

placeholder tileset
experimenting with
the colour palette for
each plane



basic animation implemented/
each level will have different
shape and coloured portal



Enemies will be visible
in the next plane

Placeholder Character/
animation to be added
as well as some design
changes



Veil design will be
decided between
a scarf/cloak design

background image is a stock
photo final one to be created

Basic colour scheme implemented but will be developed in the coming weeks

Each level has a different 'theme' with a different colour scheme

Monster will be animated at a later date for final version

Once implemented, enemies will be seen in plane 3 from here. Currently there are 3 different monsters to be featured each plane

Placeholder art. Veil will match the colour scheme of each level