Art by Vit for team Yellow

The idea was to match the atmosphere of a 2D side platform fighting game.

Of course, it all started with the sandbag. Sandbag was the main element of the game, that allowed progression and challenge within the game.

We have defined the resolution of our game and then estimated the pixel size of each asset.

Sandbag

I have started with drawing the outline/silhouette of the sandbag, then I've done the shading on it

>> Eyes and mouth black graphic and lastly imperfections to make it look beaten up like wrinkles and stains.

Main menu

The main menu was creating layers for easy adjustments and future use, like in help screen.

I started by choosing a suitable color and then drawing a simple rectangle.

I then used the eraser tool in Aseprite to make the rectangle look more like torn paper.

After that I wanted to add some suitable heading, which found that a stripe for the manuscript would be the best option, so I did the basic shape, then added some dark edge lines for shadows and a pattern to make it stand out. Then I've just used the text tool in Aseprite to create a "Main Menu" text, that I have then just put over the heading strip.

Then I created a rectangle to create a proportion for a suitable vertical frame and started shading.

I have copied the frame 2 more times, and then I have aligned them all within the ripped paper.

Then to make them all stand out and give them context, I have created a sandstone monument that should represent the colosseum, shop to represent some sort of place of value exchange and a question mark symbol to represent uncertainty when in need of help.

Character 1 – Sandbag Boy

The first character I've made, was Sandbag Boy. The reason was, because I wanted to make a character that would look like one of the sandbags that were already beaten up.

To make it look that it was born to beat up.

Before creating it, our team already had a clear idea of how we are going to approach characters. We have separated the hands, legs, body and head into their own parts to make it easier for animation.

I've started by creating the head, using the same colors as on the previous sandbag.

Then I've created a rope looking body, so I can fit in hands better.

Shoes were made simple, looking like usual white shoes, And hands were made with an idea to represent boxing gloves, so that other sandbags won't have to face any stitching or other accidents as it happened for this character.

Sandbag boy character profile

The character profile is a close up of the character's face that is shown then on a screen, in a character select menu.
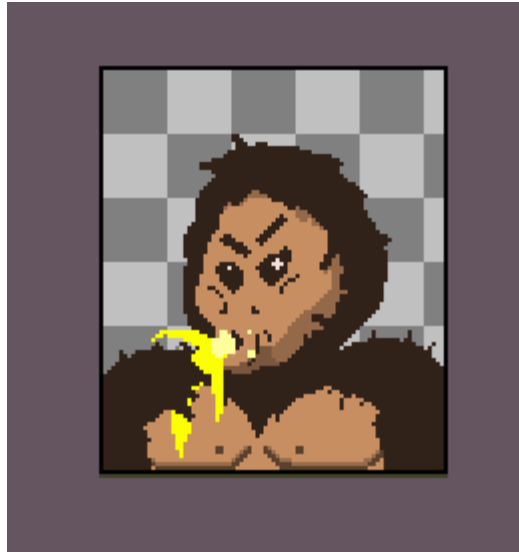
Mr. Banana Character

The monkey was made in the exact same way as the sandbag boy asset, it just has a distinct color palette.
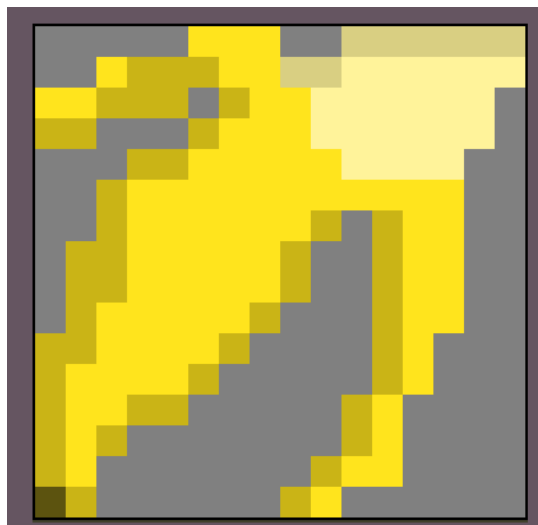

Mr. Banana Character Profile

Banana Projectile

The banana projectile was made on a 16x16px canvas in just a single stroke of a yellow color and then shaded with 2 more colors


Colosseum

The colosseum is one of the gameplay backgrounds for the game.

