

b Games Fleadh:

Art Documentation

Theme: Start With Nothing

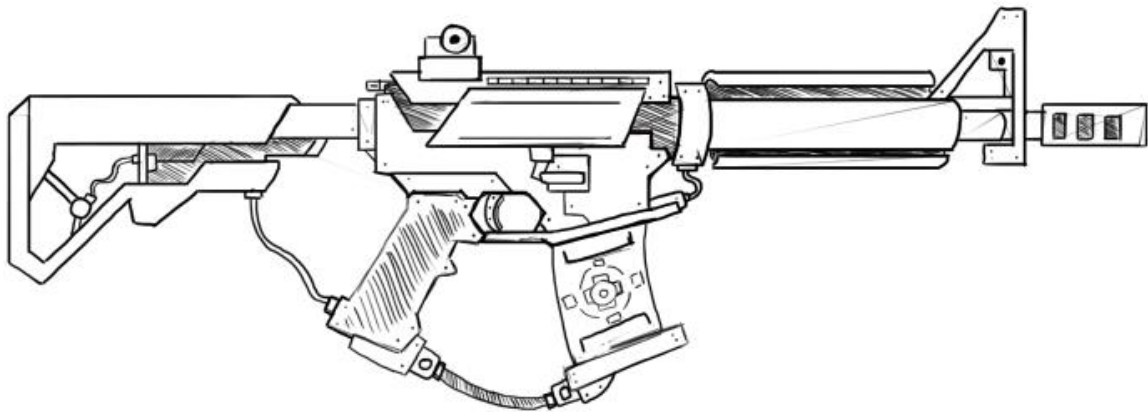
Ideas:

- Top-down automatic looter shooter set in a futuristic yet post-apocalyptic world

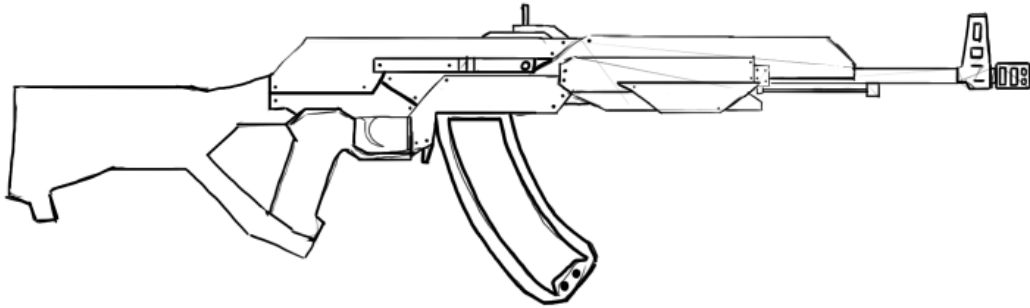
Assets:

Rifles:

- M4A8

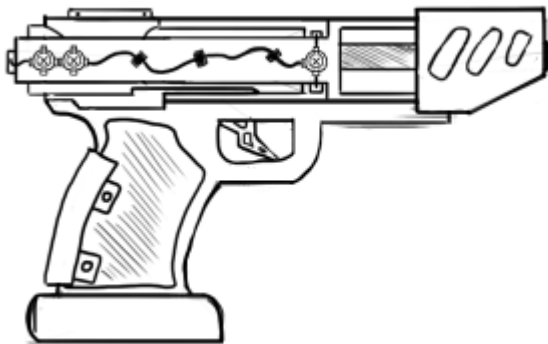


- FK47

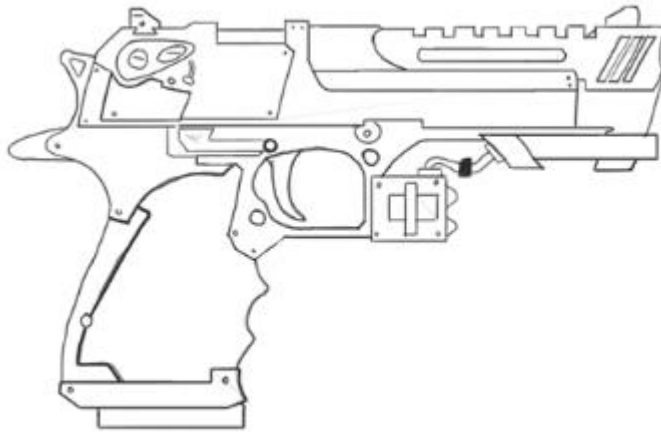


Pistols:

