The low fidelity designs for this project are rough ideas of our vision as a group, of how we expect the project to look like. This includes a storyboard, where we set the scene and the narrative of the gameplay. This involves the ship flying over, the scientist landing and a proposed tutorial session, so the player can come to grips with the controls before taking part in the official levels of the game.

These designs also feature multiple pieces of art from the artists, giving conceptual ideas for how the art style will look and the designs of certain aspects. Such as the level design, where it will be set in the jungle. These are concepts that are great tools to use to visualise our game before the creation has begun, it heavily helps in preparing the official assets with reference images rather than starting inside of the Unity editor.

The first image displays all the rough ideas for the characters, enemies and pickups in the game. This is essentially to set a tone and art style for the game. With minimalistic features but easily identifiable assets by colour, shape and size.

**High Fidelity designs**

High fidelity designs are the characters of the game so far, these were created first in the high-quality prototype because of efficiency. This allows a sprite with working animations to be passed onto the programmer to create movements for the character. This makes a very suitable scenario to visualise what the project is aimed to look like.