b Games Fleadh:

Art Documentation

Theme: Start With Nothing

Ideas:

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

World Lore:

You are a super soldier (codename: Eagle) sent back down to earth with the sole purpose of reclaiming our planet from an autonomous legion of robotic entities. As a super soldier, you are armed with a wide arsenal of weaponry and as your armour progresses through its various upgrades and power-ups, unlock its hidden potential.

Assets:

Rifles:



* M4A8



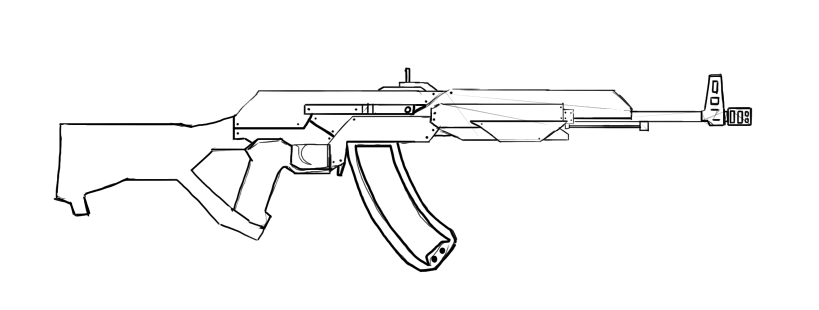
A drawing of an object

Description automatically generated

A pixelated cartoon of an object

Description automatically generated

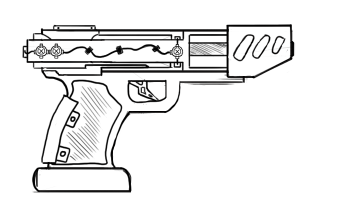
* FK47



Pistols:



* S&W Nebula X



A pixel art of an object

Description automatically generated

* Aether Eagle AE-70

A drawing of an object

Description automatically generated



Special Weapons:



* Obsidian Wraith XR-7

A drawing of a machine

Description automatically generated

A pixelated object with a scope

Description automatically generated

* Quasar Cannon



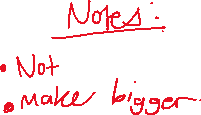
A drawing of an object

Description automatically generated

A pixelated object with red and black paint

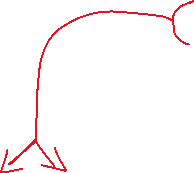
Description automatically generated

Player Character:



A drawing of a robot

Description automatically generated



 A pixel art of a warrior

Description automatically generated

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.

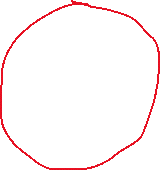
As you can see, our character is fitted with a wide visor that covers majority of the helmet itself as this will provide him with a wide range of vision.

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.

A line drawing of robots

Description automatically generated



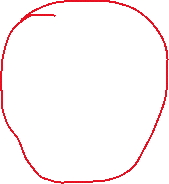
A drawing of a robot

Description automatically generated



A cartoon of a chef

Description automatically generated



A pixel art of a robot

Description automatically generatedA cartoon of a robot

Description automatically generated



Effects:

* Slash

A red circle with a white background

Description automatically generated

* Explosion

A pixelated image of a bird

Description automatically generated

* Bullets

![A red circle with dots

Description automatically generated](data:image/png;base64,iVBORw0KGgoAAAANSUhEUgAAADYAAAAyCAYAAAAX1CjLAAAAAXNSR0IArs4c6QAAAARnQU1BAACxjwv8YQUAAAAJcEhZcwAADsMAAA7DAcdvqGQAAAC7SURBVGhD7dfLDcIwEIRhmy6sNETJNBS5DB7BuaxAa5Q1Ysz/SZF9yGU02cTJ17s0oVNbp0MwNQRTQzA1BFNDMDX9Z8Wcn6tz+2VZ2u6187q23Vh/3JjTlNeQZ1SDzJh1tCkrujle92qYsV30bFlRs8ajqIZgnlLKdv0KGlMzbbDws+I+Z7XWbe3FWbFTeLBHU5+2NQIz9g5/0F92uDHLa3BUQxaNqeE7poZgagimhmBqCKaGYGomDZbSDdG3RjgXEpA3AAAAAElFTkSuQmCC) - 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

A cartoon of a tree

Description automatically generated



* Rocks

A cartoon of a rock

Description automatically generatedA cartoon of a rock

Description automatically generated A cartoon of a rock

Description automatically generated



* Buildings

A cartoon of a house

Description automatically generated



Pickups:

* Health Pack

A drawing of a cross

Description automatically generatedA pixel art of a cross

Description automatically generated

Screens:

* Menu

A grey rectangular screen with red text

Description automatically generated

* Pause

A red and black robot

Description automatically generated with medium confidence

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

* Upgrade

A grey square with red corners

Description automatically generated

* Final screen

A screenshot of a video game

Description automatically generated

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

A video game screen with grass and sand

Description automatically generated

Middle Grassy Plains

A green grass with a red object in it

Description automatically generated

Top Right Sandy Zone

A video game screen with grass and a yellow background

Description automatically generated