Disclaimer

Visual Design

Style:

Which art style and theme we choose is entirely up to us. The more time we have left over after programming the engine, the more time we have to spend on this, or to allocate for other courses.

Saving Work Hours: (Just a thought, feel free to scrap it)
A minimalistic art style is likely to save us most time.
We barely need any animation, and many can be substituted with moving textures around to make them seem more alive, rather than creating several frames.

Theme:
Fantasy is the default theme of Smallworld, but we don't have to keep it if we don't want to.
Sci-fi is perfectly possible. For an example of a sci-fi version of a Fantasy universe, look at Warhammer 40.000.
Add whatever else you think could be fun, or easy as a theme here. Something serious? Silly? Abstract? Throw down your thoughts, and be prepared to kill your darlings to save on work hours.

Art Style:
Vibrant Pixel Art
Minimalistic / Abstract

Elements:

Board (elements with a static position)

Fields

Fields are likely programmed in a hexagonal pattern, but their shapes do not have to be perfect hexagons, they can be as abstract as we would like, especially if the board layout is static.

We can choose to highlight possible moves by dimming fields that are out of reach, or something similar, if we want.

UI (Static buttons and slots for combos, units, etcetera)

Pieces (elements that can be moved around)

Units (generalized)
Square bricks, or something more advanced? Share your ideas.