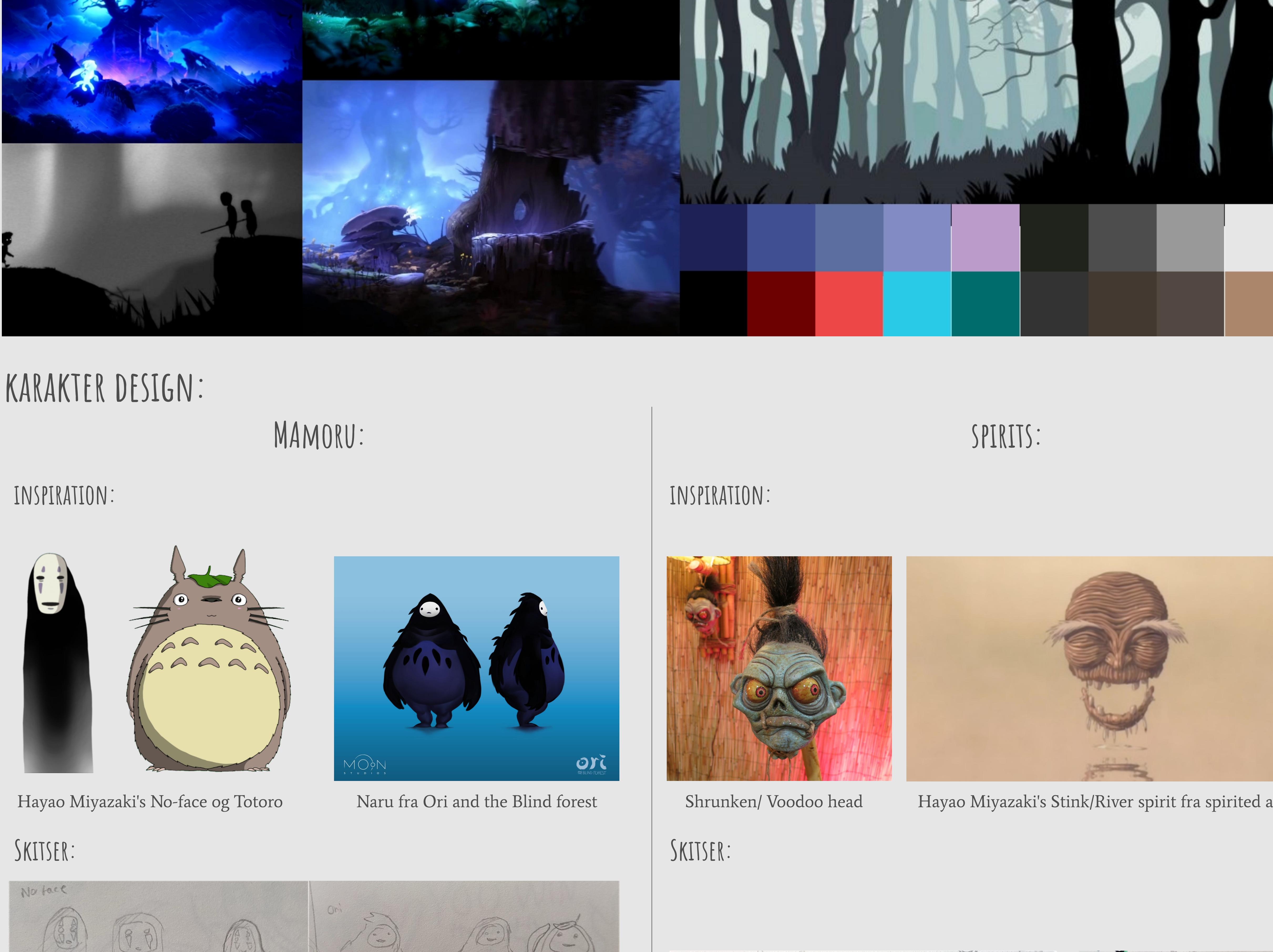
PROTOTYPE:



SCREENSHOT:



MOODBOARD:



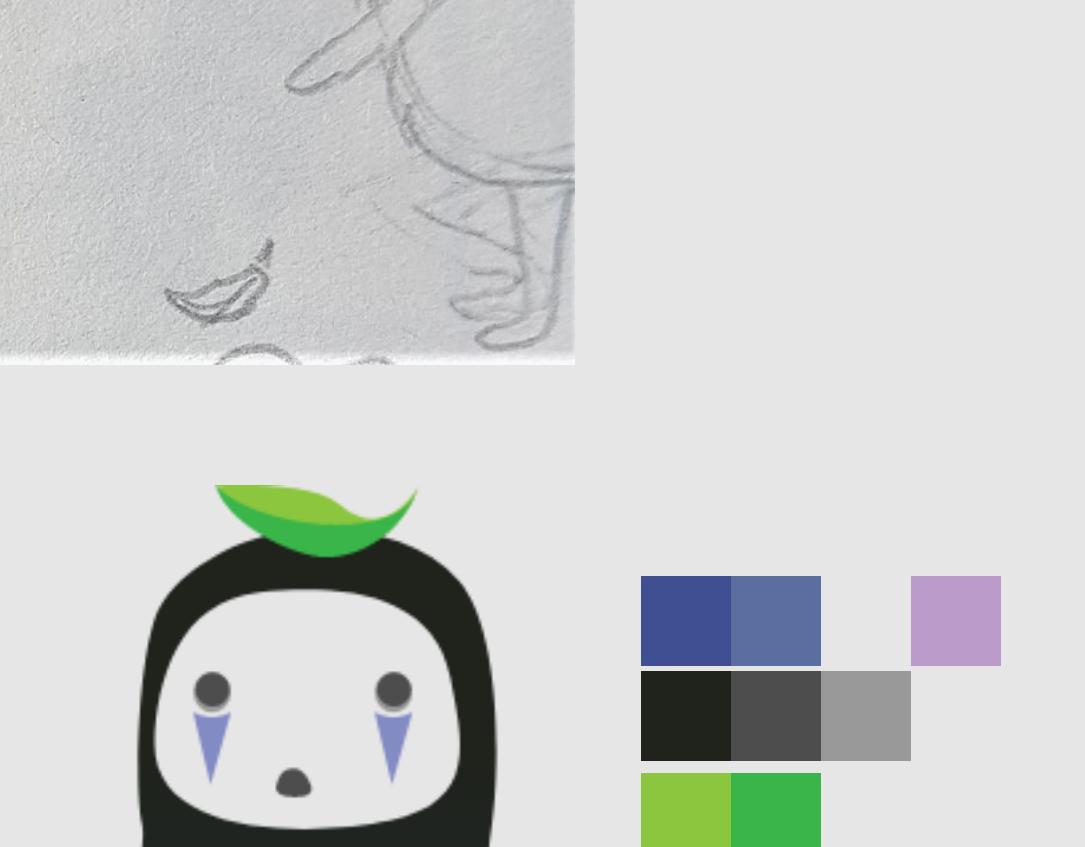
KARAKTER DESIGN:

MAMORU:

INSPIRATION:



Hayao Miyazaki's No-face og Totoro



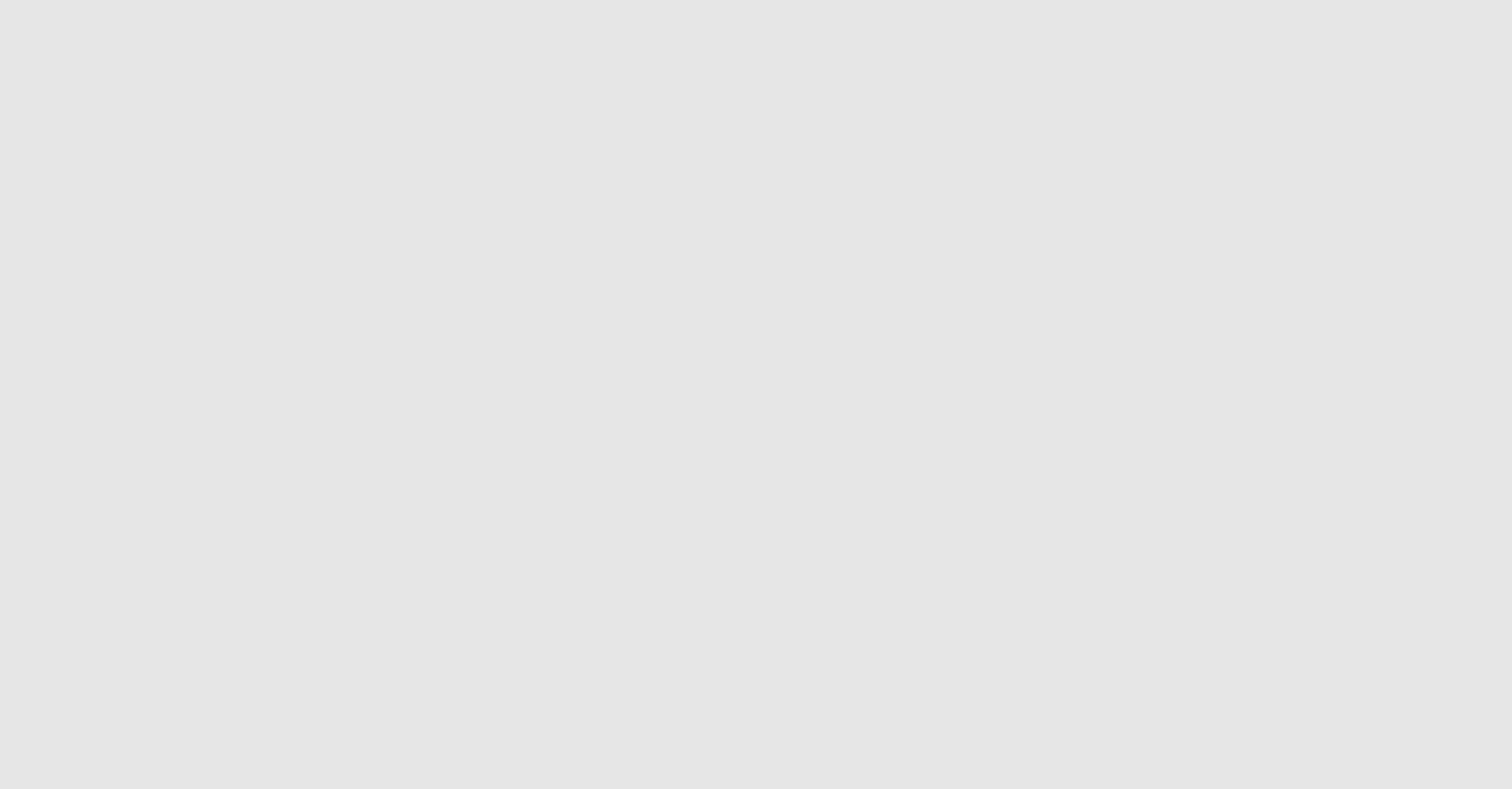
Naru fra Ori and the Blind forest

SPIRITS:

INSPIRATION:



Shrunken/ Voodoo head

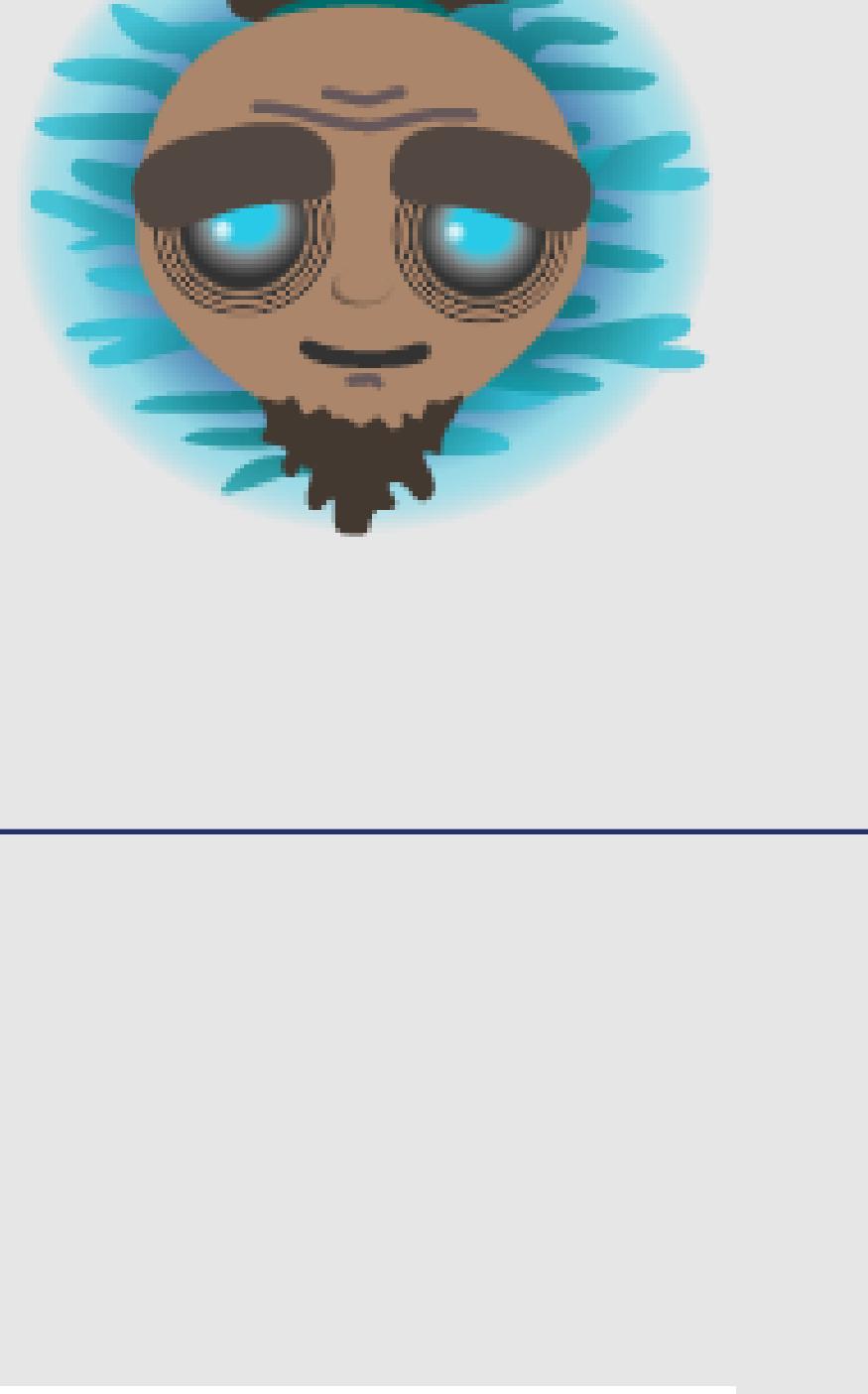
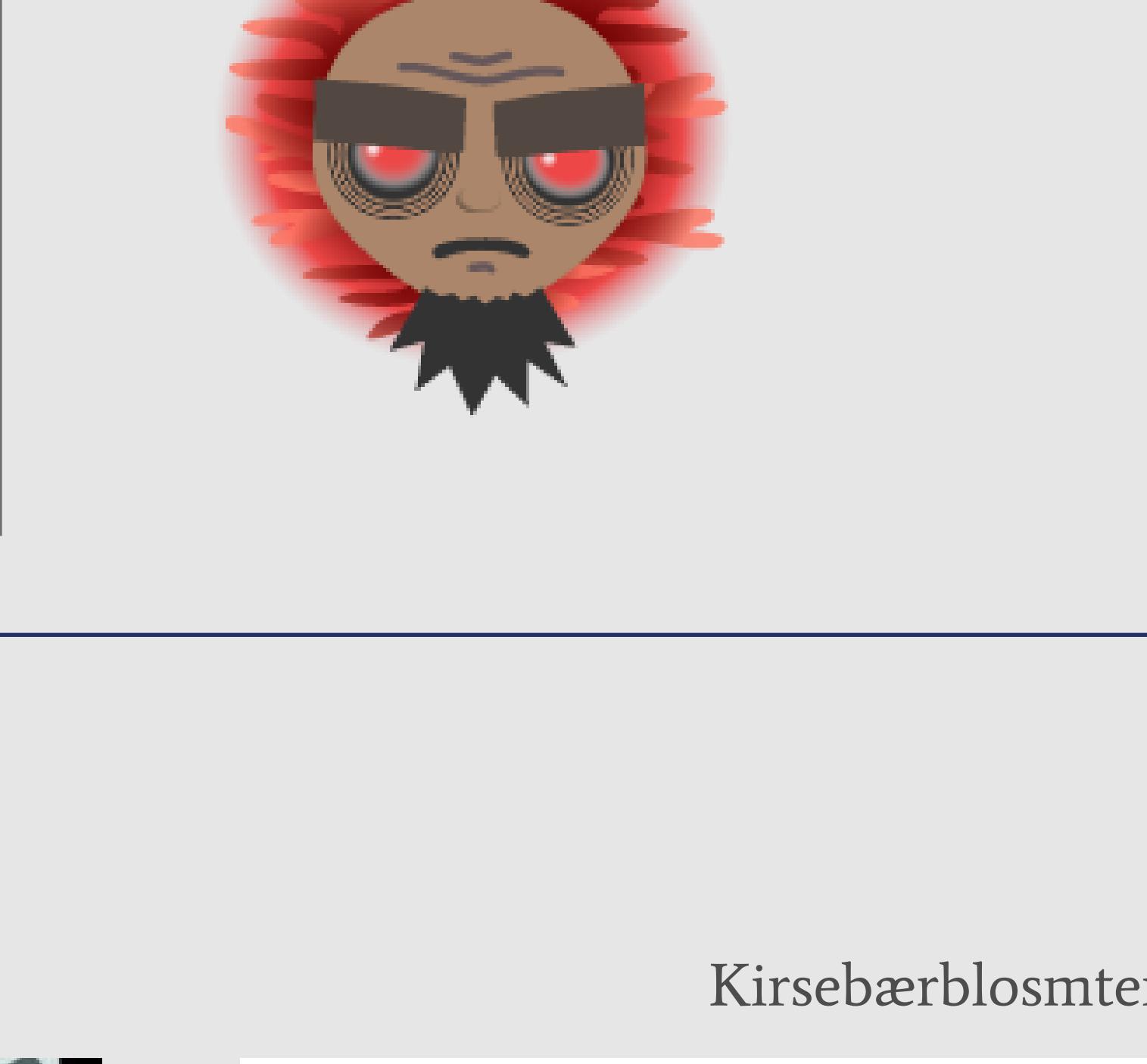


