SAVE THE DEAD

A game by: Ana Sofia Castellanos

Link to asset list: http://anasofich.com/Product/assets.html

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Pitch:

"Save the Dead" is a game based on the mexican tradition "The Day of the Dead". In this game, you have to click on the right items to decorate the altars without clicking on the dogs nor the dead because that will take away points and lives correspondingly.

Style inspiration

Skeletons

Altar decorations

Día de muertos

Colorful

CHARACTER DESIGN

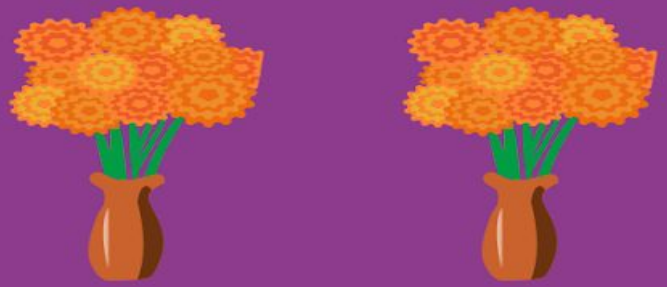
Description of shapes in use

I used different shapes for all the different elements, this is because the decorations of the Day of the Dead are very mixed, of different colors and different shapes. I wanted to represent the beauty and appeal of this celebration in my design.

There are a lot of different colors in use but they all work together to create a good contrast representing a late night at a cemetery during Day of the Dead.

Everything is designed under the influence of flat design.

Graphic elements that visually describe the design



Style tile

Colors

8d3b8d	e64480	6e015e
f26a27	f8bc45	125407
e51f32	46a3e8	001636
ffffff	847f51	6e6f73

Typography

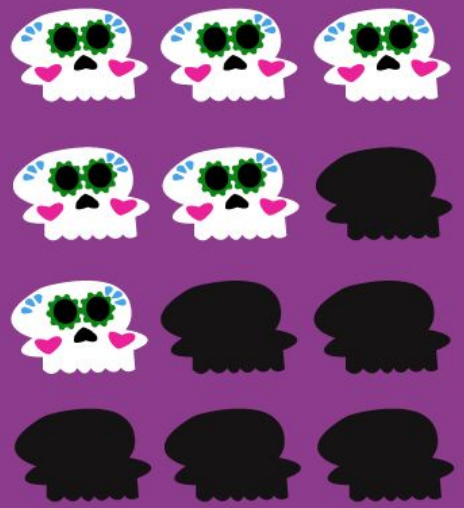
Title typography: MR DARCY

Reading/button typography: **FatFrank Heavy**

Buttons

UI Elements

Health indicator



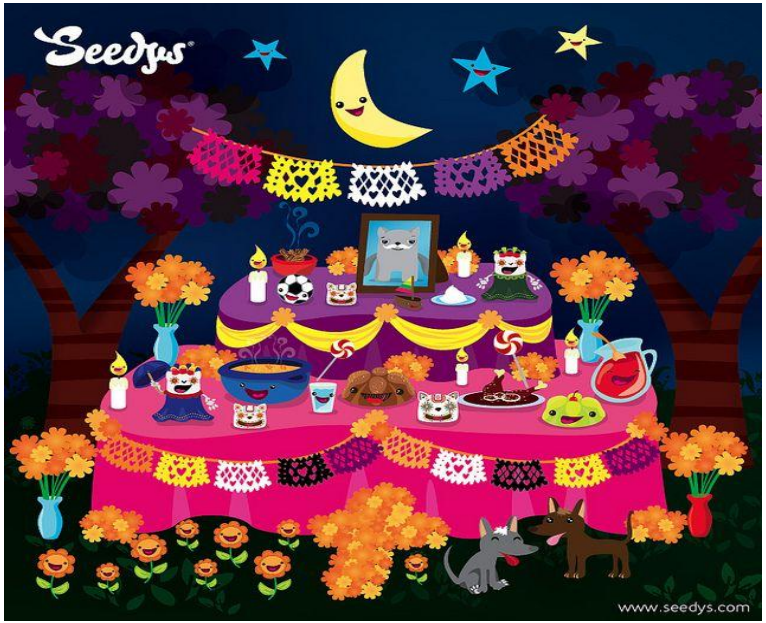
Points indicator

Points:

Time indicator

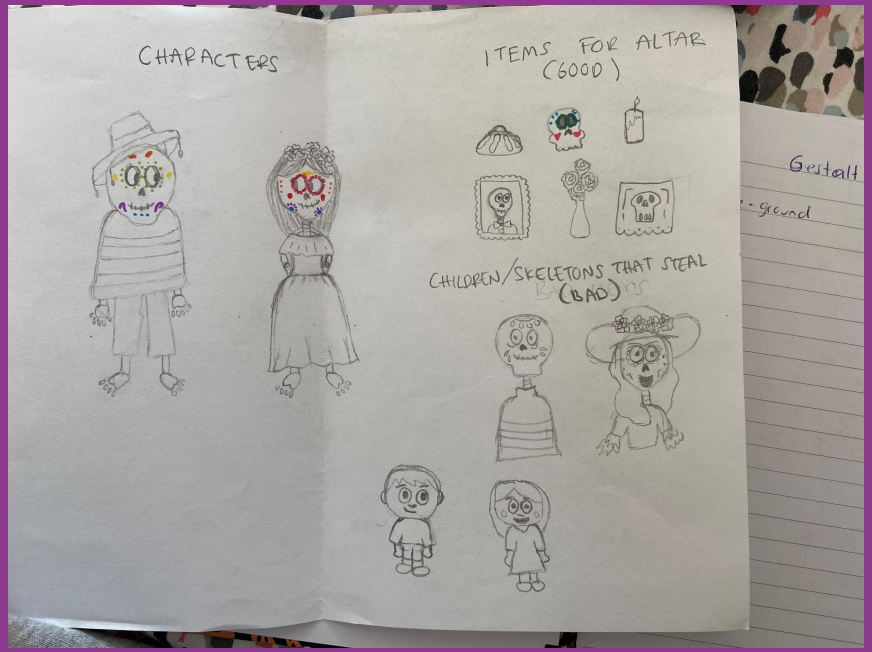
Documentation of process

Study of style inspiration



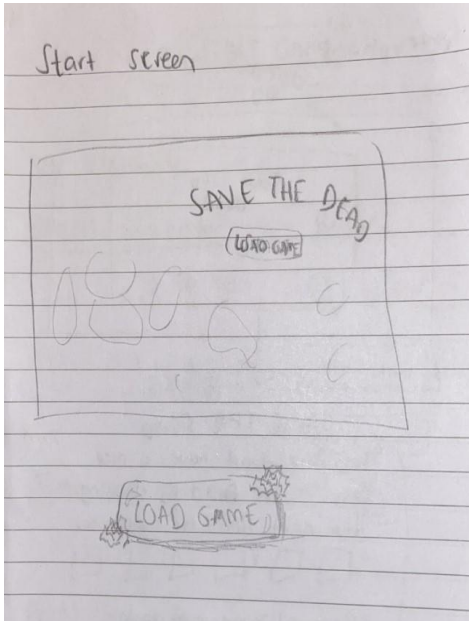
Documentation of process

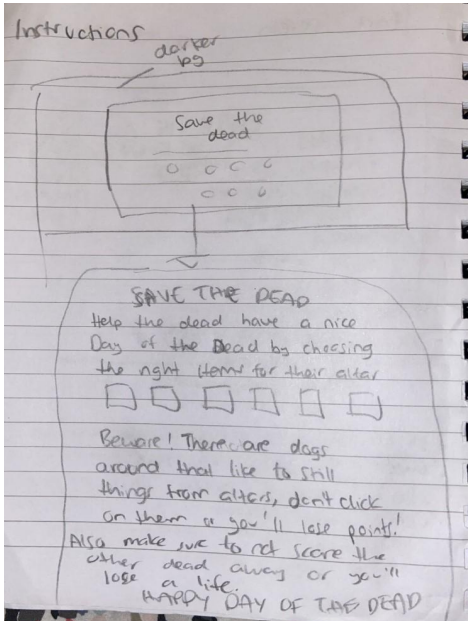
Development of game elements/ Character design



Documentation of process

Game planning and game screen development





Documentation of process

Game planning and game screen development

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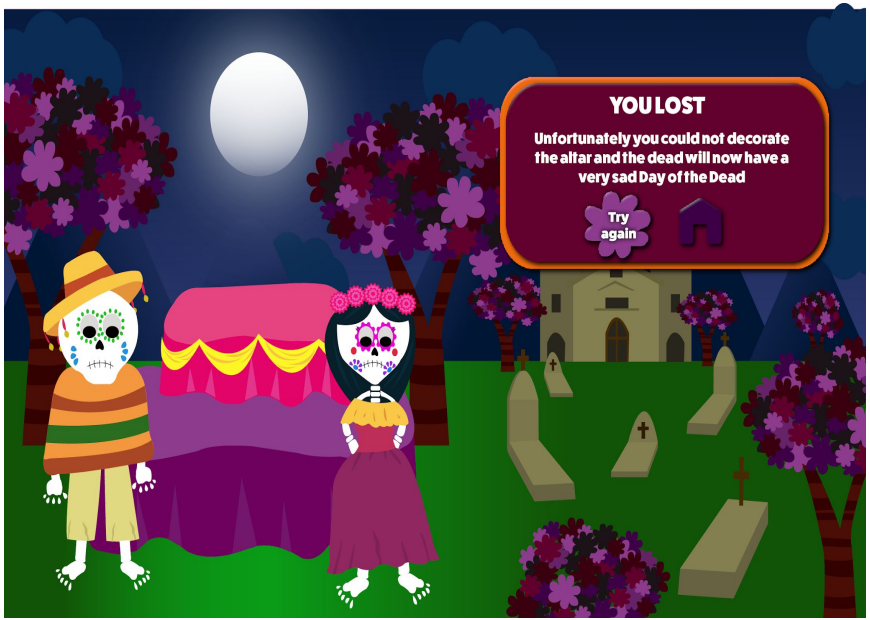
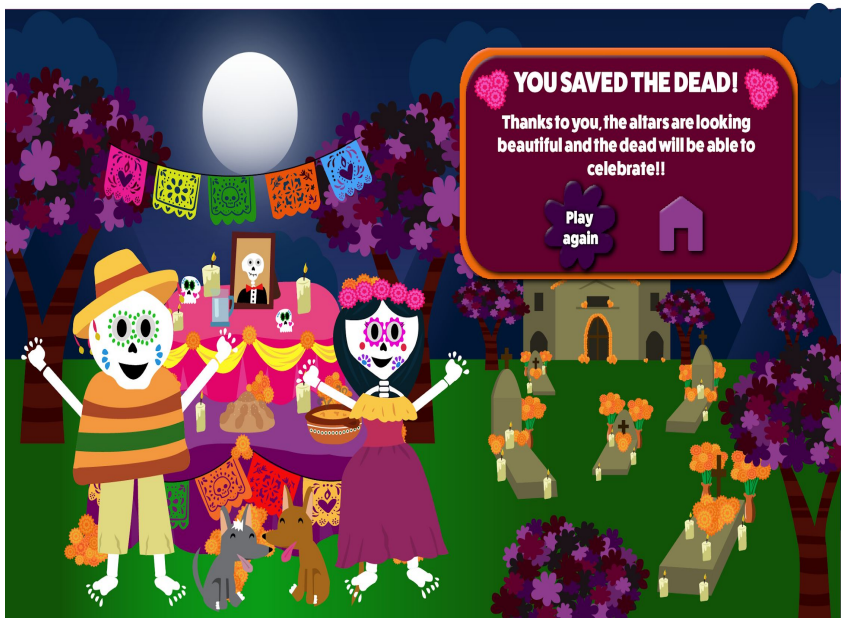
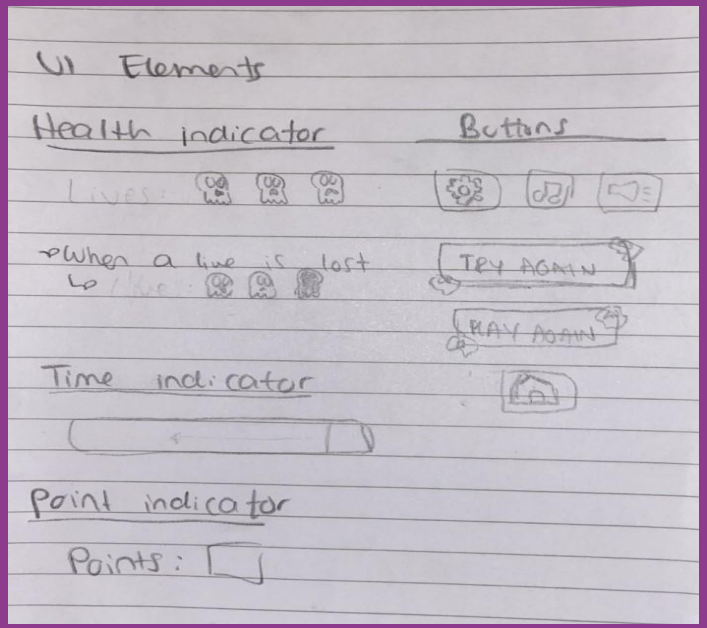
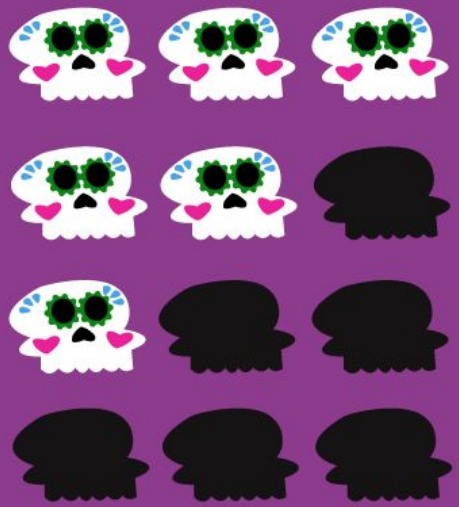
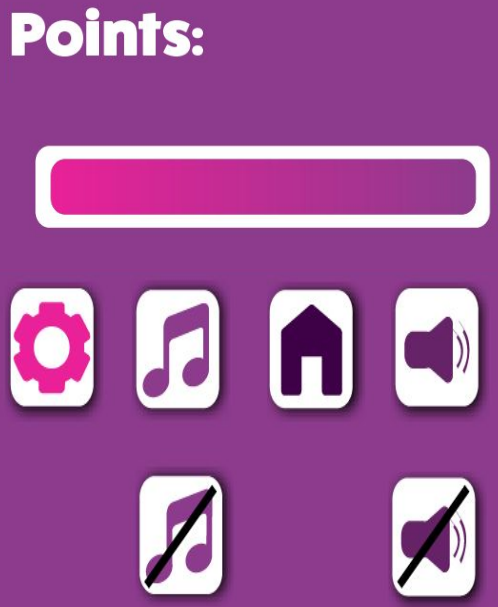




Documentation of Process

Development of UI Elements