I have started with a gradient of 2 shades of orange and 2 gray strokes the represent stone edge for a wall. The purpose was to get the horizon line first, to determine the rest of the image.
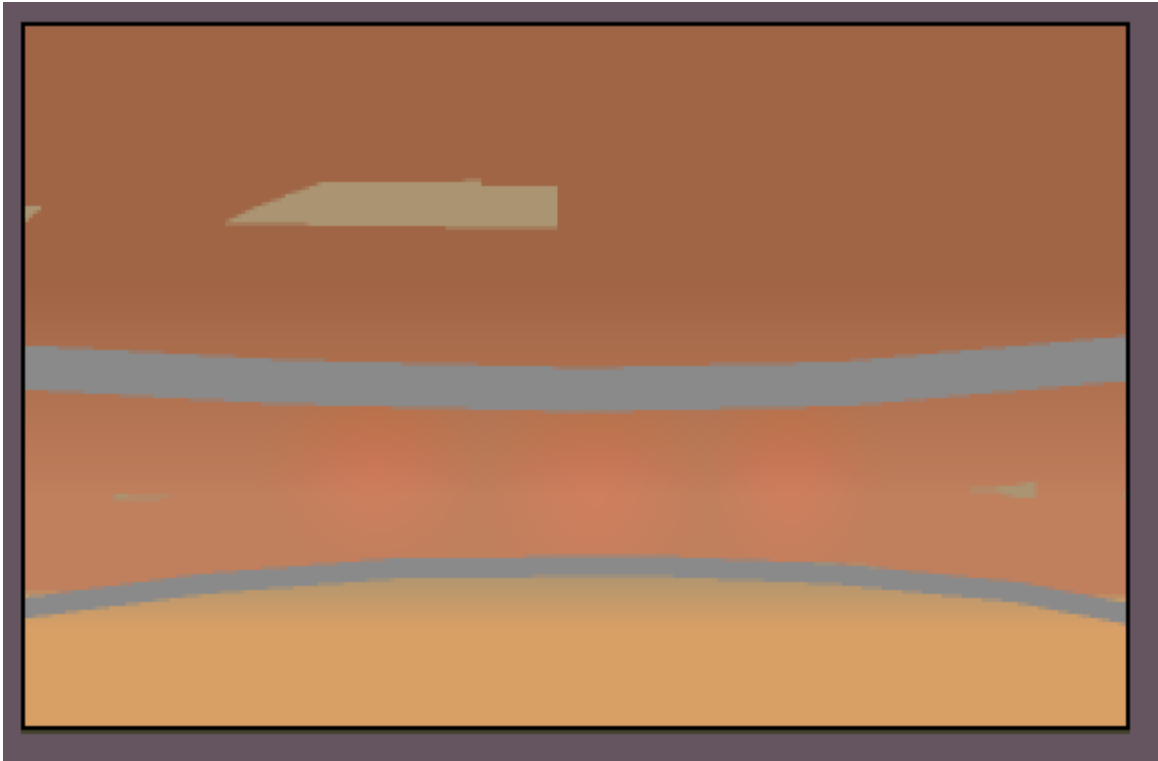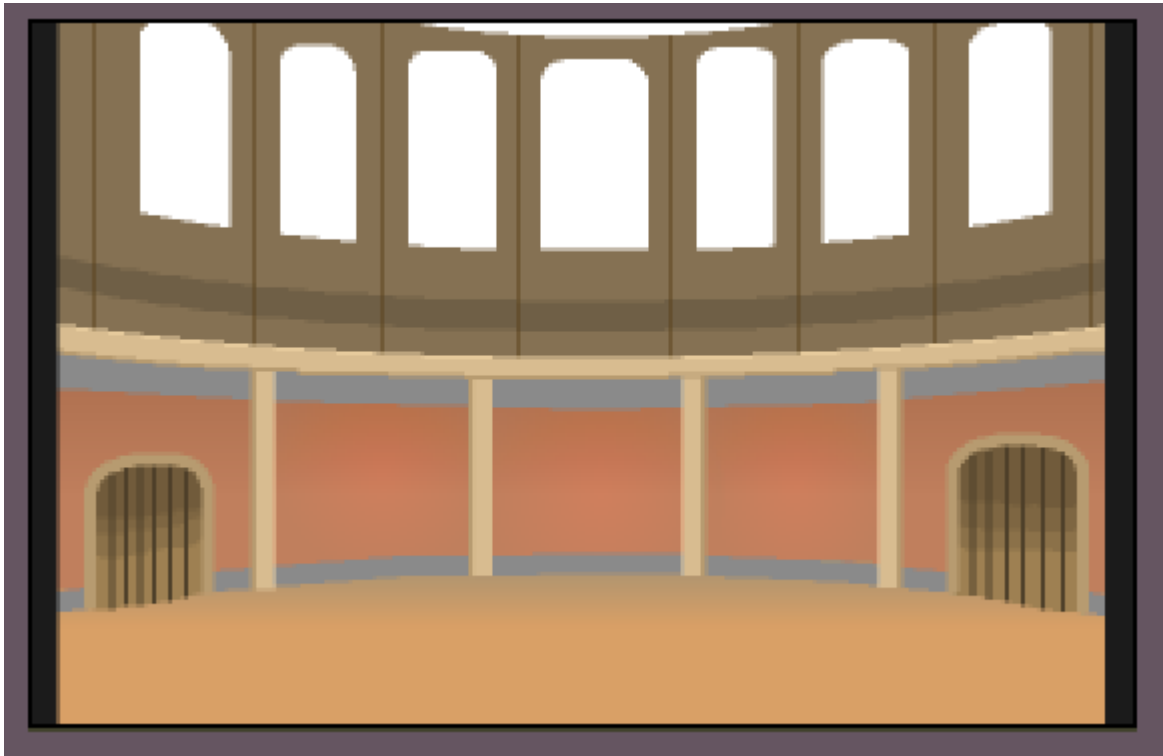
Then I've added a brown ellipse fill, and beige strokes to represent wall supports.

