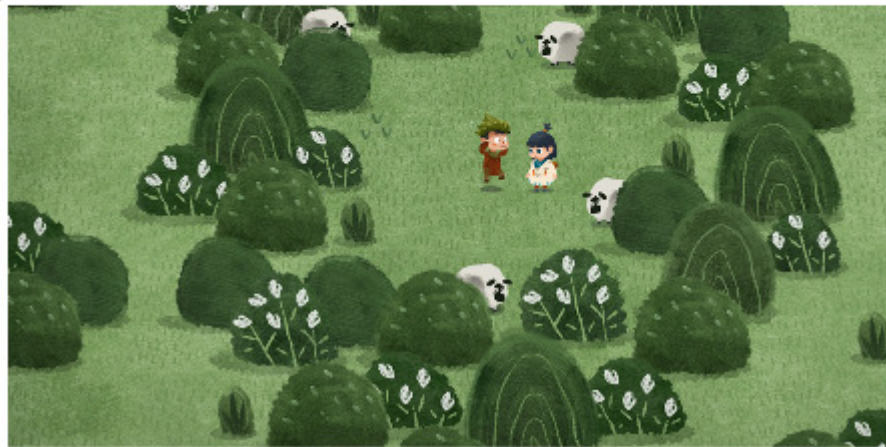


Art Direction

Collection of images demonstrating the overall 'vibes' we want the visuals of our game to have



hand-drawn style, very textured



painterly style, no lineart, texture, muted colours



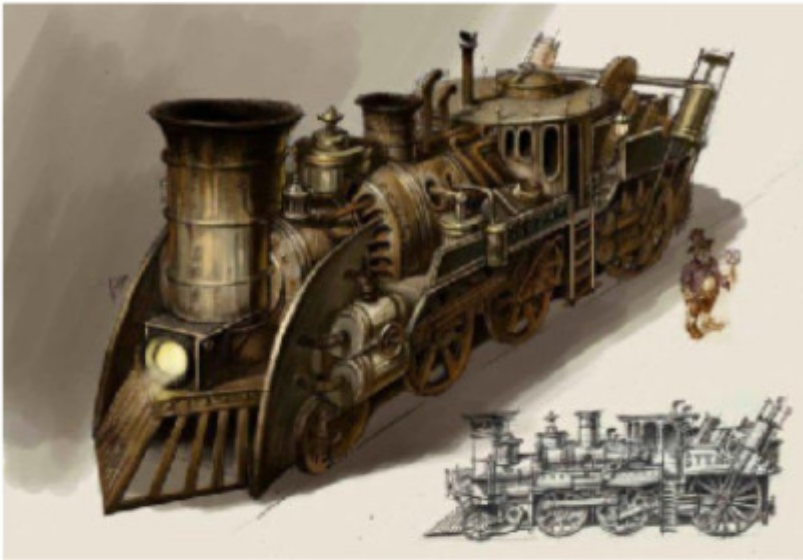
2D, flat backgrounds, cosy colour palette, no lineart



limited colour palette to create cohesive theme, cosy

Environment

Collection of resources to inspire our environment style and design



typical steampunk train - rusty colour palette, the style is recognisable due to lots of extra mechanisms, visible machinery, etc



limited colour palette, mixture of soft fabric textures and shiny metals. dim lighting helps give this the slightly creepy vibe.

Fantastical steampunky machine - doesn't need to make logical sense, this is a fantasy world. The more random bits, machinery, pipes, the better



Fancy dining cart reference - good idea of layout. Particularly notice the extra embellishments, curtains, lights - adds to feeling of luxury

Reference for exterior of train - gives a rough idea of how long carts usually are, window placement, and so on.



Characters

Resources to inspire both general character design and specific characters

general expressions - everyone should look evil in their up close portraits



Doctor character looks like a plague doctor - venetian mask, long cloak, creepy



Lady character outfit - hyper feminine, steam punk. Old fashioned elements such as corset



Lady's bird is a Red Cardinal

steward - soft androgynous look, short hair, gentler take on steampunk fashion



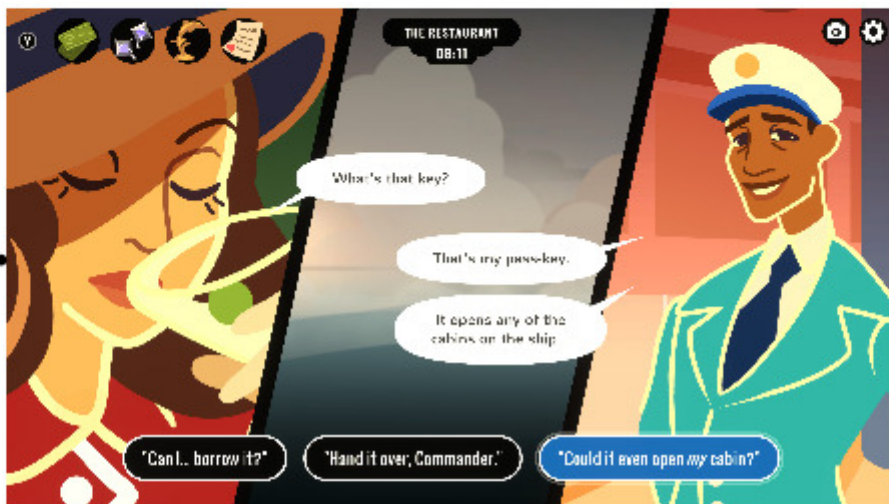
Inspector looks eccentric - over the top fashion style, round glasses

UI

References for UI style and layout

Simple icons, clustered around corners of screen so they don't impact game view.

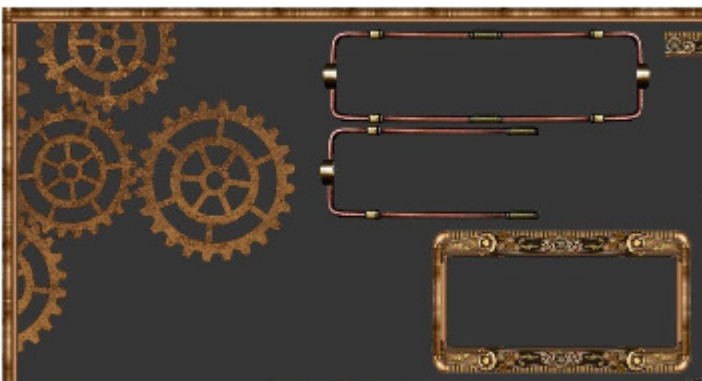
When in conversation, two character portraits show, and dialogue appears phrase by phrase in speech bubbles



Ui elements drop down on chains - good time for animation to add juice
Adds to mechanical theme



Interaction prompts (to tell players what keys to press) are inspired by old fashioned type writer keys - cream bg, old fashioned capitalised text, with a metal border.



Ui elements are thematically similar - based on steampunk machinery, so lots of cogs, gears, and a rusty metallic colour palettee.