Hayao Miyazaki's Stink/River spirit fra Spirited away

SKITSER:



SKITSER:



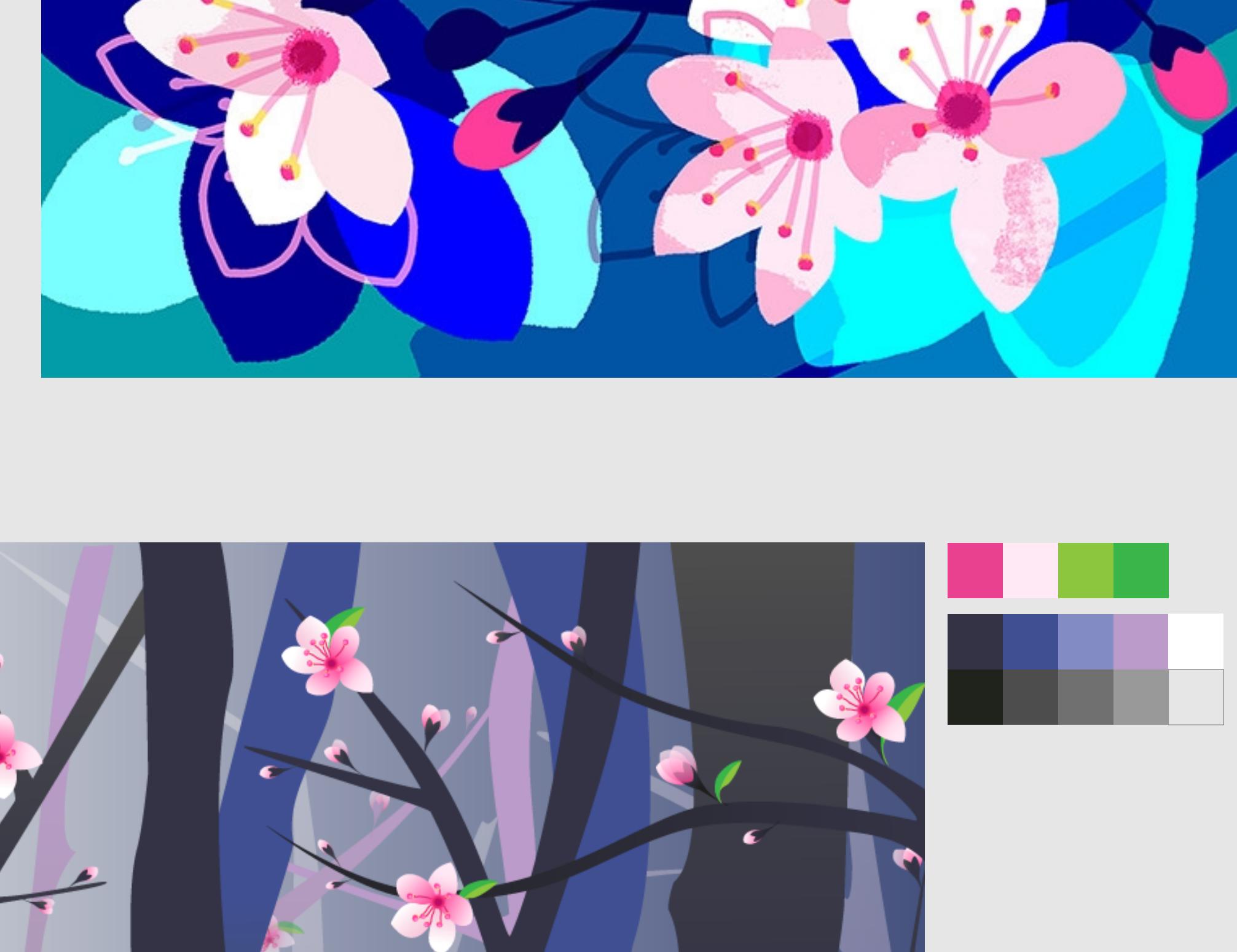
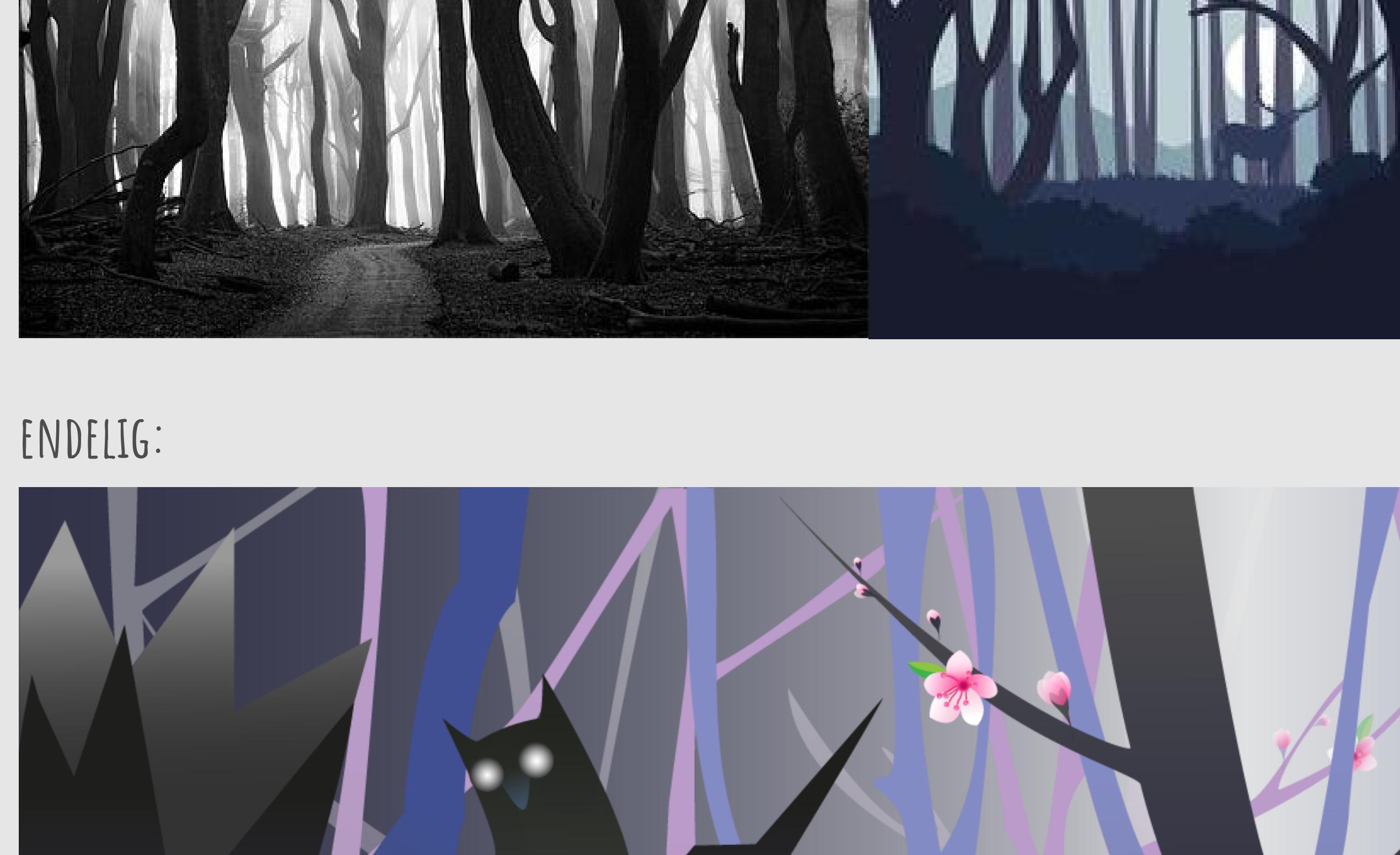
ENDELIG:



BAGGRUNDS DESIGN:

INSPIRATION:

Atmosfærisk-/Luft-perspektiv skov

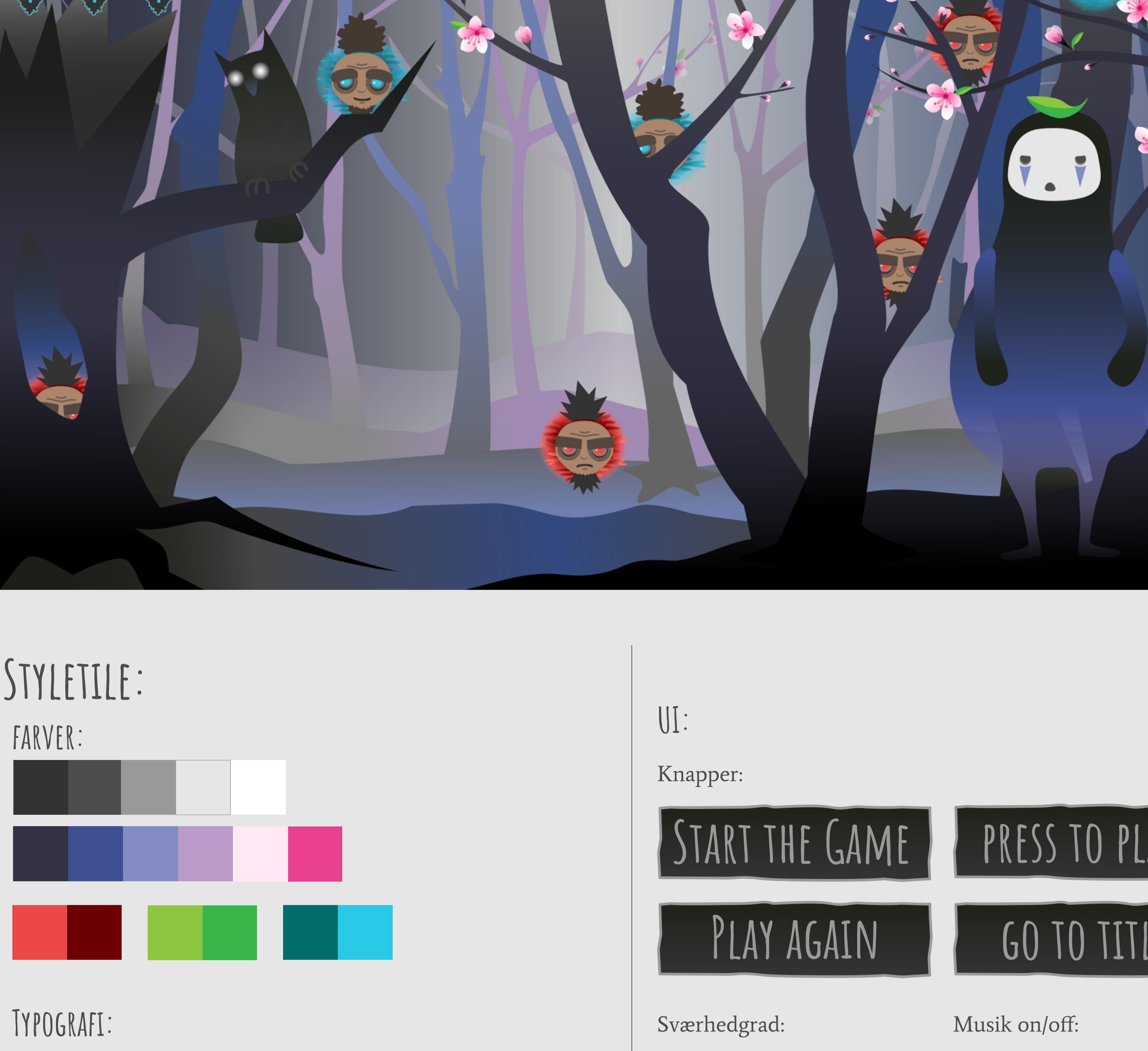


Kirsebærblosmter

ENDELIG:



SCENE MED FIGUR DESIGN:



BESKRIVELSE AF FORM:

Farverne på figurdesignet af spirits er mere farvemættede og klare end baggrunden, særligt auraen rundt om en spirit, og øjnene. De onde/cursed spirits har skarpe kanter hvormod de gode/pure spirits har mere bløde former, hvilket ses i håret og øjenbrynene. Begge slags spirits er meget symmetriske, særligt i ansigtet.

Mamoru's krop har samme farver og mætrning som baggrunden, men fader ud i bunden, og farverne er "sat omvendt" fra baggrunden så den er mørk i toppen, og bliver lyse i bunden. Sådan er der stadig en kontrast til baggrunden. Det samme er gjort med dens arme. Formgivningen er også her stort set symmetrisk, og er opbygget af bløde runde former. Ansigtet står frem da det har samme lyse farve som uglets øjne. Det lille grønne blad på hovedet giver figuren personlighed og farve.

STYLETILE:

FARVER:



TYPOGRAFI:

Overskrifter: **TRADE WINDS**

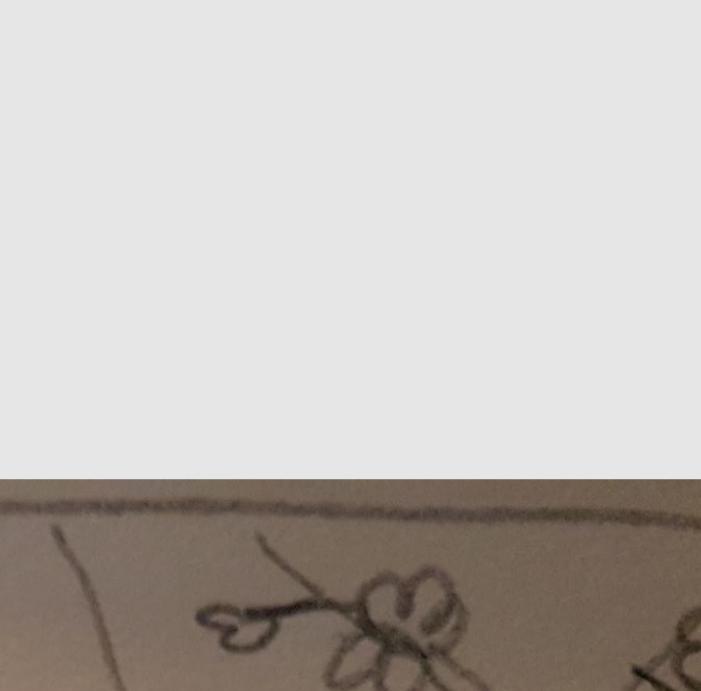
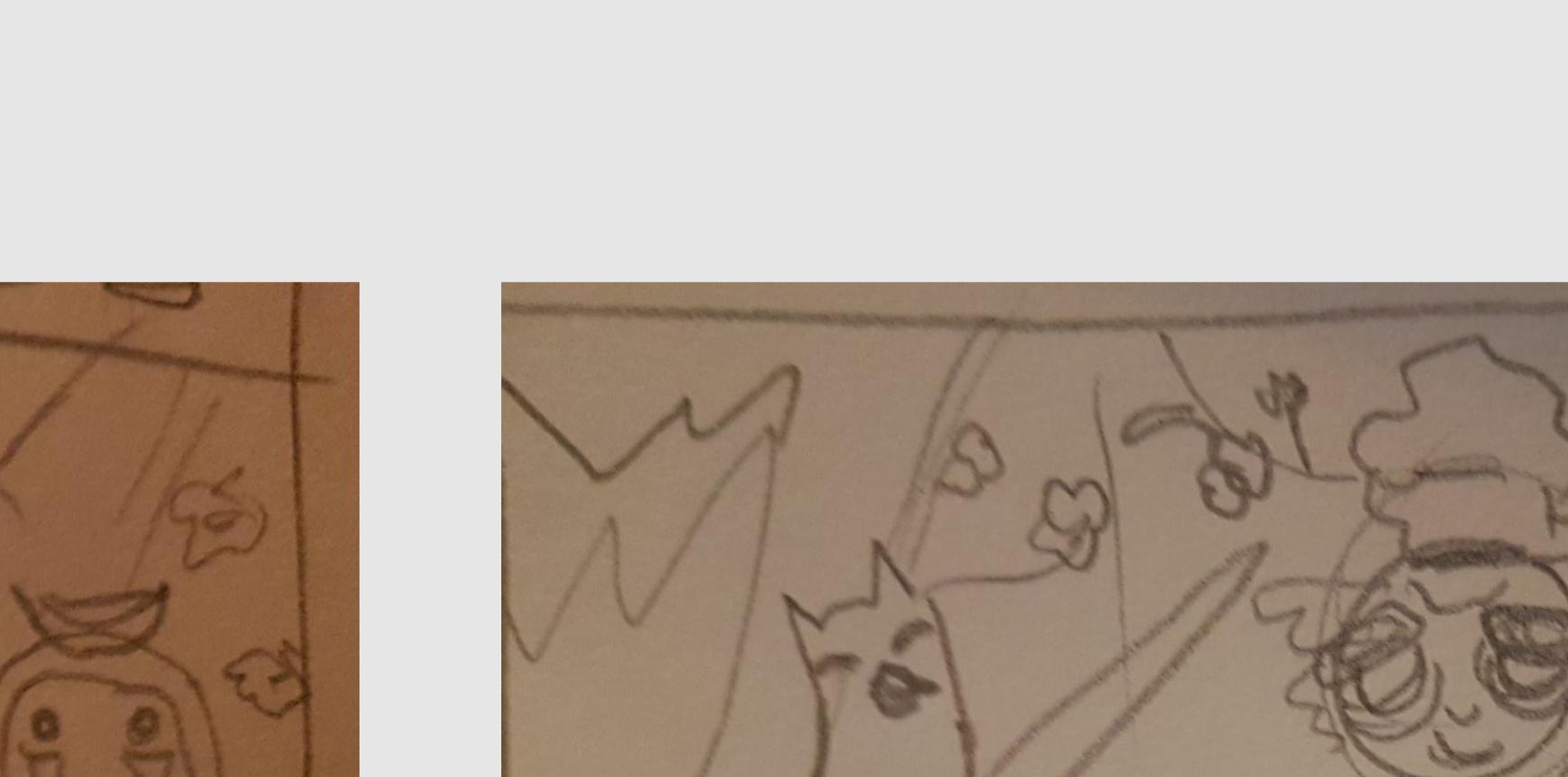
Læsetekst: AMATIC SC / AMATIC SC BOLD

Knapper: AMATIC SC BOLD

Point-viser: Finger Paint

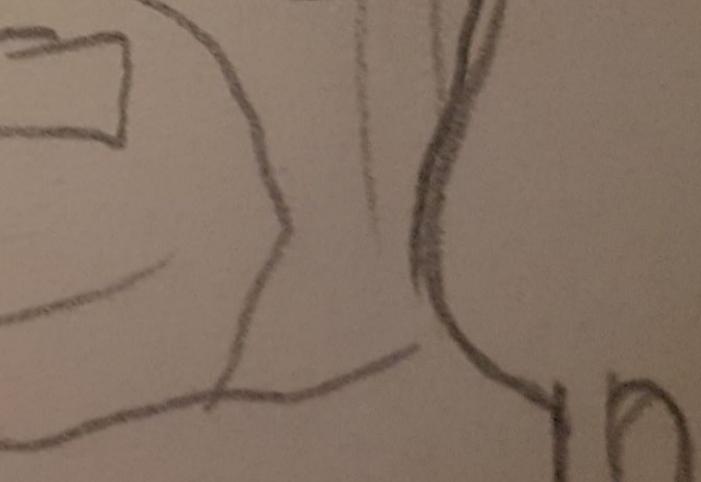
UI:

Knapper:



Spirit-Energy/Point:

20/30

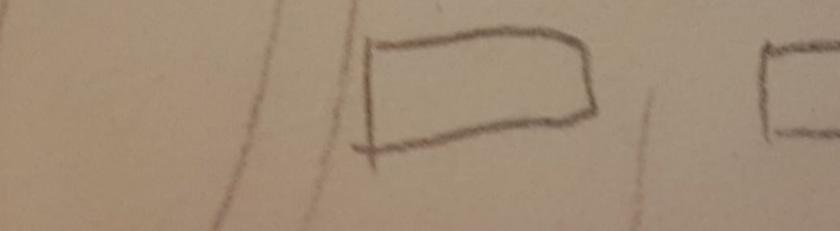


Særvhedgradsgrad-indikator:

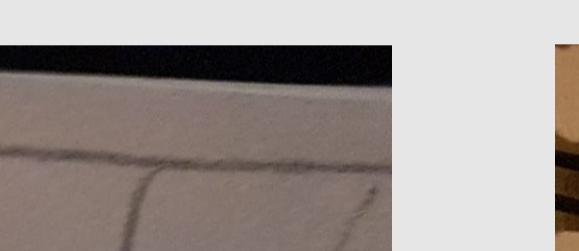
Særvhedgrad:

EASY HARD

Musik on/off:

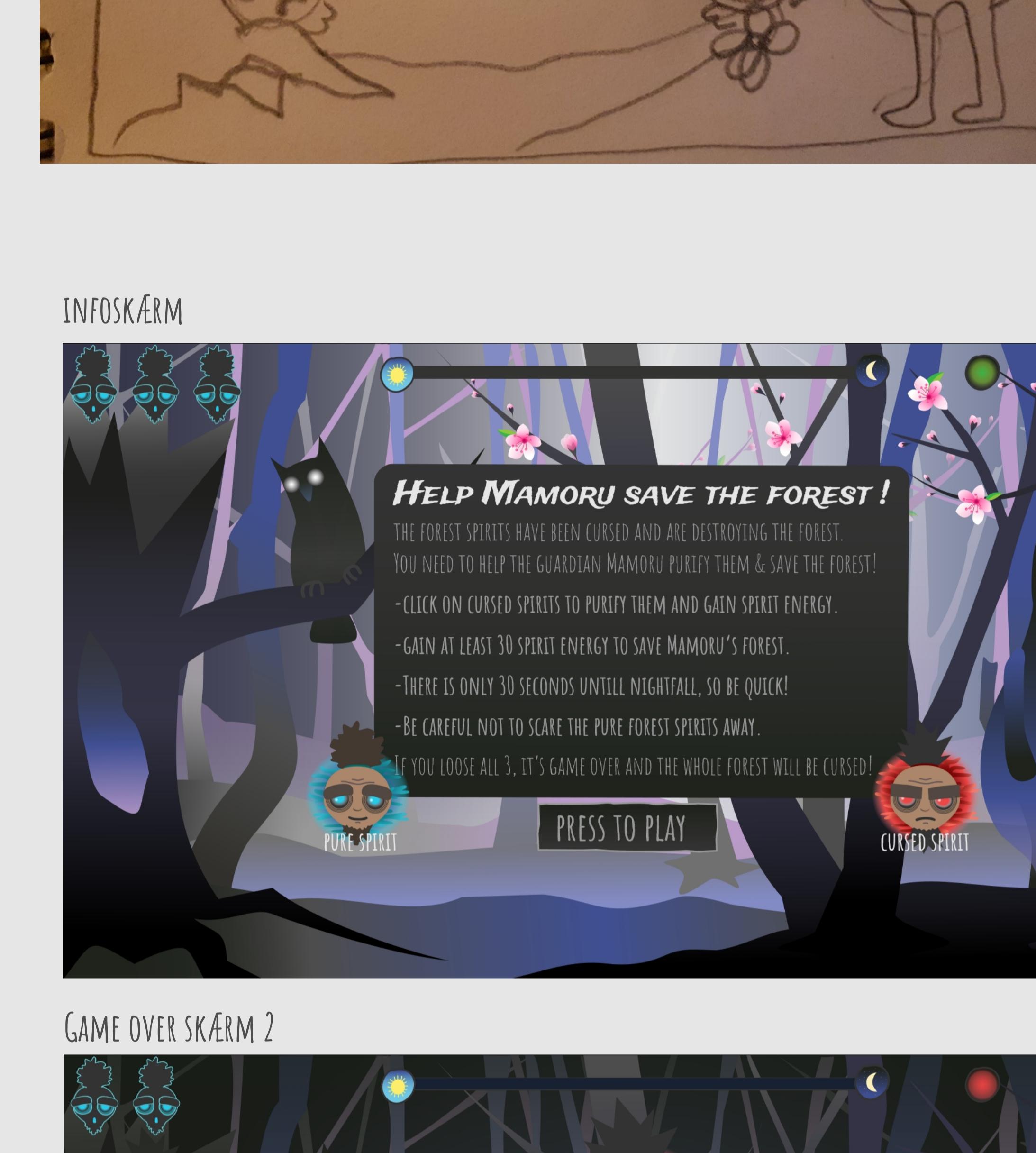
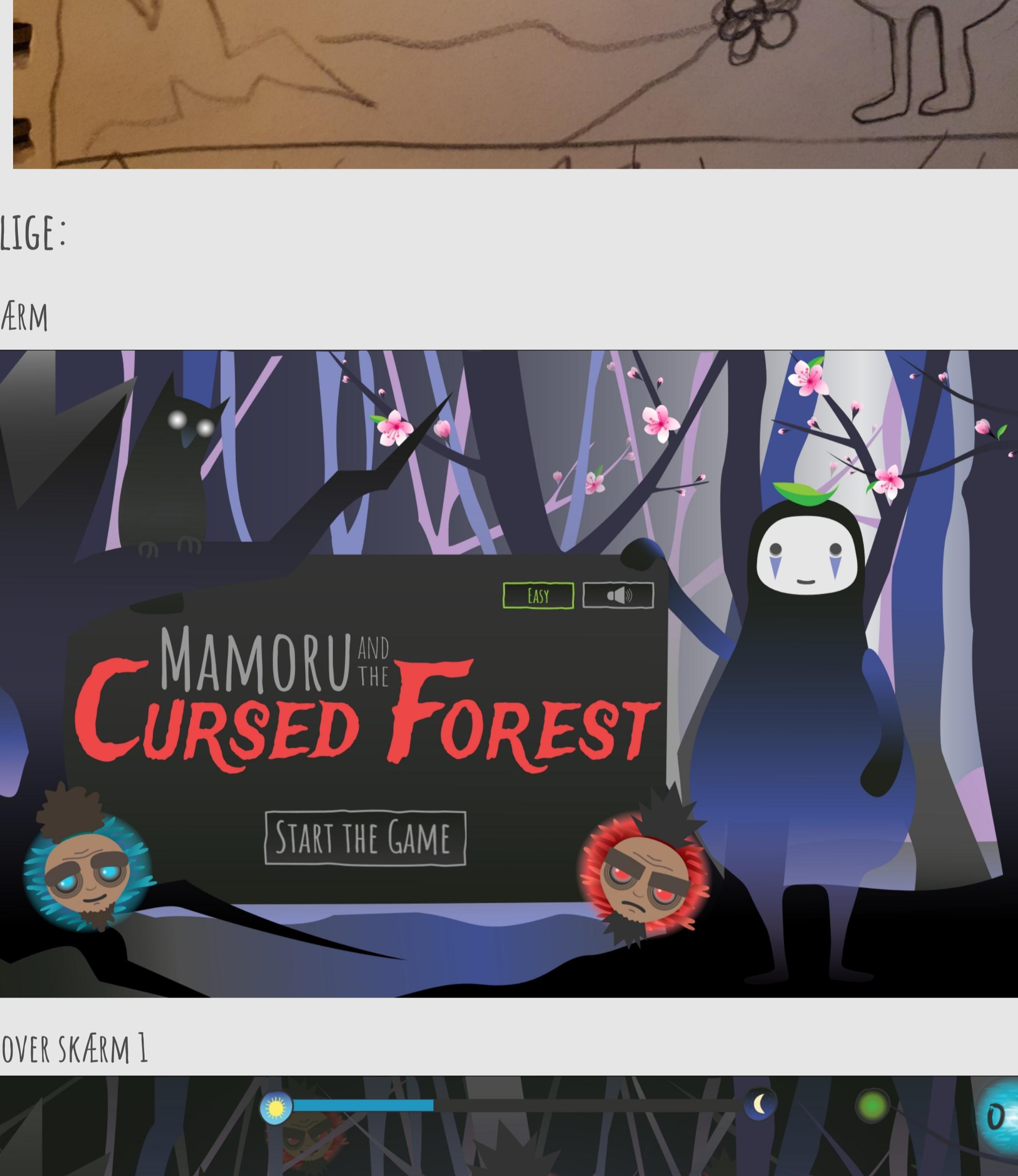


Timer:



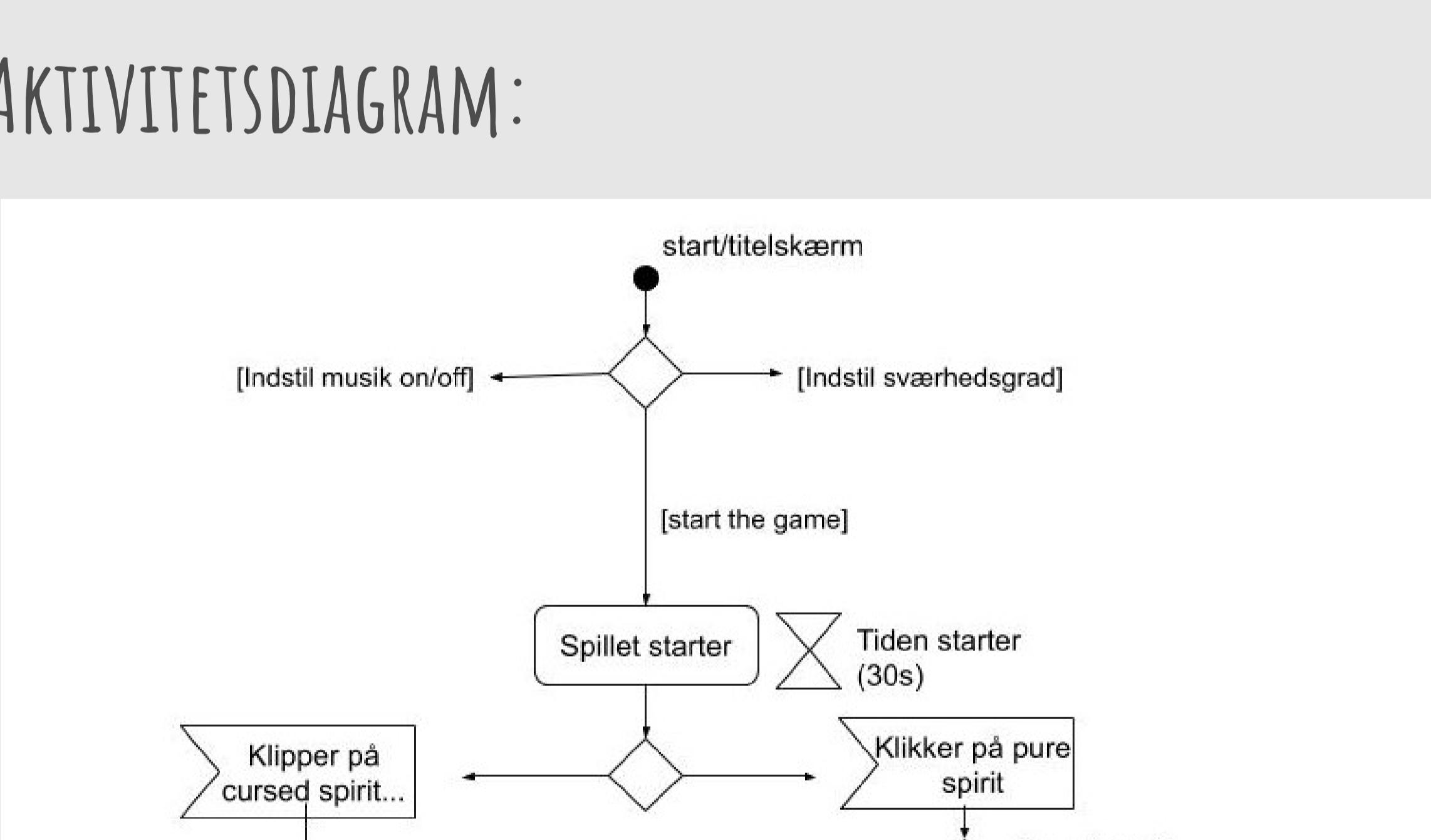
TITEL OG SLUTSKÆRME:

Sketches:

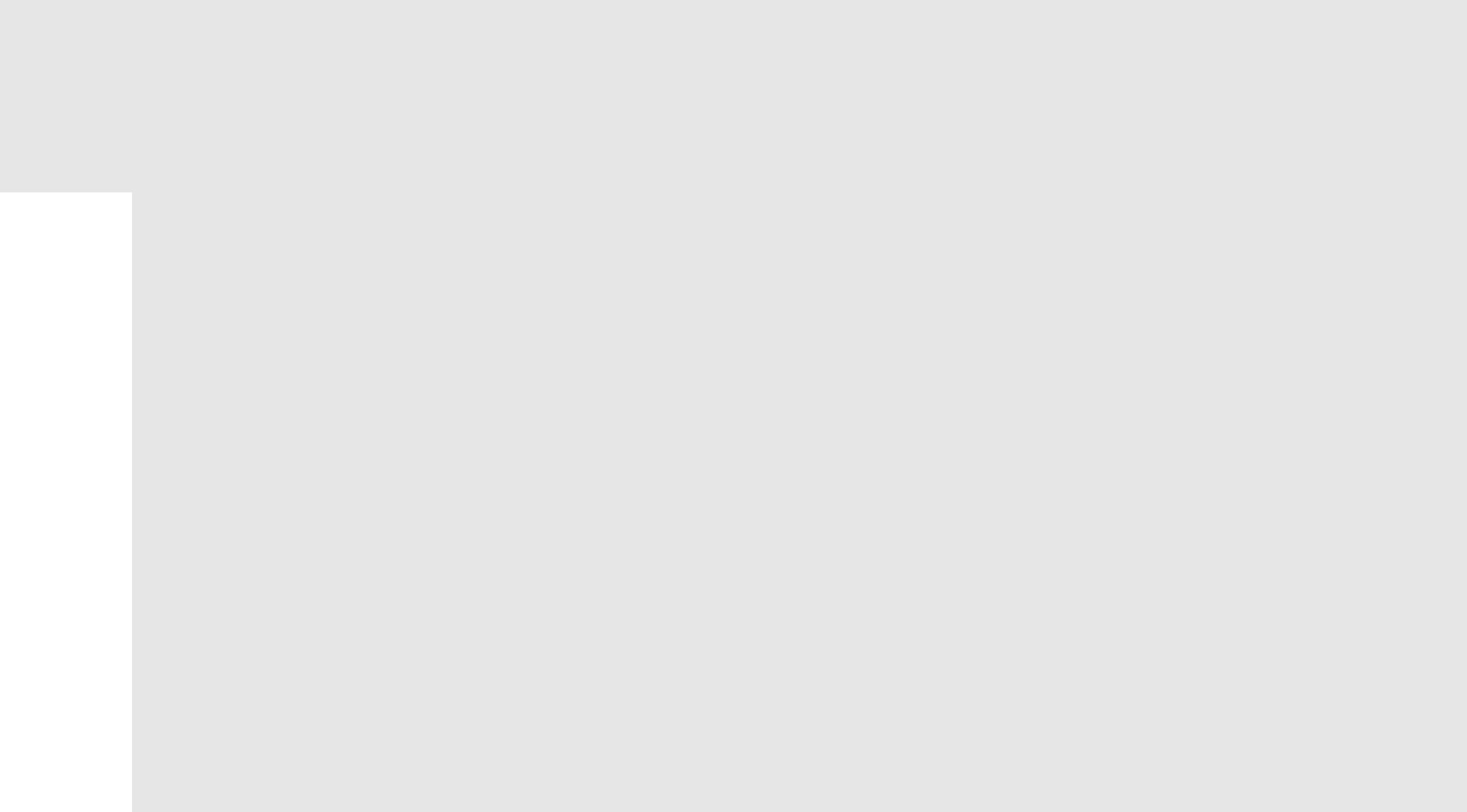


ENDELIGE:

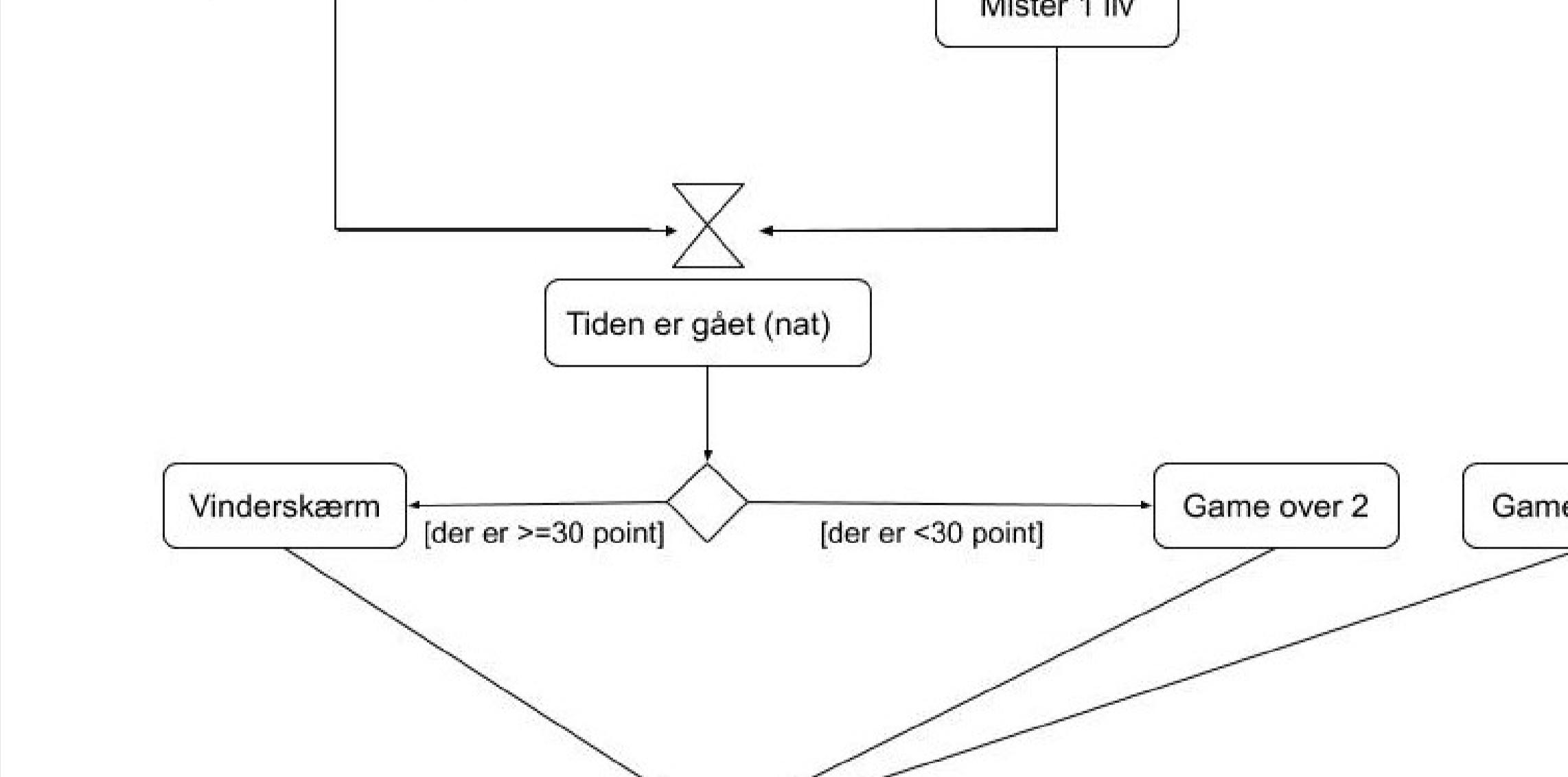
TITLESKÆRM



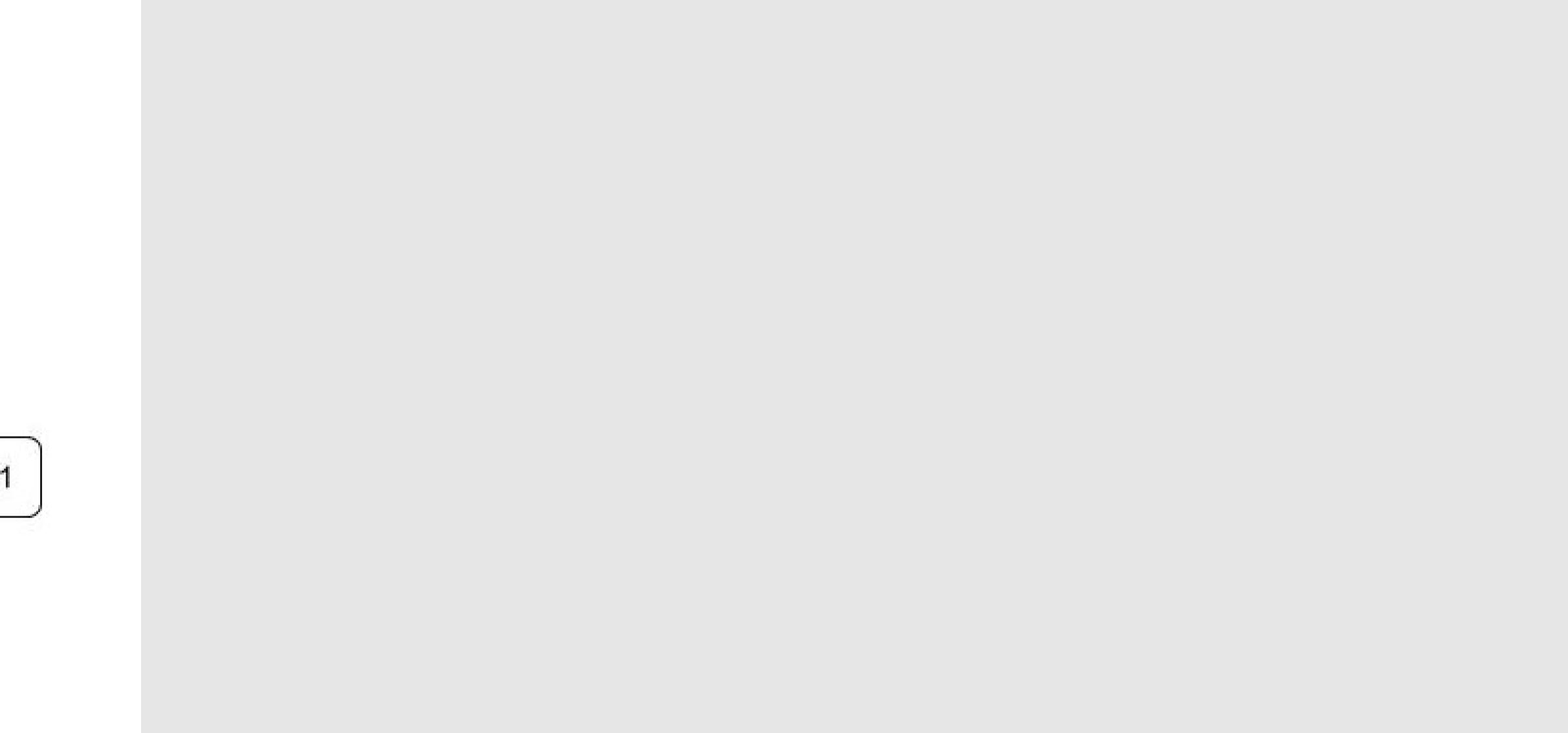
INFOSKÆRM



GAME OVER SKÆRM 1



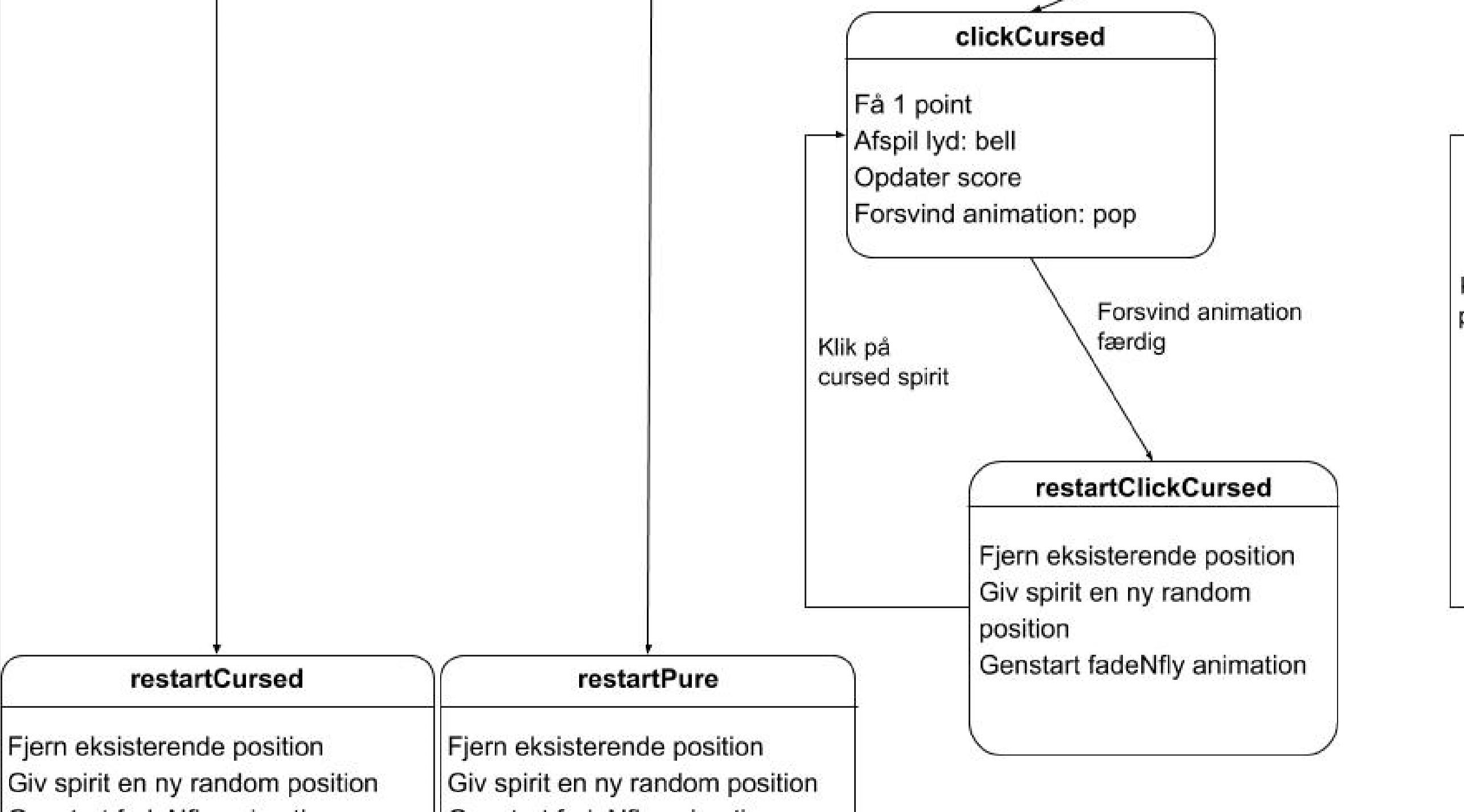
GAME OVER SKÆRM 2



VINDERSKÆRM



AKTIVITETSDIAGRAM:



STATEMACHINE DIAGRAM:

