

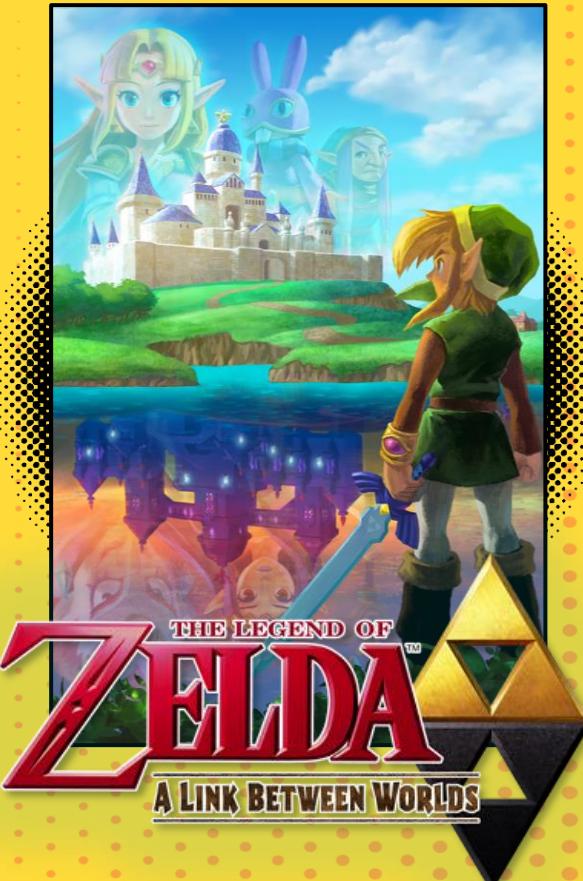
MR NAVIA



Pitch⁰



+



+



General Information



Single Player



Beat'em Up



Premium

You play as the **Manifold**, during the invasion of **Tesseractia** from **Five Dimensional Beings**, using their power over the dimensions to push back the invaders and prevent reality from collapsing.

Gameplay

FLOW

Shockwave

PFA_Manifold_GAMESUP1

Air Combo



Gameplay

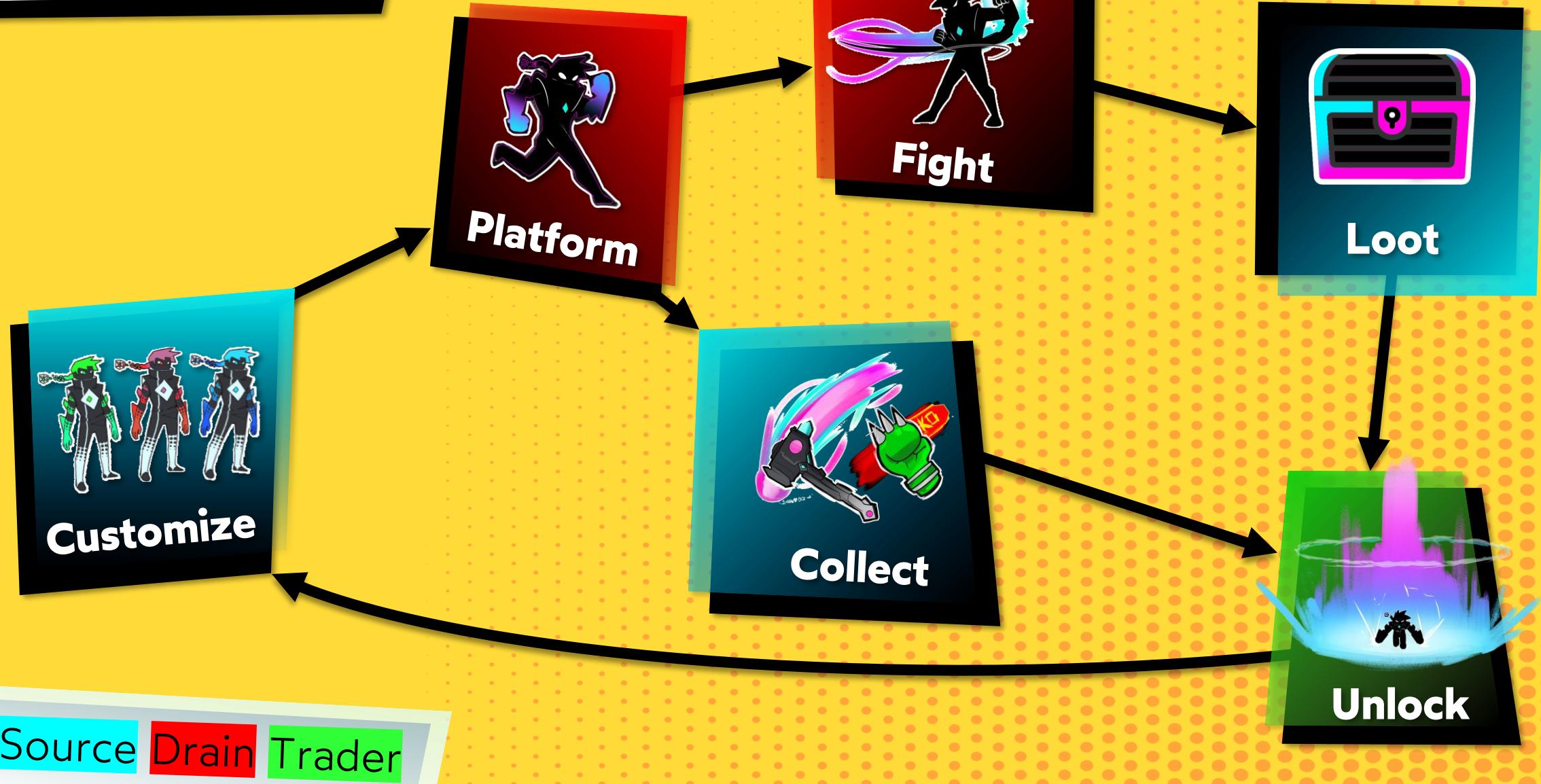
Fun :)

