Treasure Hunter

* Jacket
  + Brown or olive/khaki green
  + Short sleeve
    - Rolled up sleeve?
    - Longer undershirt covering forearms?
* Hat
  + Indiana Jones style or classic Style
* Pants
  + Analogous or monochromatic to shirt
    - Similar looking colours can be broken up with a strong colour separating
    - Duller to draw attention to upper body
  + Fitted
* Build
  + Small
    - Chibi-inspired
    - Cartoonish
* Backpack
  + Optional
  + Explorer’s Pack
    - Light brown
* Boots
  + Black or brown leather over pants
* Adding interest
  + Add Accessories
    - Whips, patches, etc.
    - Complementary colour on accessory
  + Add interesting feature
    - Ears, tail, ??

Ears add interest to character

Cream colour brings attention

Not the design, just for annotation



Undershirt

Grey pants to give colour by association

Belt breaks the green and grey

Explorer’s Backpack

The Green Colour

Hat

Indiana Jones Classic



Simple cartoonish design

Monochromatic colour scheme

Skull adds focal point to the character by standing out with a high contrast colour



Simple cartoonish design

Character contrasts on background, standing out from it

Clear understanding of character

Controls

* Jumping
  + Character has to jump over obstacles
  + ‘Spacebar’ key
* Moving
  + Character moves back and forth
    - ‘A’ and ‘D’ key
* Extended movement
  + Double jump
    - ‘Spacebar’ key while in air