# FABLE AGE: *RETOLD*
## ADDITIONAL BACKGROUNDS



We want to expand on Fable Age's background art with the creation of:

- new battle backgrounds, inspired by the original game, as well as new creations

- additional UI backgrounds to help reinforce the style and improve visual polish.

# Battle Backgrounds

Battle Backgrounds are used in the game's main mechanic. Heroes and monsters will populate the battlefield.

We need 9 battle background scenes in total, for Fable Age Retold. 5 of them will be inspired by scenes that were in the original game, and 4 will be newly created for this game. Each background will consist of 4 layers. The Background layer, the FX layer, the Mid-ground layer, and the Foreground layer.
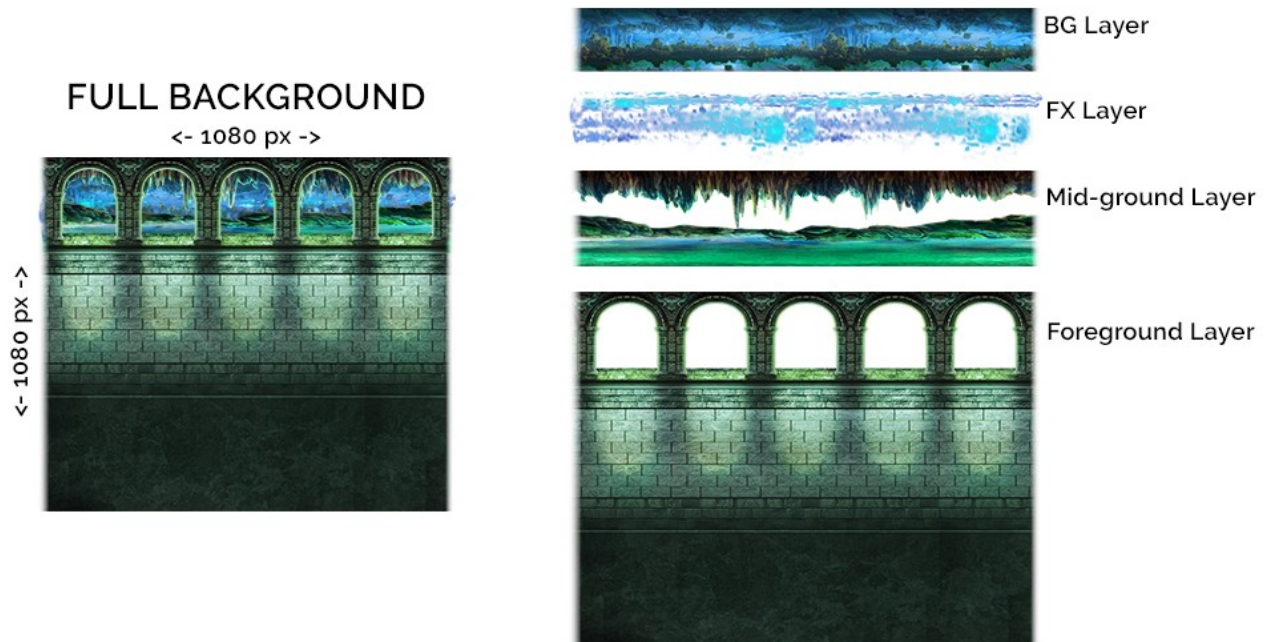


Construction Notes:

- Each layer needs to be *horizontally tileable*, because of a camera move between battles.
- The FX layer will be animating horizontally, in Unity. (This will be things like clouds, water, etc, to add some small motion to each background so it's not completely static.)
- The layers are separated like this to allow Gogii to create a parallax effect.
- Each background scene should have a unique color palette.
- The total resolution of each background scene will be **1080 x 1080**.

