Art document – iteration 1

Purpose:

This is an outline for art needed for the game to look alright.

Concept art:

* The abode (with main character sleeping in the cozy space and the scary door)
* The mountain (the curse of north inspired threads)
* The threat (the threat that keeps the player from leaving their abode)
* The clocktower (As it is partially submerged in water)
* The main character (Some sort of character design)
* The momentum wheel (with character on it)
* Logo

Level assets (sorted by area):

< These will be added here after concept art is finished >

Outsourcing:

* Main character after initial design. I can ask some people if they’d have the time to make a sprite sheet of it or commission an artist.
* Music, I can ask Korl if he can make me a tune once I’m getting closer to done.