***Art research:***

Decided theme for the game is based around the Copper’s hill Cheese-Rolling event. In this event a wheel of cheese is thrown down a hill with a group of people chasing the wheel down the hill. Because of this event I decided that I wanted to base our art style around this event with assets such as players controlling a wheel of cheese going up and down hills.

We decided to go with this theme as we thought that having the player be a wheel of cheese would create a comedic atmosphere to the game and try to bring something to the player that will be memorable and unique.

The idea of having cheese roll down a hill shouldn’t be too abstract for the player to understand in relation to affordances yet at the same time isn’t something they would normally see in real life or a game for that matter.



