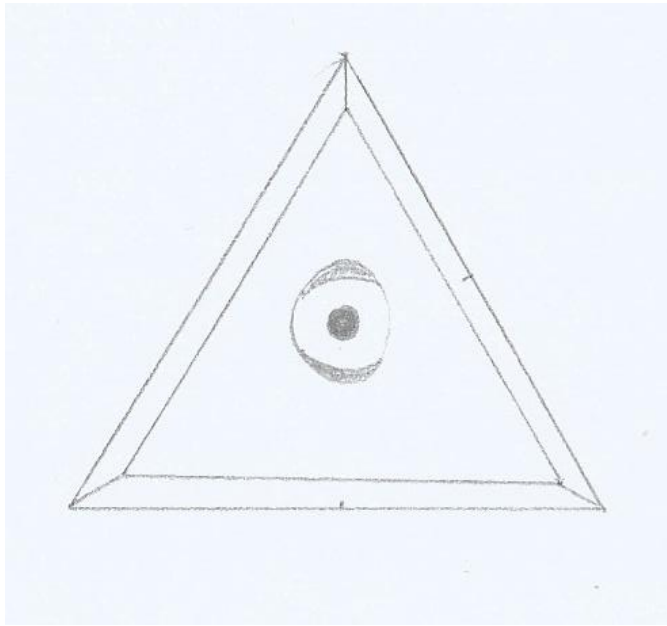


XAMK 10: Design: Character Design: Submission.

Student Name: Guglielmo Grillo

Character Name: Equi



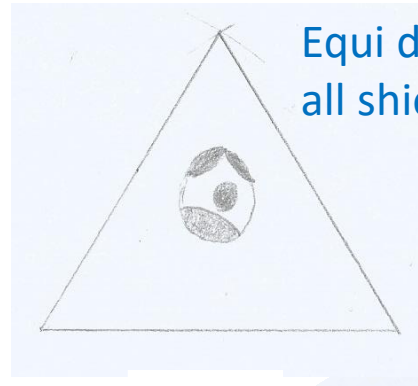
As the whole game relies on simple shapes (triangles, squares and circles) the emotions of the main protagonist need to be conveyed through the central eye. It's the same principle behind cars. Here a few possible range of emotions are shown.

The status of the shields is shown by the presence and the colour of the trapezii near the sides.

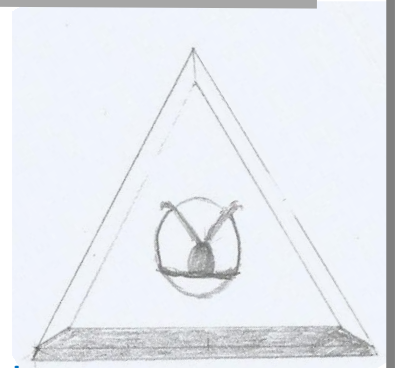
Equi performing a rotation parry.



Equi defenseless, all shields down.



Shield charged to perform a heavy parry.



Equi is the main character of Parrying bullets, a bullet hell game. In his world, the strength of a figure lies in the number of sides and the sharpness of the edges he has. Being an equilateral triangle Equi has an insane defence but little to no offence power. Due to his status, he is mocked off by any other figure. To prove his strength, he decides to adventure in the city dungeon. Here he will discover that by focusing his defences he can perform various type of parries and fight the bosses he encounters along his path.