- S&W Nebula X

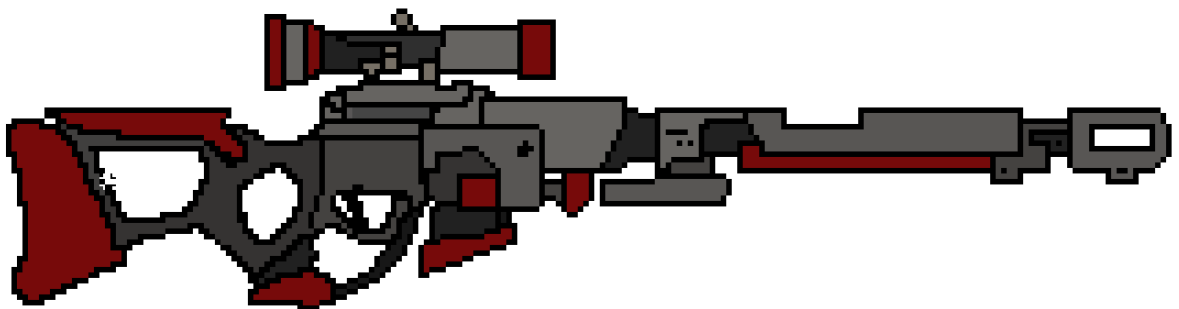
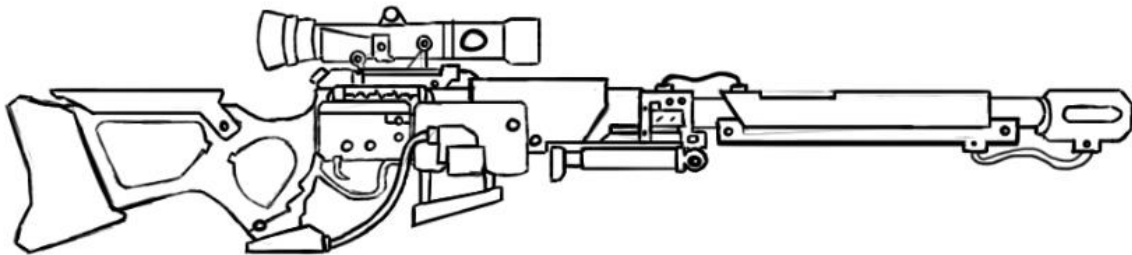


- Aether Eagle AE-70

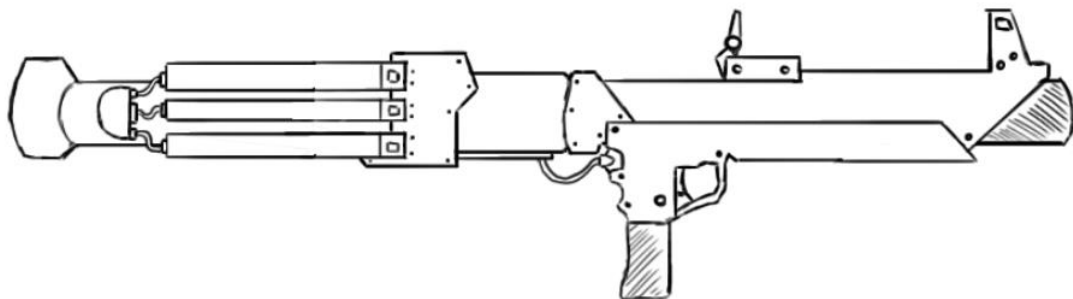


Special Weapons:

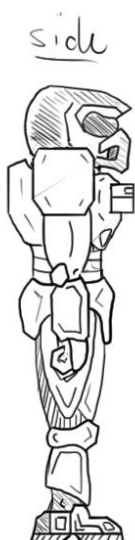
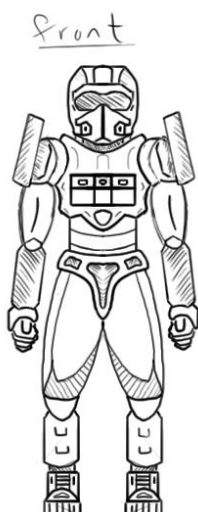
- Obsidian Wraith XR-7 ✓



- Quasar Cannon

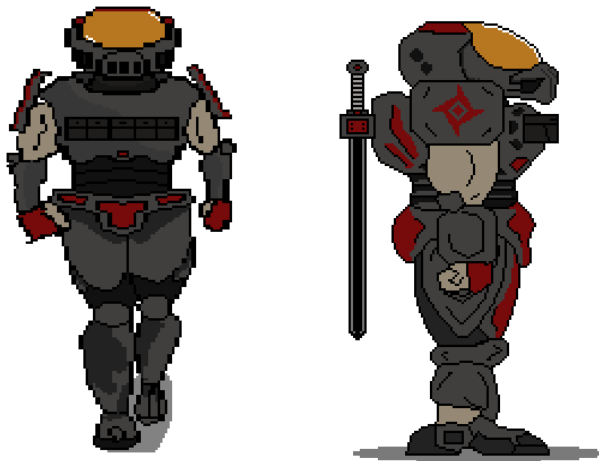


Player Character:



Notes:

- Not intimidating enough.
- make bigger.