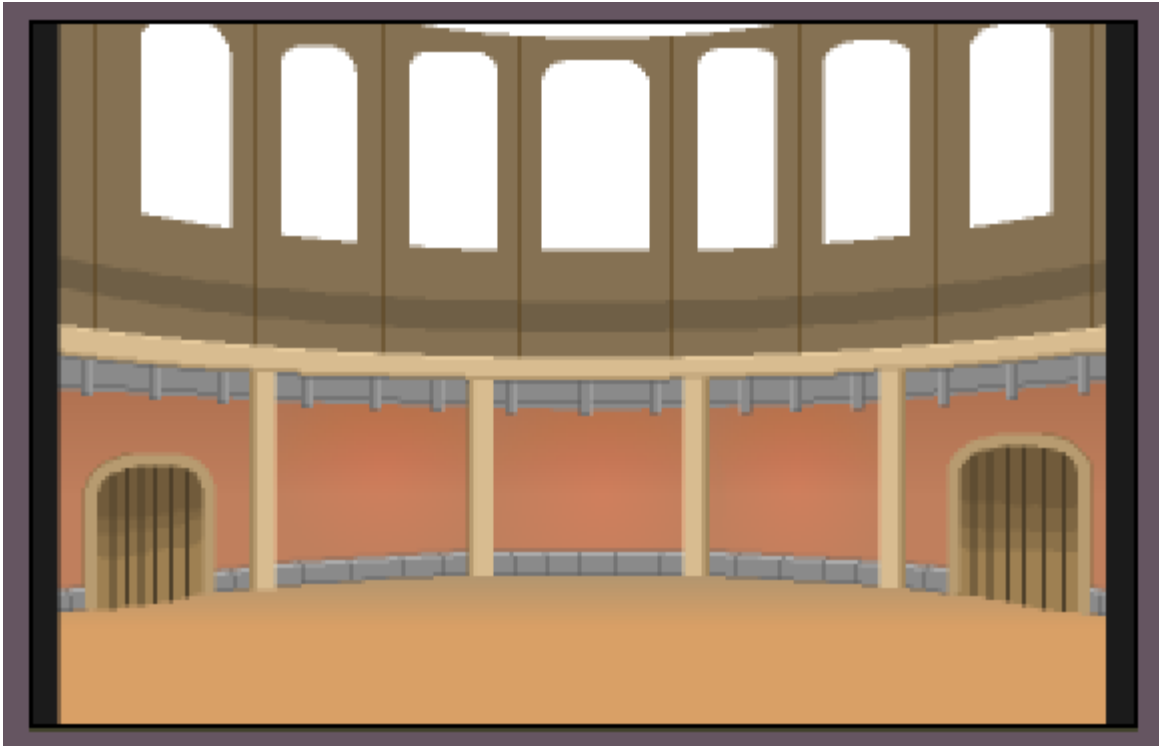And wooden doors on each side, to make it symmetrical.
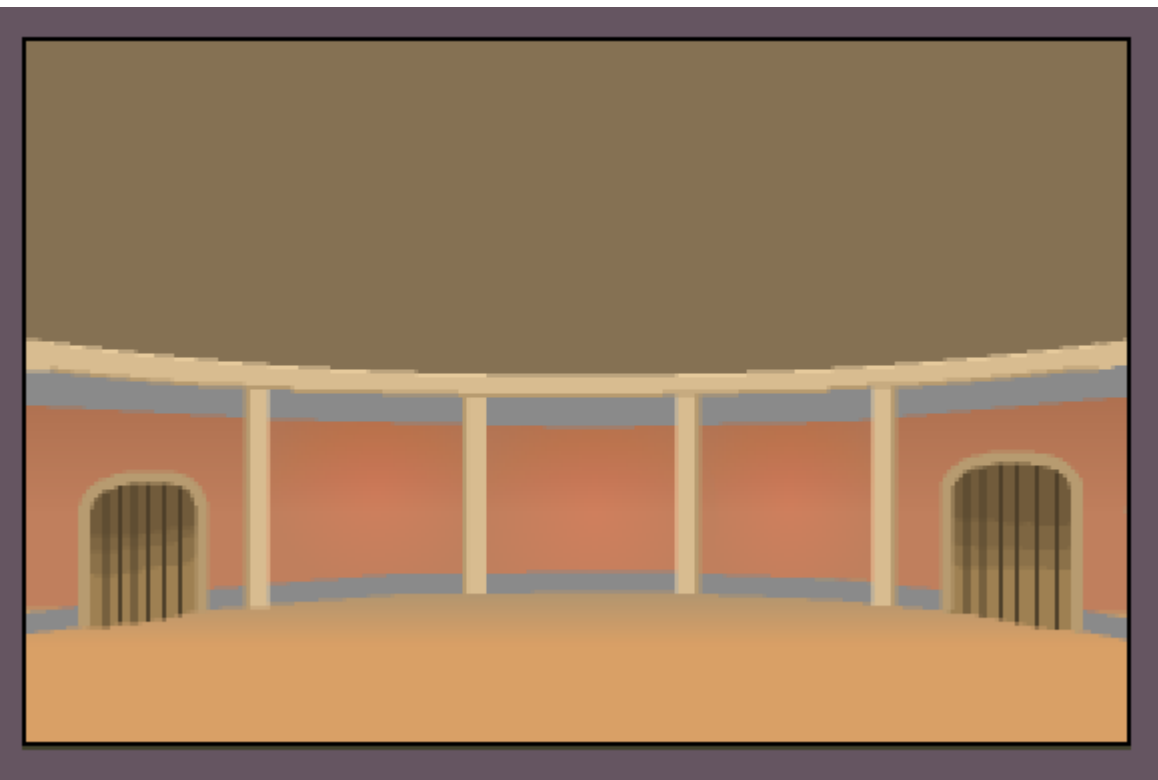
Then I've added more depth by drawing some windows using the line tool in Aseprite.

