

Memory Projection

Synopsis:

- A key element to the theme and feel of the game is the idea that many game elements are comprised of fractured memories. At the very least the enemies as well as the player's base form and transformations will have this look and feel. May fit well into overall theming of the game such as UI, HUD etc.

Attributes:

- Ethereal
- Transparent
- Immaterial
- Luminescent
- Caustic

Examples:

- Spirits
- Holograms
- Nether / Void
- Fog / Clouds



General Silhouette

Synopsis:

- While this game's player character as well as pivotal NPCs are based on Kamen Rider, the degree of accuracy with which we follow their silhouettes is worth discussion. In other words, how "stylized" should the characters be? This extends beyond just the base form, but also dictates how dynamic the player's and NPC's move set appears. All while attempting to maintain the illusion that an actual person is beneath this character, wearing it as a suit, ala Samus. There are countless options in this regards, here are a few to help start the conversation.

Styles:

- **Clone of Kamen** (no stylization)

Same proportions as the characters, before and after transformations, as in the show

- **Cartoon like**

This one is very broad, but what I mean is something CalArts style. Think of various existing cartoons, ie. Hilda or Steven's Universe.

- **Hyperbolic**

Take the general idea or silhouette from Kamen, but push it to the Nth degree. Larger, more distinctive shoulders and chest plates. Greater contrast between different segments of the limbs etc.

- **More realism**

Think of this one as if they made a high budget film version, or if these characters really existed. How would their look differ from the original Kamen?

