

# Design Work

Collection of artifacts from the visual design process.

Figure 1: Initial drawing for the locomotive.

This helped us define the hand-drawn look we wanted, but we later changed the colour palette, fixed the perspective, and added more tubes and pipes to better fit the steampunk style we wanted.

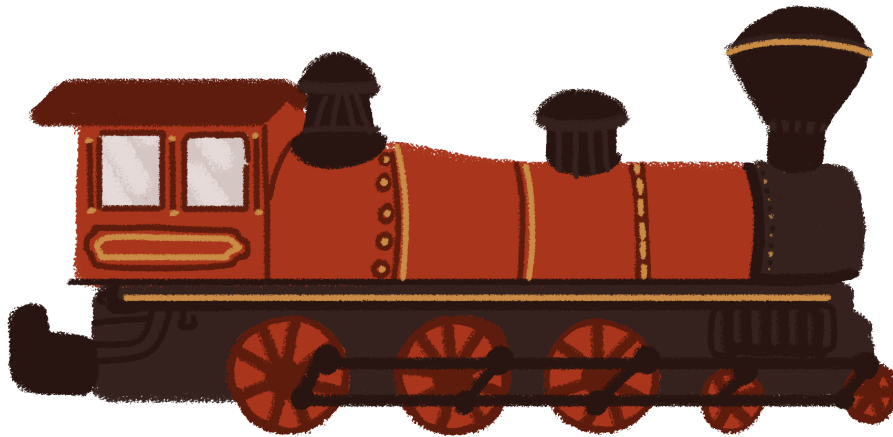


Figure 2: Initial character designs for Lady Mortimer and Inspector Sands.

These designs are relatively accurate to what we ended up with. By creating these concepts early on it was easier to write dialogue for the characters because we could picture them. The lady's headpiece later became a hat for easier implementation and to make it easier to see her face.



Figure 3: Testing how character designs translate to in-game.

We have separate art for the non-player characters when they are in the carriage versus when you talk to them in dialogue. At this stage you can see two versions of the Doctor character, one closer to the style of the busts used in chat, one with larger, rougher lines to better match the environment. We used the less detailed concept, and added white outline to all NPCs to make them stand out from the background and to indicate to players that they can be interacted with.

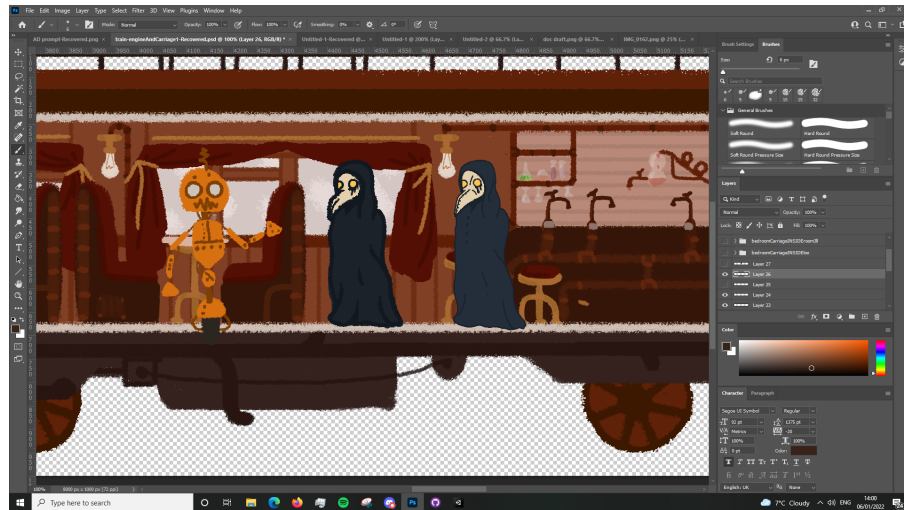


Figure 4: Initial Player character design

When designing the player character we wanted them to be someone all users could see and relate to. For this reason, we played around with the idea of making them a robot, so all players could see themselves in them regardless of gender. We developed this concept into our final design, half-human, half-cyborg. We did this to make them look more human and relatable and visually match the rest of the characters, whilst still being interesting and outside of the gender binary.

