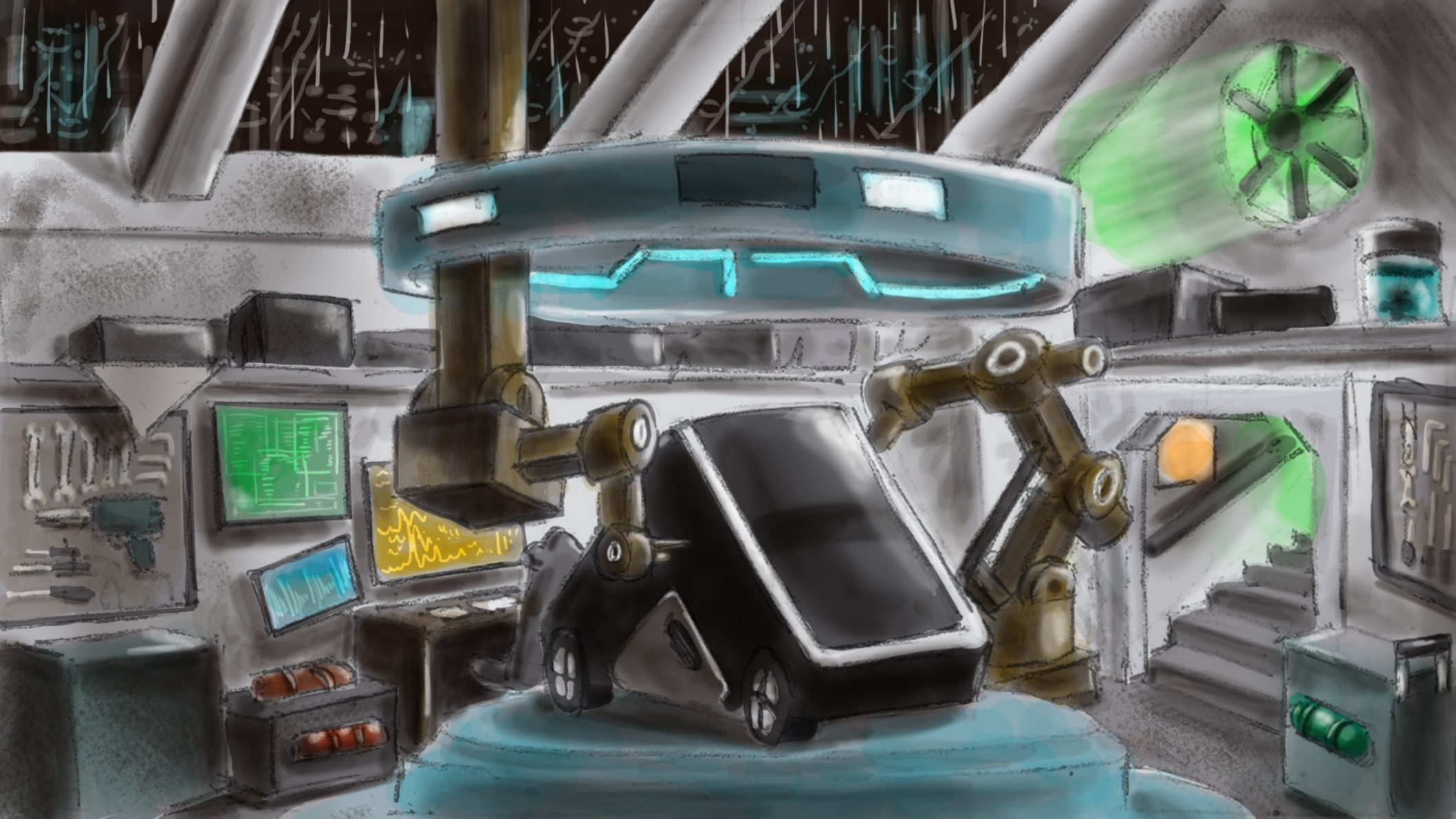


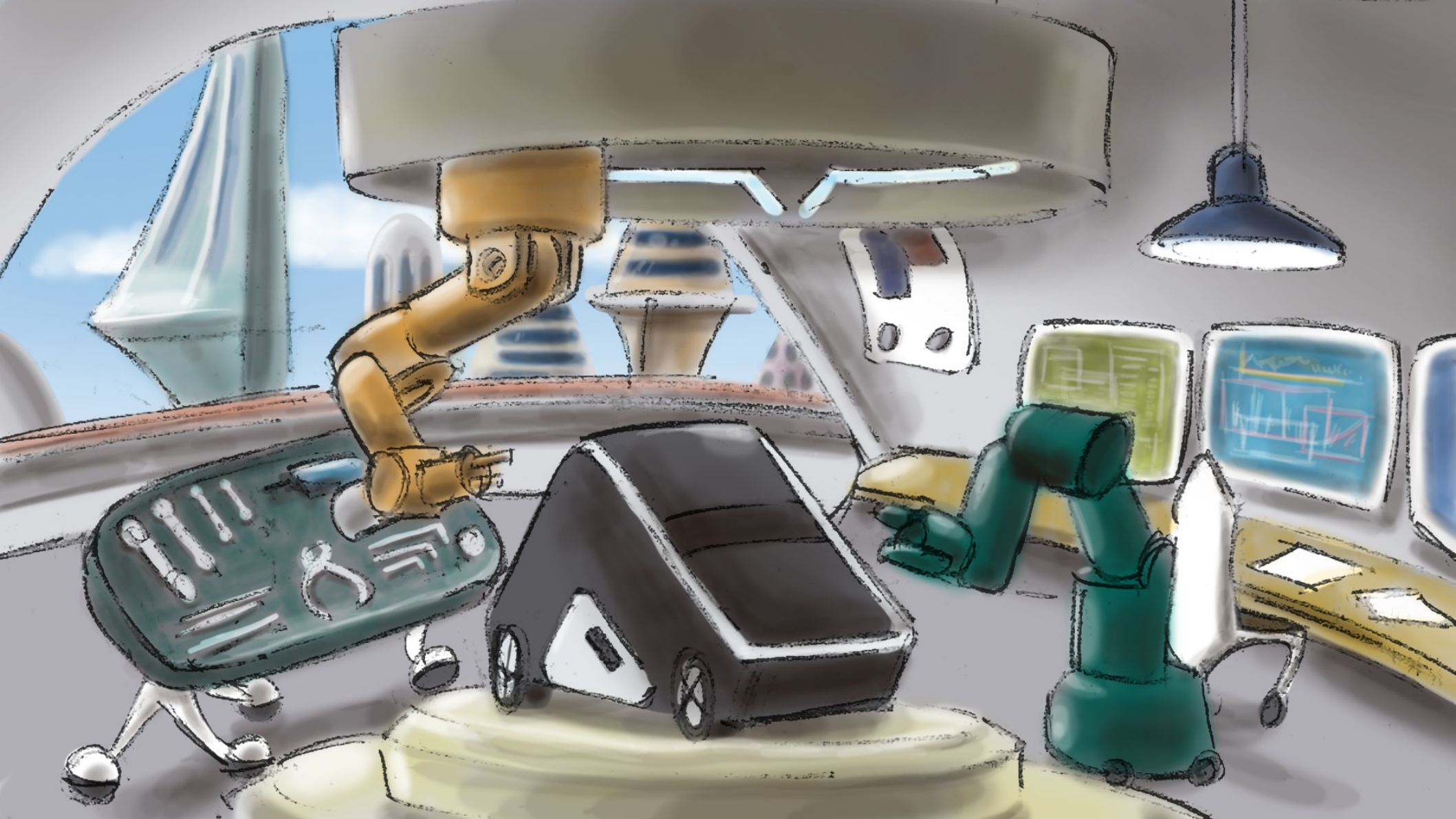
# CONCEPT ART DESIGN



# **THE ENVIRONMENT**







# THE CHARACTERS



## L.I.L.A.

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.



## 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.



## 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.



## 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 accidentally causing a lot of trouble around the city.



## Dahlia

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



## [The Player]

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

**FEASIBILITY**

# 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

## SHADERS:

- Flexible Toon Shader (or similar) <https://godotshaders.com/shader/flexible-toon-shader/>

## Defensive-type Items:

- 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.