2D Finishers / Send in Wall

2D Switch



Gameloop



Body Shape

- Follows Function
- Cartoonish
- High Contrast



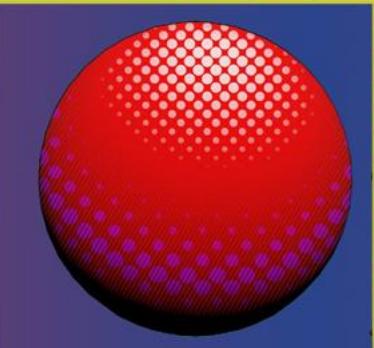
Textures

- Saturated
- Flat Color
- Cell Shading



2D Elements

- Sticker / Graffiti
- Dynamic
- Stylized



Moodboards: Characters

Concepts



Color Research

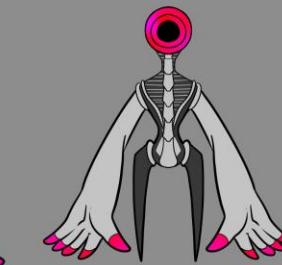
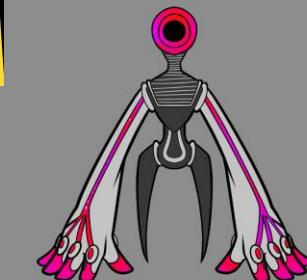
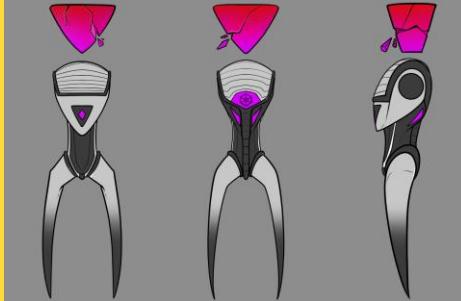
Final Designs