# Reference for 5 Battle BGs (Remakes)
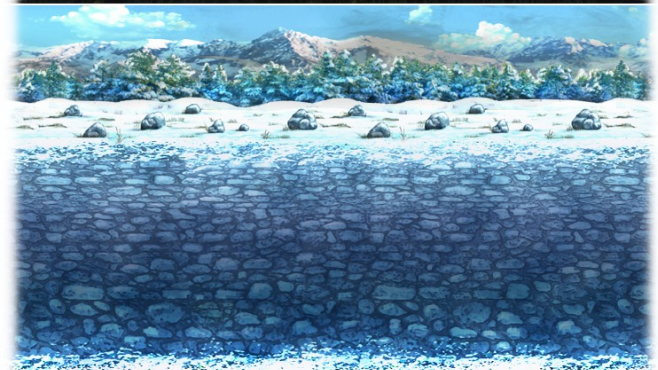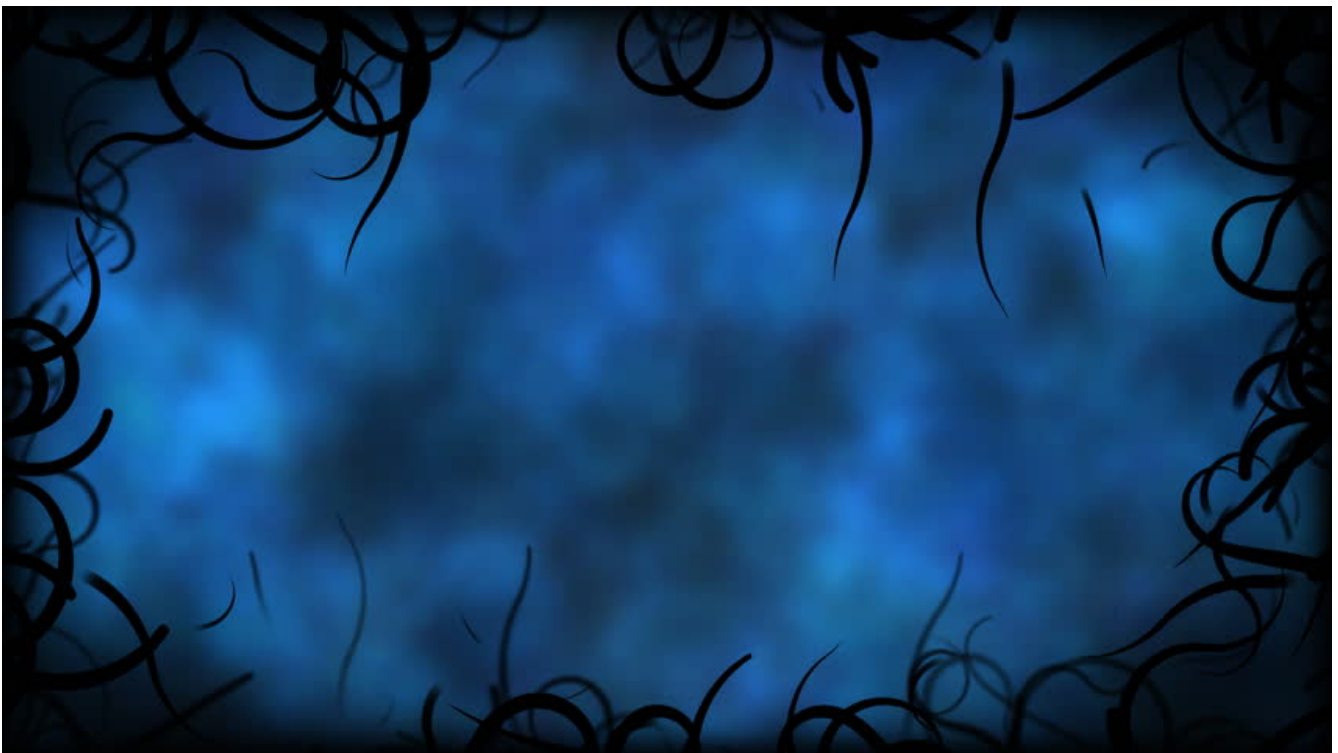


FAIRY FOREST

CREEPY FOREST

CASTLE

CAVE CITY

SNOW FIELDS

Original layer assets can be provided upon request.

# Reference for 4 Battle BGs (New)

**Corrupted Castle**: (Interior) This is an old, gothic castle in ruins. Creepy, dark vines can be seen on the walls and floor. This is a night scene, with dark, ominous clouds seen through the windows.

**Fairy Tale House**: (Interior) A warm and cozy interior, made of wood and stone. Handcrafted and imperfect.





There was a great big Papa Bear, a medium sized Mama Bear, and a little tiny Baby Bear.

**Desert Sands**: (Exterior) Sand dunes as far as the eye can see. The scene should be close to sunset.

**Cloud Field**: (Exterior) A landscape made out of clouds, with a large castle and a hint of civilization in the distance. A hazy, blue sky beyond, and mountains peaking up above the clouds.

# Upgrades Background

Several items and heroes can be upgraded in the game, and we need a background treatment that makes sense with the theme, as these are special moments for the players. We'd like to see a Writing Desk background. Dark wood and stone, quills, candles, old books and parchment. Maybe a skull?

We need two versions of this background, one with a simple appearance and only a few items, and another with an advanced appearance, with more clutter and items. This should be 1080 (w) x 1920 (h) with the desk surface roughly in the center.

# Oracle Backgrounds

Every one of the 8 Oracle backgrounds should look like it is the interior of the hut of an old fortune teller. We are looking for all of these backgrounds to have similar elements, like flowing curtains, with some lights or candles, colored haze or smoke. It should have a spiritual feeling.

Each background should include additional art that indicates it's theme:

1 – An interior with many, many candles
2 – An interior that looks like it has been storing crates and sacks
3 – An interior that hints of the shapes of the heroes in the smoke around the room, weapons, and portraits of heroes on the walls
4 – An interior that is bathed in a lot of day light
5 – An interior that has a fire theme
6 – An interior that has a lot of plants, like an overgrown garden
7 – An interior that has a water theme
8 – An interior that has a gem/crystal theme

Each should be created at 1080 (w) x 1920 (h).

# Hard Mode Background

When the game's difficulty changes to the HARD MODE, we'd like the wood texture background to also change with it.

We are still looking for a dark wood, but a different color that would work well with the UI. The wood grain should appear to be snaking around, like the wood itself has been corrupted with evil.

This should be created at 1080 (w) x 960 (h), and like the previous background, it should tile vertically.

