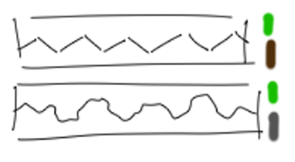
Artefact Designs

This section will contain the group’s initial concept designs for the product:

## Low Fidelity Designs:

The low fidelity designs show an early concept art of the characters, interfaces and items that will be later improved and implemented in the final product:

 **Game Background**

 **Energy Drinks**

 **Diary**

 **Enemy**

 **Ingredients**

 **Character Running**

## High Fidelity Designs

The high fidelity designs show a more advanced concept art of the characters, interfaces and items that should be implemented in the final product:

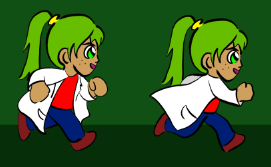
 **Game Background** **Character Idle**

 **Enemy Running**

 **Ingredients**

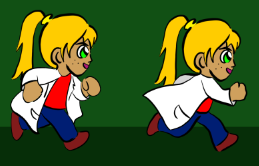
 **White Hair**

** Blue Hair**

** Green Hair**

** Red Hair**

** Purple Hair**

** Yellow Hair**

Storyboard

The following storyboard shows the start of the game. Title: Start of Game Cutscene

|  |
| --- |
| * **Scene:** 01 * **Shot:** 01 * **Description:** This is the Start Screen of the game where the Start Game, Load Game, Settings and Quit Game buttons will be. * **Dialogue:** None. * **Sound:** Background music. |
| * **Scene:** 01 * **Shot:** 02 * **Description:** When the Start button is pressed, a plane goes through the sky from the right side of the screen to the left side of the screen. * **Dialogue:** None. * **Sound:** Plane flying through the sky. |
| * **Scene:** 01 * **Shot:** 03 * **Description:** For a few seconds there will be nothing on the screen, but the player will be able to hear the plane landing. * **Dialogue:** None. * **Sound:** Sound of the plane landing. |
| * **Scene:** 01 * **Shot:** 04 * **Description:** The scientist will enter the screen from the left side of the screen and will start giving exposition to the players. * **Dialogue:** Exposition: “Huh, after that long journey I’m finally in the jungle! I can start my research on different flavours of the energy drinks” * **Sound:** Background music. |
| * **Scene:** 01 * **Shot:** 05 * **Description:** After the exposition, a “How to Play” screen will appear to teach the player how to control the character. * **Dialogue:** None. * **Sound:** Background music. |
| * **Scene:** 01 * **Shot:** 06 * **Description:** After that, the player will be able to move to the right of the screen entering a trigger zone (the warp for the next stage) and the introduction of the game will conclude. * **Dialogue:** None. * **Sound:** Background music, Jump sound effect. |

## Level Design