3D Model

Concepts

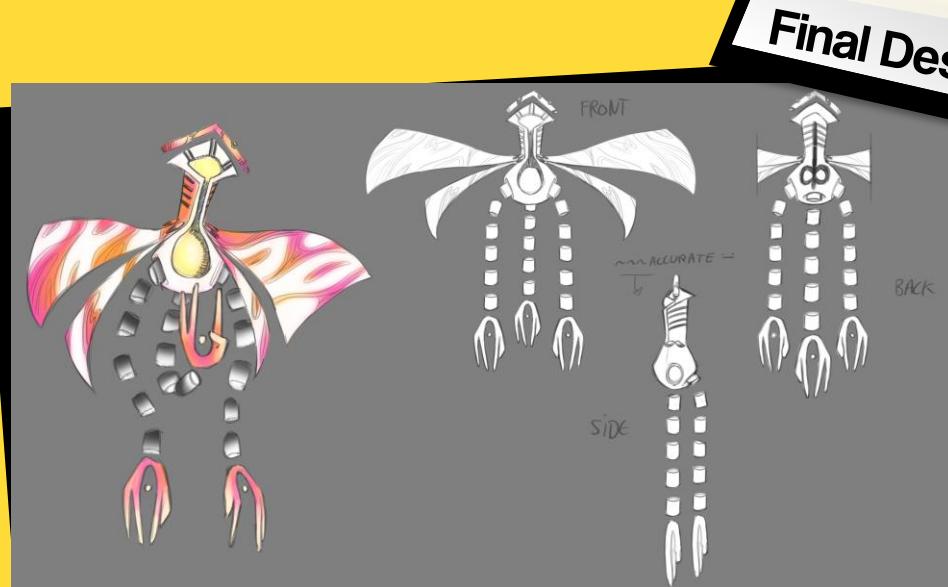
Ranged Enemy



3D Models



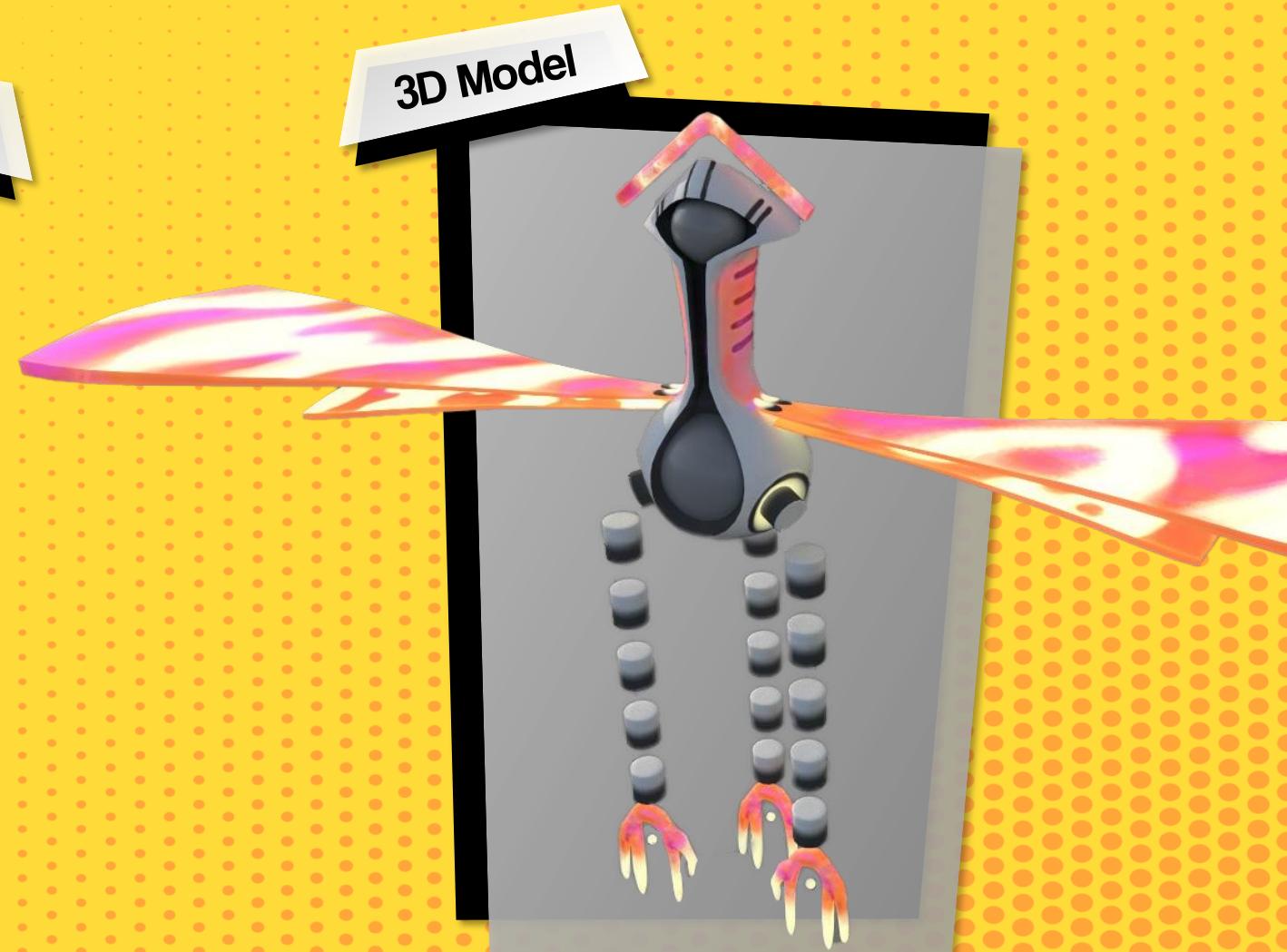
Concepts



Final Design

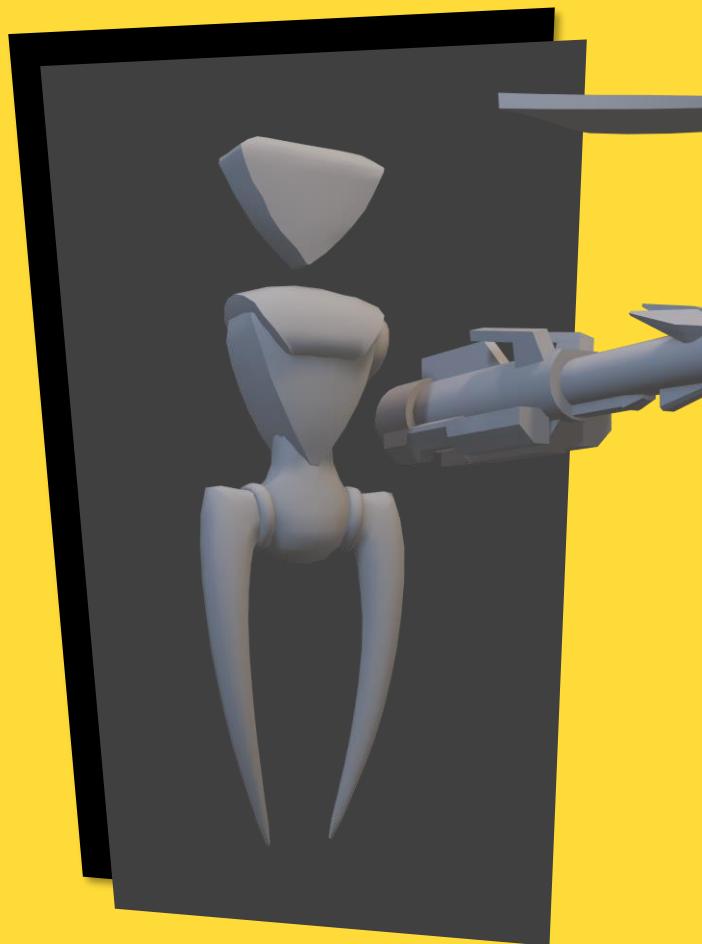


First Iteration

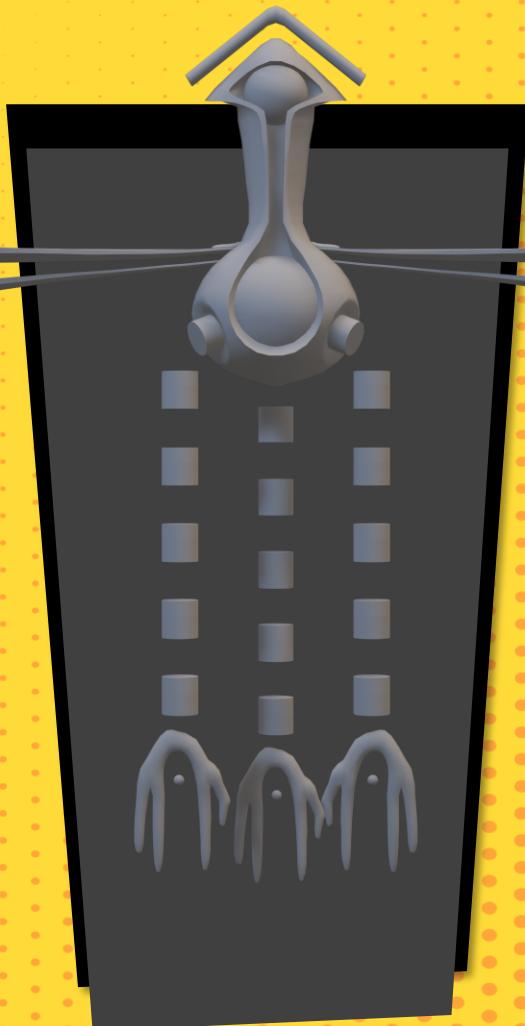


3D Model

Concepts



Low Poly Models