Then adding some vertical lines to make it look like a pattern of a sandstone wall.

Then I've used a dark gray to make shadows and lighter gray to make highlights for the brick pattern.

Finally, I've added some light rays by adding a rectangle with yellow color and 50% opacity. And a ground for the gameplay that I recycled from the Platform Sprite.
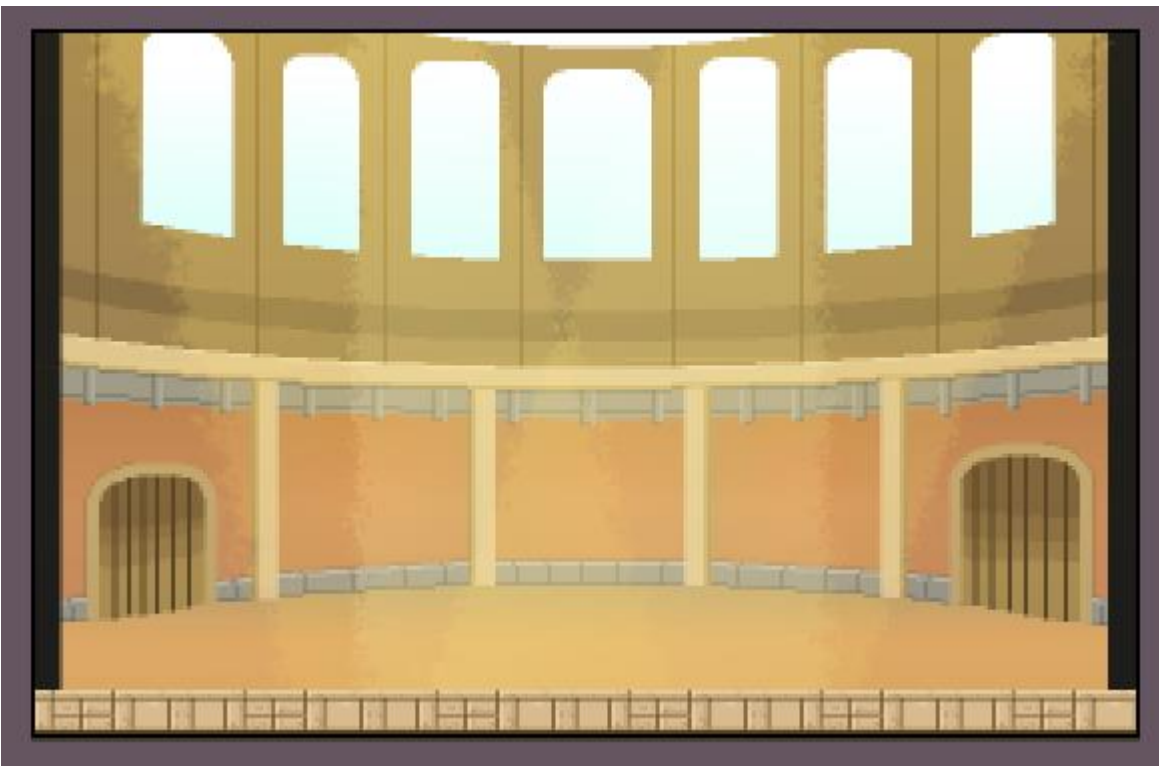
Colosseum Platform