The previous background ZVKY created:
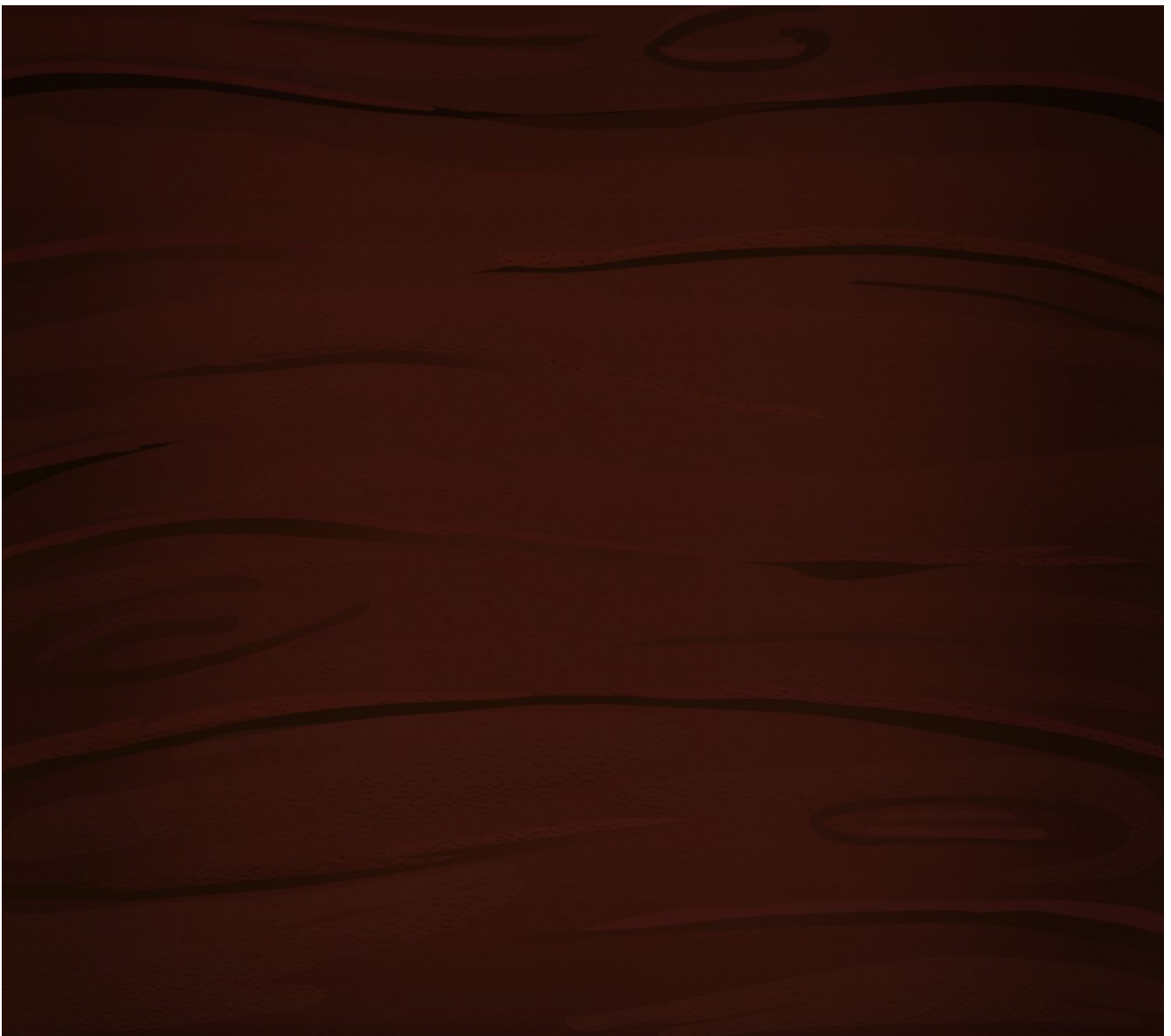
# Banners

From time to time in menus, a banner appears near the top of the screen, as a backing for character art, titles, and a return button. We'd like a nice, unobtrusive backing for these, whether it's a flowing cloth material, or a mild magical pattern on a page.

It should be created at 1240 (w) x 324 (h).

Please refer to this (red) marked layout for context:
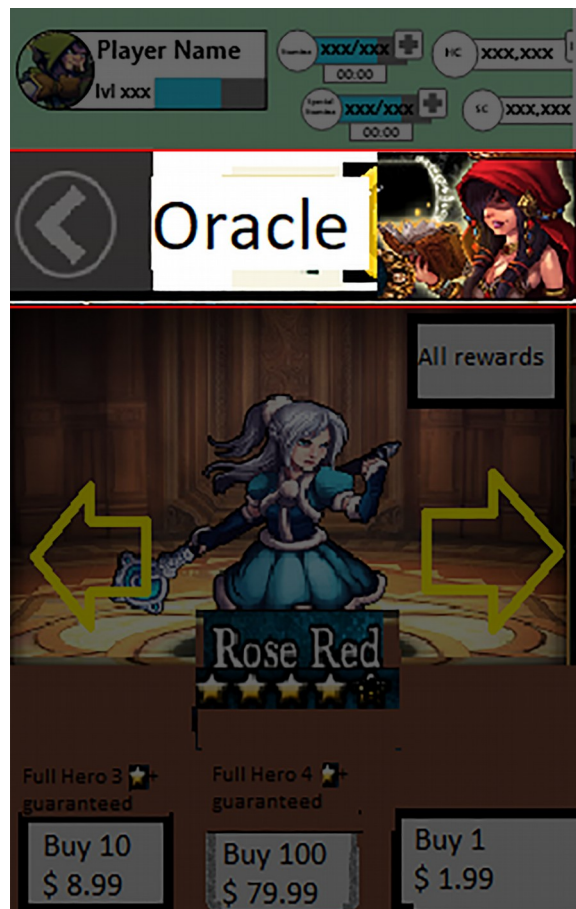
# Collections Backgrounds