Architecture

- Alternate Provence
- Alive
- Stretched Buildings
- Full of Vegetation



Textures

- Pastel
- Handpaint
- Flat Color
- Full of light



2D Elements

- Stickers / Graffiti
- Usable
- Dynamic
- High Contrast



Moodboards: Environment

UI



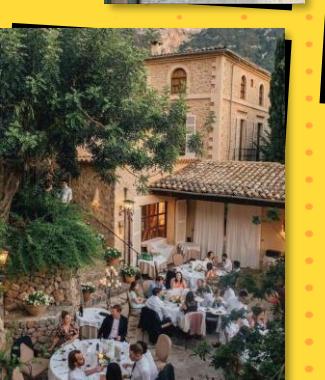
CARTOONISH

DYNAMIC

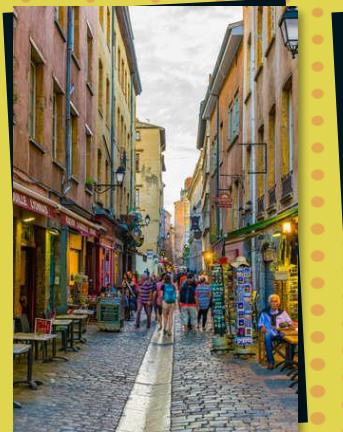
POP UPS

Level Design

Start of the Level



End of the Level

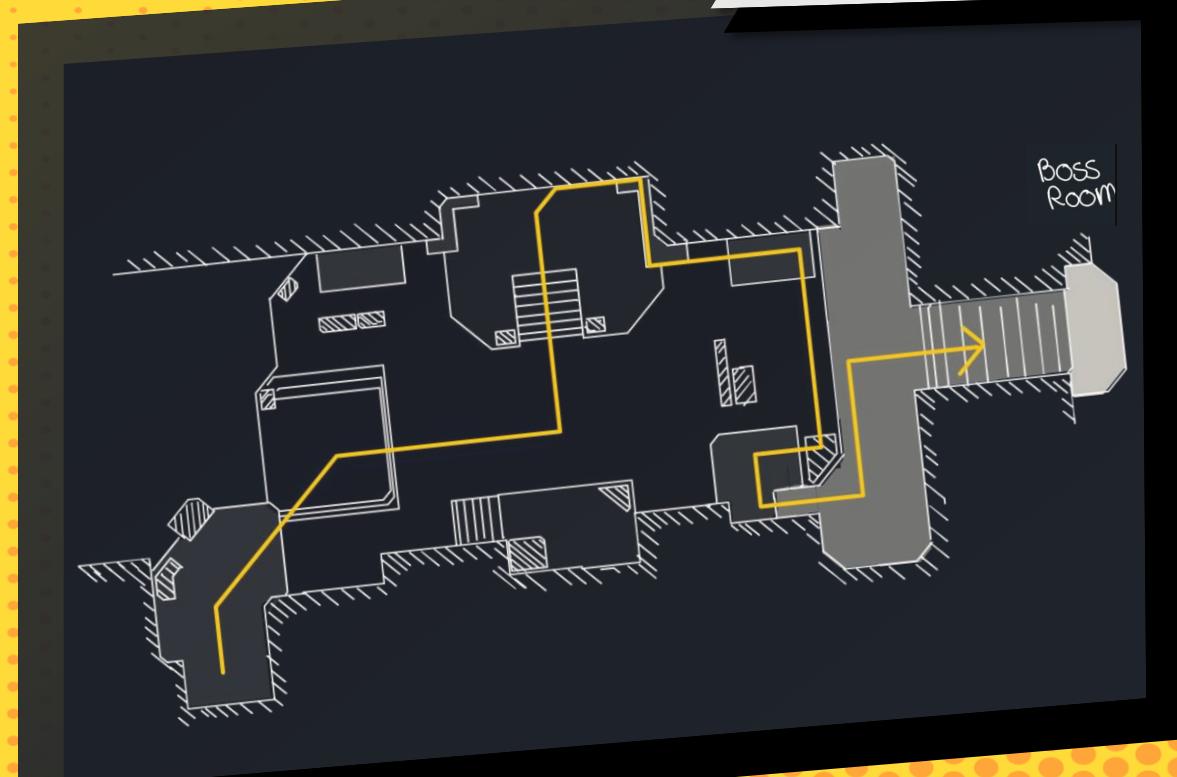


Level Design

Start of the Level



End of the Level



Gameplay



Credits

Game Artists



Game Designers