For the Colosseum platform, we wanted to make it a bit magical looking, so I've made it into a sandstone wall pattern and then added two purple diamonds.
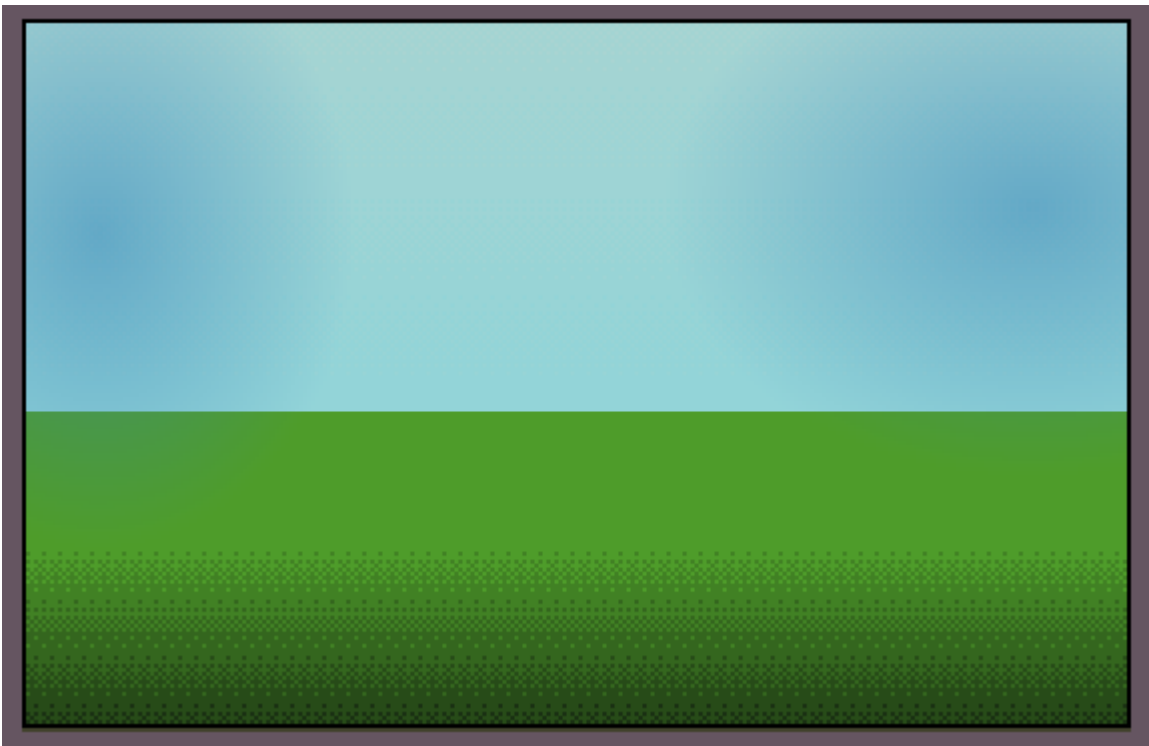

Overgrown Temple

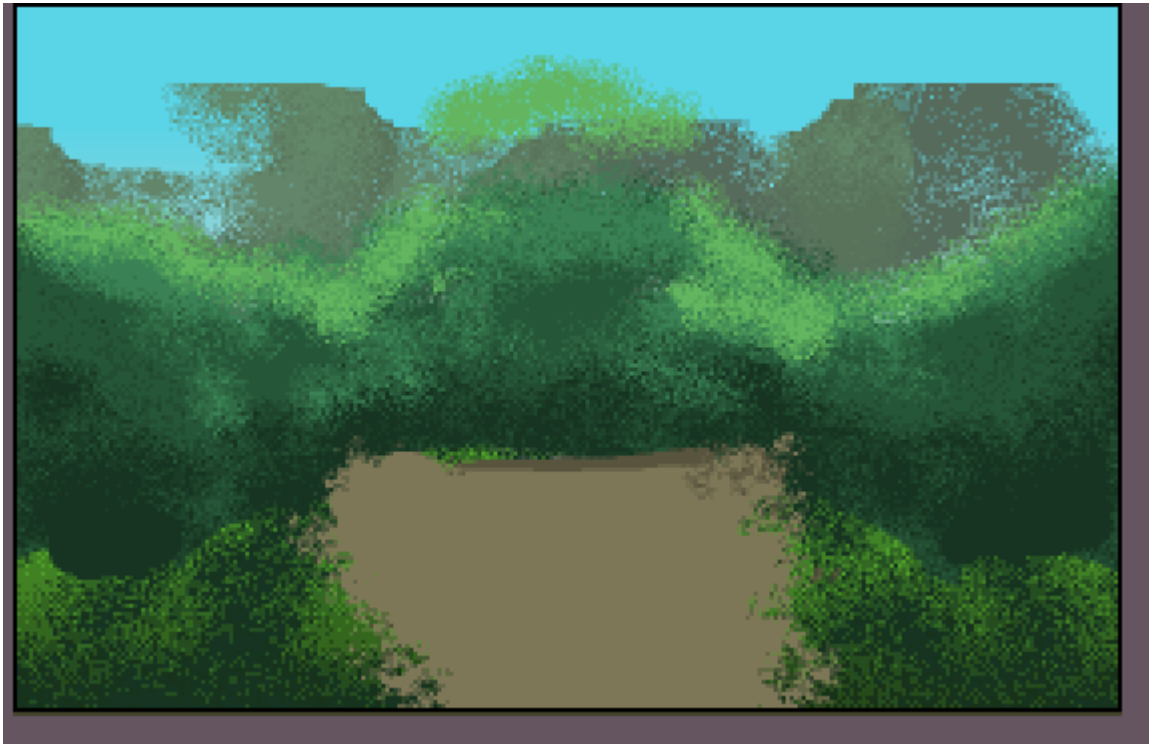The overgrown temple is the second background in the game.

