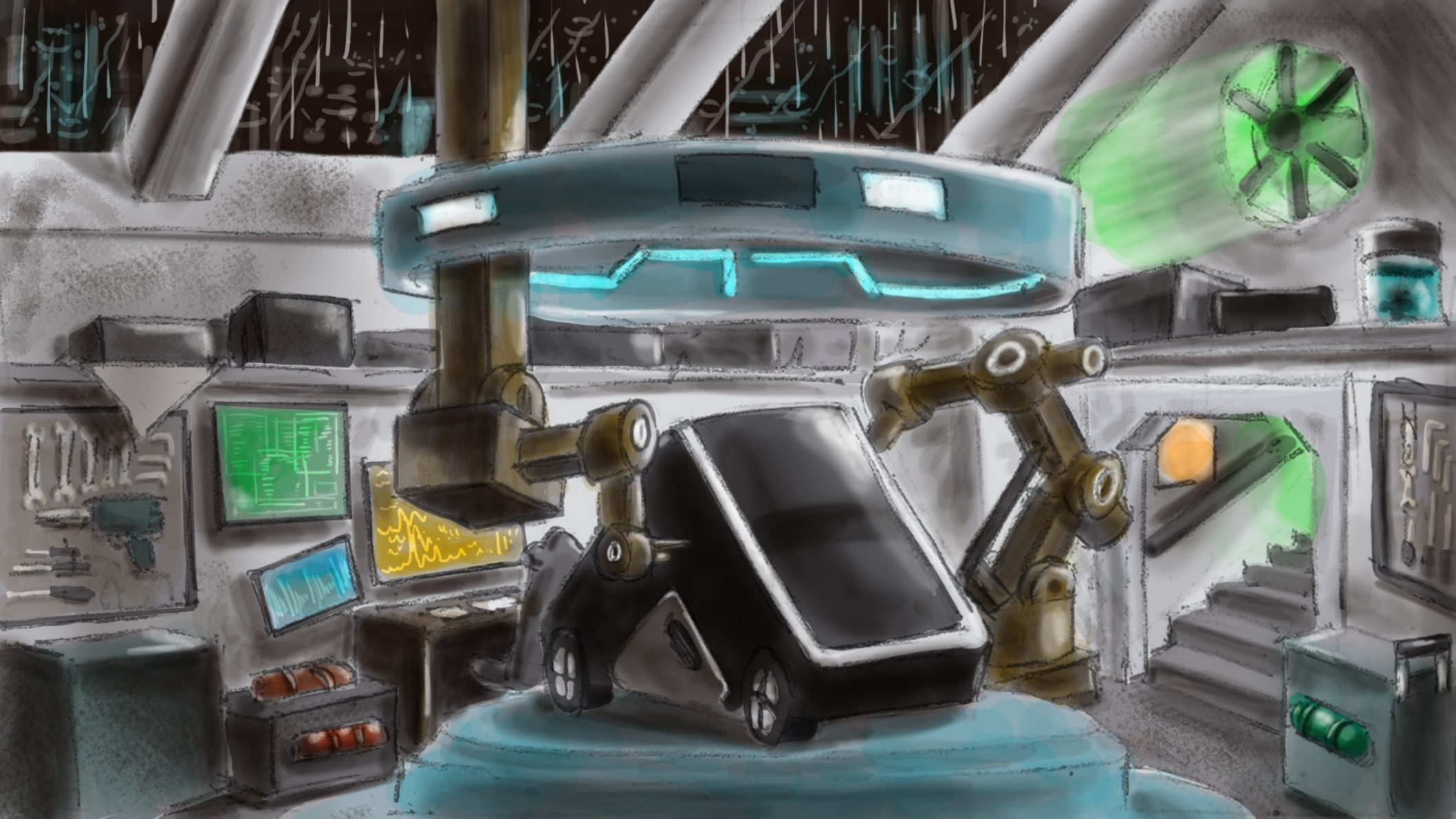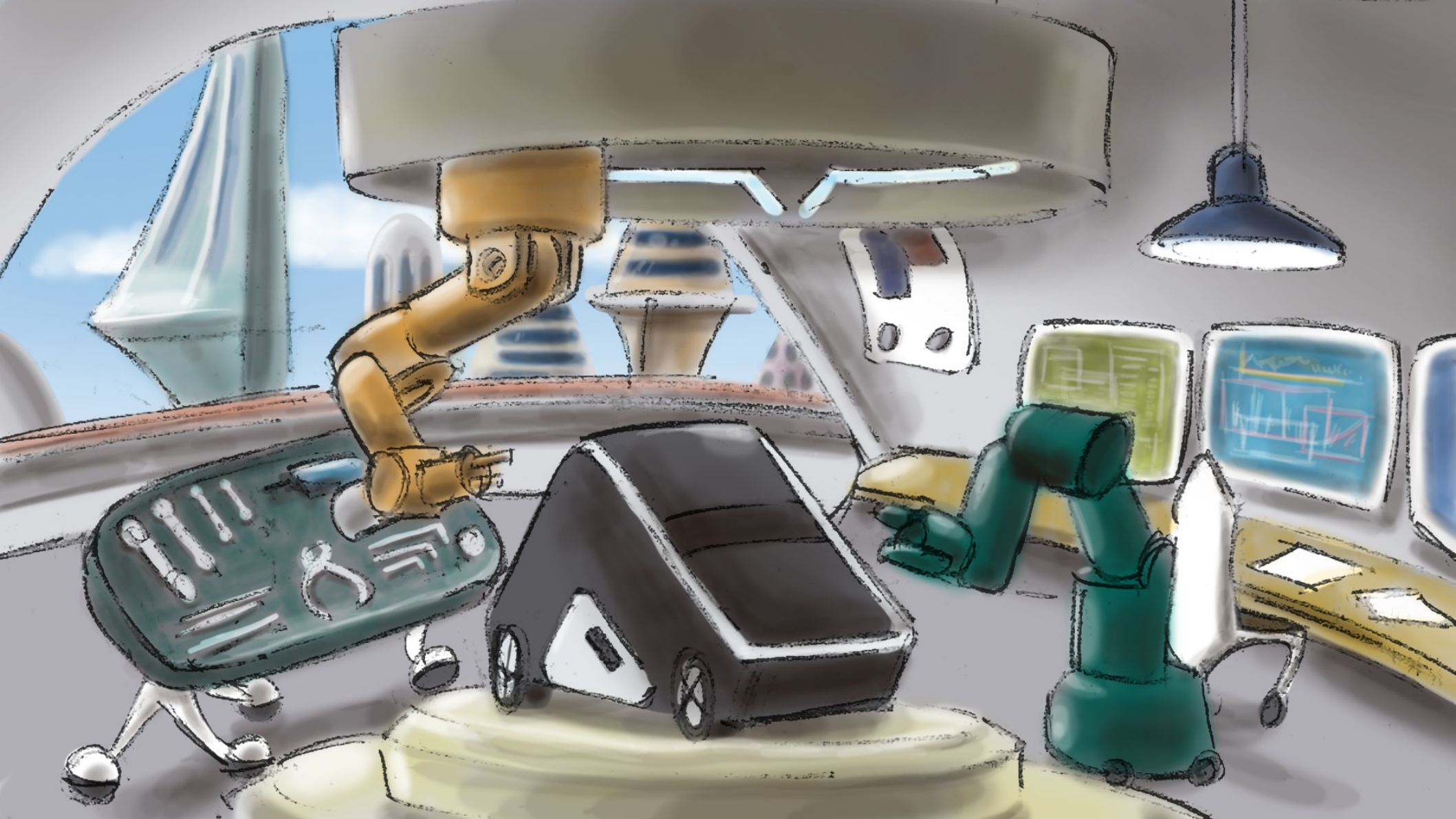# THE ENVIRONMENT