The main inspiration for our characters Armour was the idea of being an immovable fortress of a man whilst still having the mobility to move around, phase through enemies and be speedy while doing so.

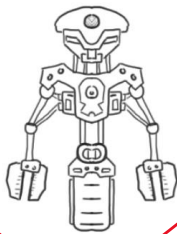
As you can see, our character is fitted with a wide visor that covers majority of the helmet itself as this will provide him with a wide range of vision.

His armour is sleeveless and provides him with a great amount of mobility.

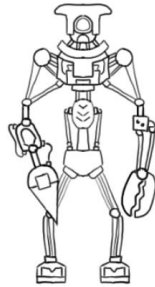
My first design was a bit too timid looking and did not necessarily represent an immovable object, so the design had to be changed.

Enemies

minebot E-9000



Drill Master X-550



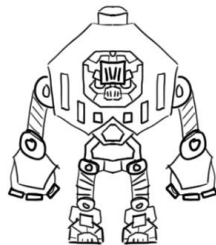
Core Commander X-37A-6P



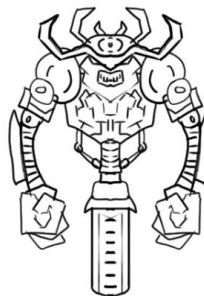
spider bot-DBX



Furnace Fortress 23-XMk2



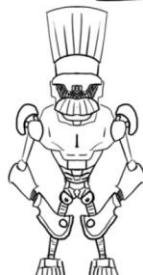
Sentinel MXk4



Knuckle Dragon D452



The Chef



Pogo-Mk3.2



Effects:

- Slash



- Explosion



- Bullets



- rifle bullet (fires in a straight direction in a 3-round burst)



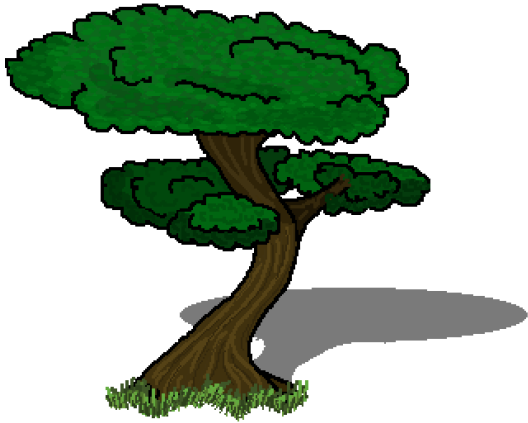
- pistol bullet (fires at the closest enemy on screen)



- sniper bullet (fires at the furthest enemy on screen)