I have started again by defining my horizon line.

Creating a gradient with a dithering effect in Aseprite

I've then made a vegetation using 3 colors and a spray tool in Aseprite.
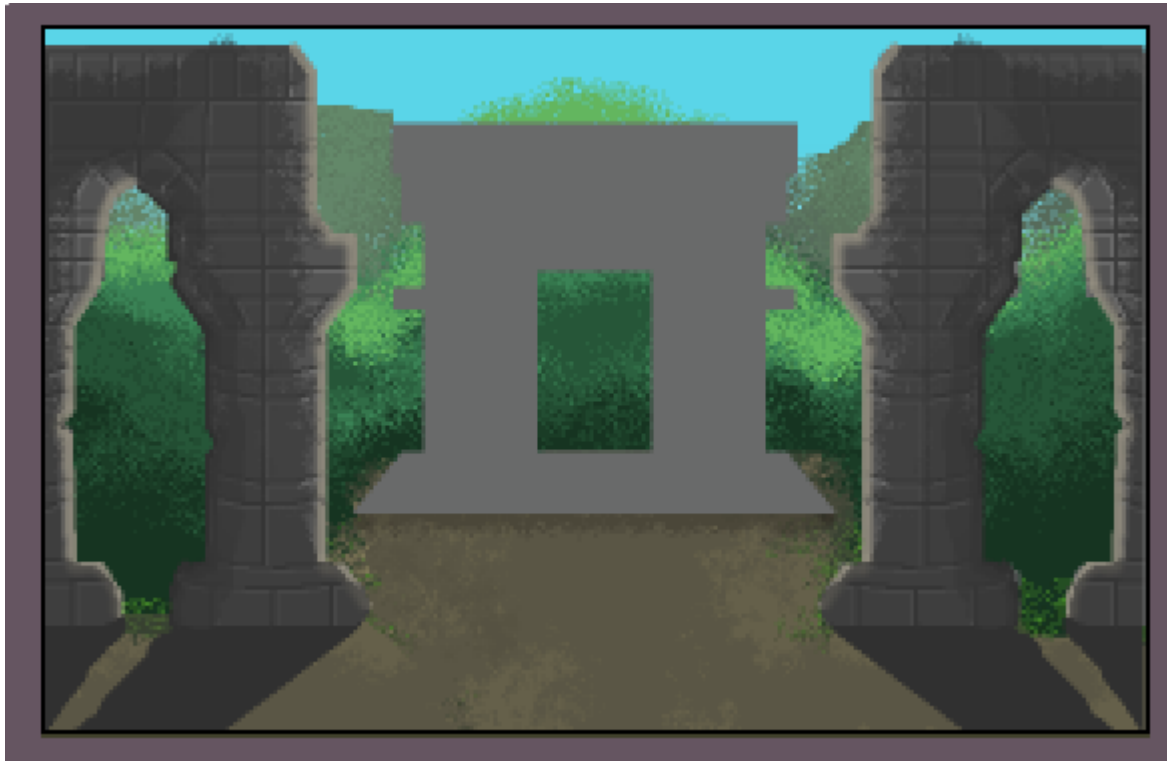
Also added a solid color for the path to the temple

Then I've made a silhouette of the temple and the walls, also added more tones to the ground.

Shaded one pillar set and then copied it to the other side

Shaded the temple with same colors

Added floor stones

Vegetation using same techniques as last time. And light wrap with light opacity.

Finished with light rays and a ground

Temple Platform

For the temple platform I have used the same one as for Colosseum, but I've just change it to match the temple background.