THE CHARACTERS

L.I.LA.
AI detective in charge of investigating the hacker attacks on Elysium city.
She can process data extremely fast, but has a hard time understanding human emotions.

Lockwood
Human detective in charge of investigating the hacker attacks on Elysium city.
He has a near perfect instinct for understanding criminal minds, but a trauma in his past makes him avoid using the most recent technology.

Dahlia
Lockwood's assistant and tech genius.
She deals with technolgy so that he doesn't have to.

Rose
Mayor of Elysium. She created L.I.L.A. and is slowly giving her more features and helping her understand humans.
She takes great pride in her work and many people rely on her.

Poppy
Rose's daughter. She wants to be the best battle racer in the world but is not old enough to drive.
In the meantime she is learning everything she can about technology from Dahlia and acidentally causing a lot of trouble around the city.

[The Player]
One of the best battle battle racers in world. Will be tasked with dangerous missions from the other caracters.
Over time, as the player gains fame a respect, the player becomes a frequent target of hacker attacks.

(character portraits are all original works from a human artist drawing over of AI-generated images)

FEASABILITY

ENVIRONMENT 1 – CYBERPUNK GARAGE

KEY COLORS:
- #232b2f
- #628b97
- #f2f4f5
- #8eeff7
- #a8a7a9
- #94d992
- #715f35

SHADERS:
- Flexible Toon Shader (or similar) https://godotshaders.com/shader/flexible-toon-shader/
- Outline Shader (or similar) https://godotshaders.com/shader/pixel-perfect-outline-shader/

TEXTURES:
- Floor: https://ambientcg.com/view?id=Tiles052
- Walls: https://ambientcg.com/view?id=MetalPlates008

NOTE: Texture resolution will be small since the goal is a mobile game, but it can become higher for future releases on other platforms.

ENVIRONMENT 2 – ATOMPUNK GARAGE

KEY COLORS:
- #232b2f
- #628b97
- #f2f4f5
- #8eeff7
- #a8a7a9
- #94d992
- #715f35

SHADERS:
- Flexible Toon Shader (or similar) https://godotshaders.com/shader/flexible-toon-shader/
- Outline Shader (or similar) https://godotshaders.com/shader/pixel-perfect-outline-shader/

TEXTURES:
- Floor: https://ambientcg.com/view?id=Tiles074
- Walls: https://ambientcg.com/view?id=Porcelain001

NOTE: Texture resolution will be small since the goal is a mobile game, but it can become higher for future releases on other platforms.