Game Aesthetic / Inspiration

→ From the studio Ghibli film;
The Castle of Cagliostro.
Dark & eerie colour theme
suggests that its night time &
portrays a more frightening scene
This setting would be suitable for
the concept of our platform game
− treasure hunter makes his way
through the village in search of
hidden goods that are only found
in the castle. They're also required
to face challenging obstacles.

↳ From the studio Ghibli film; Howl's Moving
Castle. This scenery portrays a cottage house
that's isolated from the main village / town. —
We could possibly recreate a similar setting in the
lead up to the treasure hunter reaching the
castle. − Giving the game a storyline vs. rushing
the narrative which could bore our users.

From the studio
Ghibli film; The
Castle of Cagliostro.
This is another castle
like architecture;
gives off haunted
/abandoned vibes.
Stone building w/
moss & vines grow-
ing from it = old
rustic aesthetic.
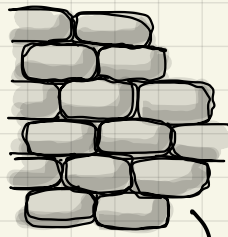
stones & bricks
replicate traditional castles.

→ can be used to inspire
the castle setting during
daylight.

→ old European
architecture; light
/neutral

→ terra cotta roof tiles
brick / stone walls w/
wooden frames
[multiple story houses]

↳ concept design of 'Konoha' the
Hidden Leaf village from the popular
Japanese animation; Naruto.
This bird's eye view of an illustrated
village provides us with a brief idea of
what our village could look like; this
is necessary for the beginning of
our narrative in which the game takes
place.

→ concept design art from the studio Ghibli Film; Howl's
Moving Castle. This setting ties in with the theme of old
European villages with the cottage houses.
It's also a suitable setting for having a castle in place that
plays around with fantasy & mythical genres.

→ roof tiles

looks like a suitable weapon
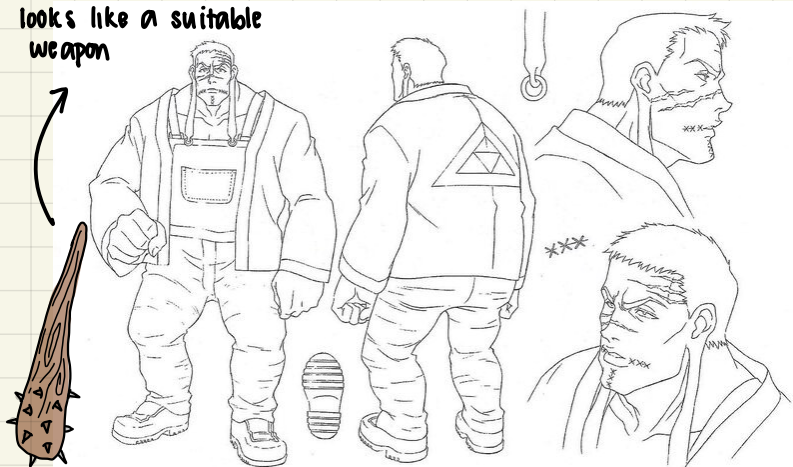
→ Character from Hunter X Hunter.
  This character is a villain from an infamous gang (The Phantom Troupe) of thieves & bounties. His name is Franklin & he has the appearance of hulk + the frankenstein monster. He also has a power called 'Double Machine Gun' of which allows him to shoot bullets from his finger tips.
  This larger size villain resembles an ogre & would be suitable for the theme of the game. — especially if he were to guard the castle & challenge people playing the game.

Pawel Fotek @ 2018 Boombit Games

→ Cerberus, also know as the 'Hound of Hades', are mythical creatures — multi-headed dog who guard the gates of the underworld ; preventing the dead from leaving & making sure that those who entered, never left

→ A cerberus would make a great enemy for users to interact w/ especially if their objective is to infiltrate the castle in order to claim the hidden treasure.
→ were characters who guarded things in Hercules & Harry Potter.

→ Character from Seven Deadly Sins.
  This character was a 'Holy Knight' in the animation & was often wearing heavy metal armour.
→ When thinking about a royal castle, it is often associated with being guarded by a mass number of knights. For the character development phase, we can consider knights as obstacles for users to face & interact w/ in particular levels of the game.

Yay!
have eyes show for actual character
bow & arrow
satchel
= earthy / cool tones.
ALMOST A HERO CONCEPTS // Copyright © 2016 Bee Square

→ simple character designs are the most appropriate choice when designing the main character. ⌈For a 'Treasure Hunter' having a satchel could be a nice accessory + boots? ⌋
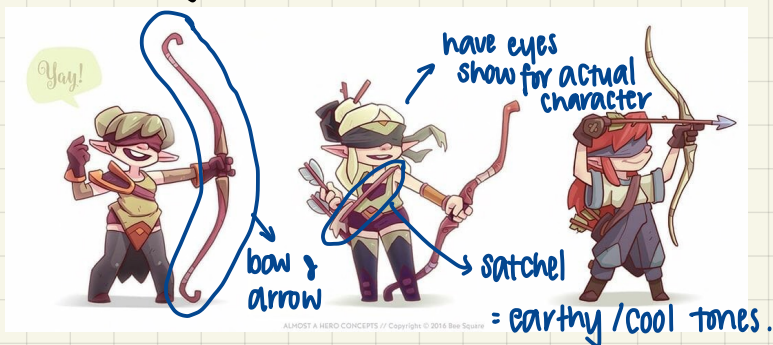
→ Another example of simple character designs ; The characters in this picture are less detailed than the previous examples & was chosen as an inspiration for enemy character designs.

→ These illustrations are quite minimal yet skill legible. It's obvious that these characters resemble fire flames, but its portrayed in a unique & creative way.

→ The core of this design derives from abstract shapes & have been with tones & shades of colour to bring life to these characters.

ALMOST A HERO CONCEPTS // Copyright © 2016 Bee Square

References

https://www.geeknative.com/57336/pablo-hernandez-character-designs/

https://www.artstation.com/artwork/4bEygq

https://www.popsugar.com/tech/photo-gallery/40138128/image/40138134/Castle-Sky

https://characterdesignreferences.com/art-of-animation

http://ghiblicon.blogspot.com/2018/02/photos-lupin-3rd-castle-of-cagliostro.html?m=1

https://www.google.com/search?
q=cerberus&safe=strict&sxsrf=ALeKk00GDCc9In_SBCOLKRepjTAomCkAxw:1598272055300&source=lnms&tbm=i
sch&sa=X&ved=2ahUKEwiR6_Cw67PrAhUvwjgGHUL5DqgQ_AUoAXoECBUQAw&biw=1536&bih=754&dpr=2.5#im
grc=XVRLs3CxxwegUM

https://www.google.com/search?
q=seven+deadly+sins+holy+knights&safe=strict&sxsrf=ALeKk03Wlup7CfjWo3GnZBrGciQDTg1lvA:1598274213710
&source=lnms&tbm=isch&sa=X&ved=2ahUKEwiB3Iu287PrAhWEc30KHV3uD70Q_AUoAXoECA0QAw&biw=1536&bi
h=754#imgrc=eqAgf0SzPpQh-M