Assets

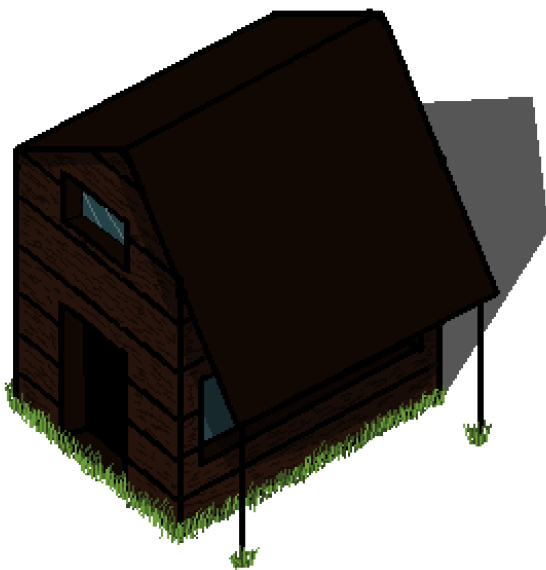
- Trees



- Rocks

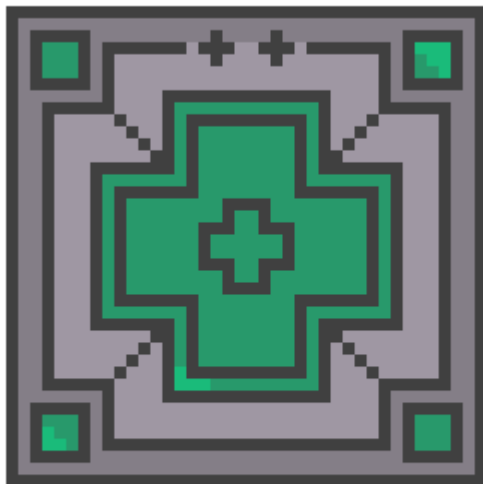
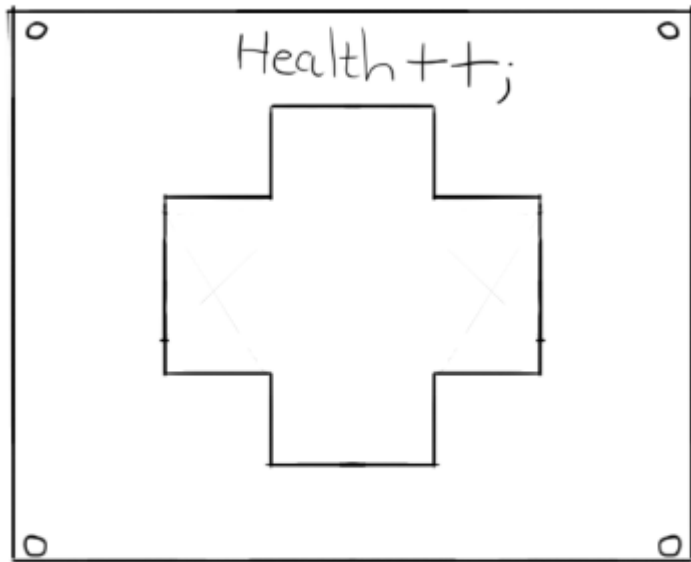


- Buildings



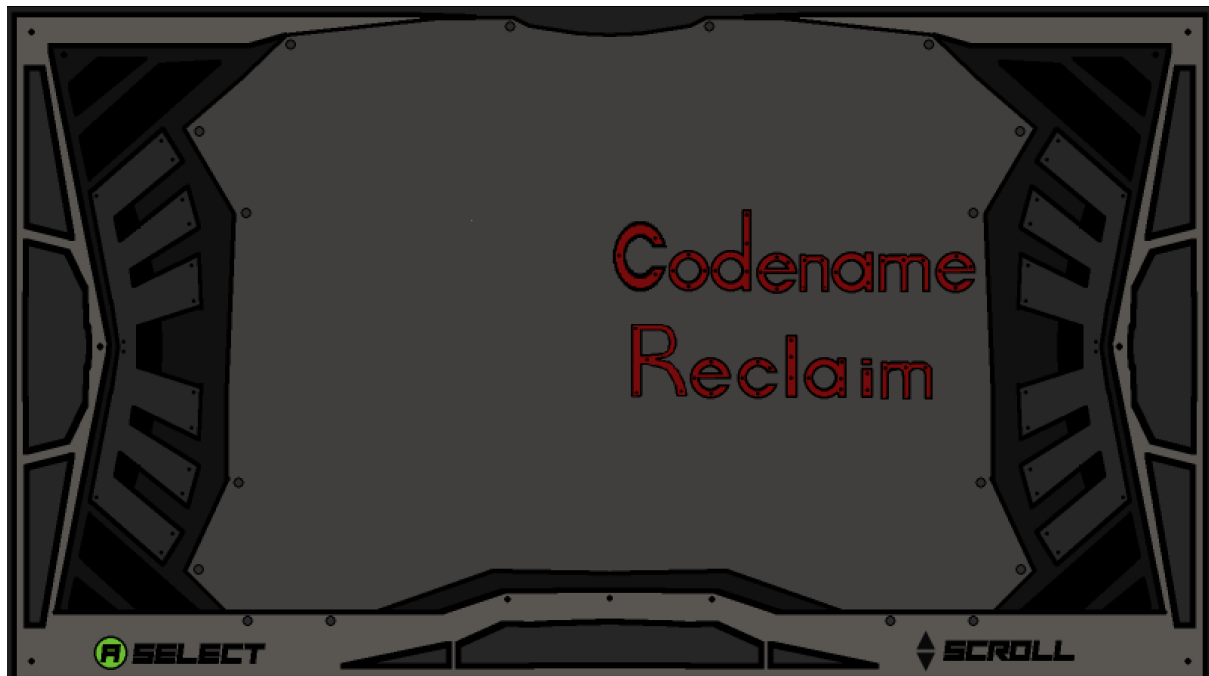
Pickups:

- Health Pack

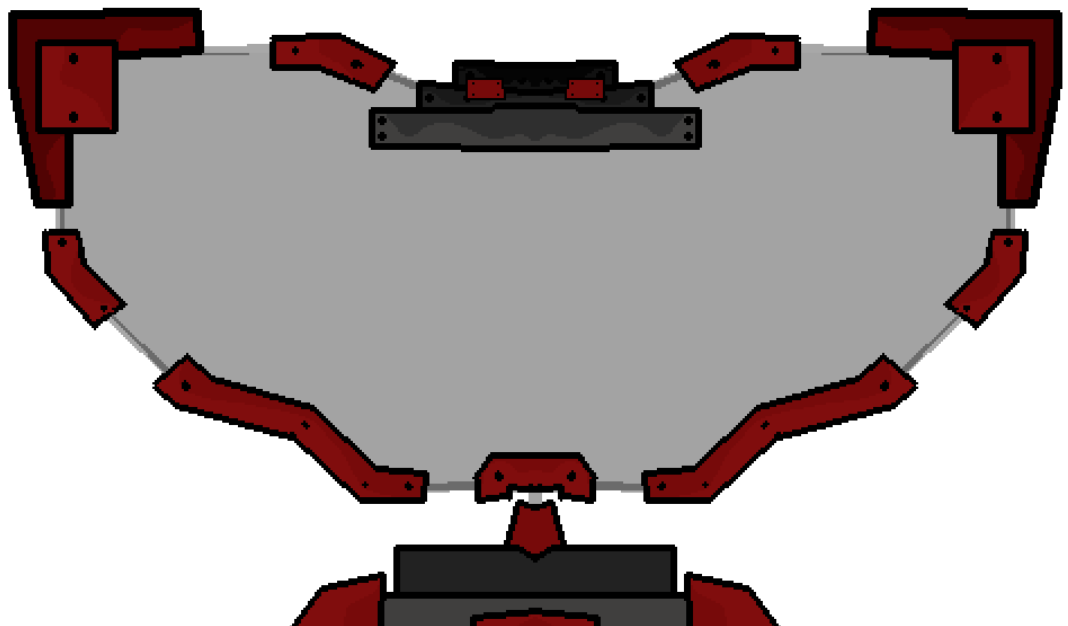


Screens:

- Menu

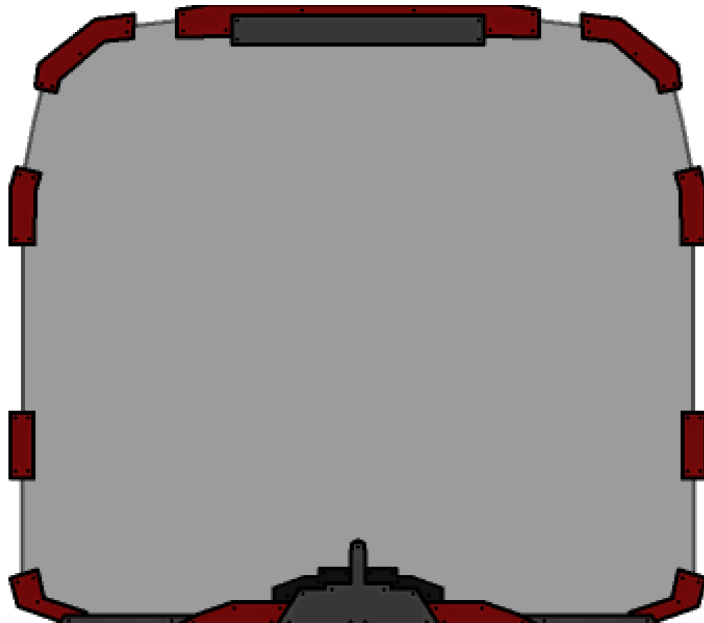


- Pause



This will have a resume button and a back to menu button.

- Upgrade



- Final screen



This screen provides a character upgrade for you to choose from and also shows you the current level of your phase ability.

- Our map

These are not to scale in the slightest but the general idea of the map is that there are obstacles that will populate the map (buildings, rocks, trees) and the map itself is made up of three areas or zones per se, the idle grassy plains area, the top right and bottom left sandy plain areas.

Bottom Left Sandy Zone



Middle Grassy Plains



Top Right Sandy Zone