With each story in Fable Age Retold, you collect heroes and track your progress. (See layout image below.) This section of the game needs a background that looks like an empty bookshelf. You can scroll down, and see each shelf and the collection of each story.

Each shelf will have to be built separately, and in a way where they can tile seamlessly into each other, vertically. We want to create the illusion of a tall book case. There are *two* sizes to the shelves. Regular (1240 (w) x 324 (h)) and Large (1240 (w) x 648 (h)). There should also be an asset for this that acts as the top of the bookcase, which can have a couple of books or a candle on it (1240 (w) x 324 (h). The layout, for reference:
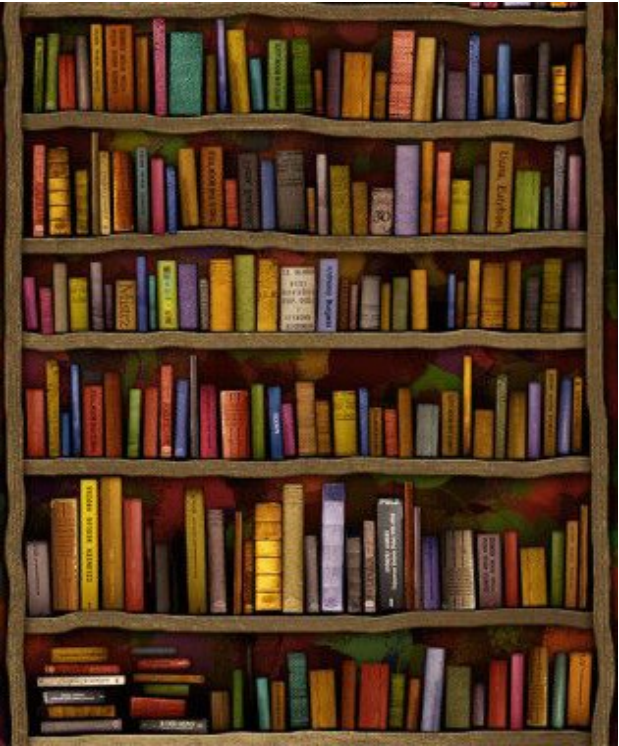
# Loading Screen Background

The loading screen will look like a pile of pages out of a very old book, with stains, faded ink and yellowing of the paper. There can be old-fashion inked corner frames on the top most sheet, and a quill coming in the side from off screen.

Gogii will be adding text and loading bars on top of this, so the background needs to look interesting, with some depth. The paper should be lightly damaged. This will need to be created at 1080 (w) x 1920 (h).

Here's a rough mockup from the original game as reference:

# Gameboard Background

During the battles, this checkered board is displayed as a backdrop. We'd like this repainted and improved, but still keeping the color palette, the old and whimsical visuals, and the general size of each square.

This image should be 1080 (w) x 770 (h).

# Asset List

Please refer to previous UI assets created by ZVKY for color references.

| Remade Backgrounds | New Backgrounds |
|---|---|
| 1 Fairy Forest<br>1 Creepy Forest<br>1 Snow Fields<br>1 Castle<br>1 Cave City<br><br>1 Game Board | 1 Desert Sands<br>1 Corrupted Castle<br>1 Fairy Tale House<br>1 Cloud Fields<br><br>1 Writing Desk<br>1 Fancy Writing Desk<br><br>8 Oracle Rooms<br><br>1 Wood Texture (Evil)<br><br>1 UI Title Banner<br><br>1 Bookshelf Collection<br><br>1 Old Paper Loading Screen |