

Art Guide

Pokemon Yellow was created for the newest handheld devices, at the time, called the Gameboy. It was easy to compare different colored pokemon based on their type. Most notable is the color people commonly see and associate with certain elements. Outside of color, the design of the character and sprites were intended to be kid friendly so pokemon that had any claws or fangs were reduced or smoothed. This gave some of them a less threatening appearance but didn't diminish them to looking something appropriate for toddlers. When looking at the most, if not all of them, the pokemon tend to be solely or comprised of several rounded shapes.



As for aspects like the map, the design was to be simple, by our standards nowadays, and easy to navigate through. Compared to games that were similar, say like the 1st Zelda game, this game had very clear buildings and pathways to help distinguish where a player was.



Having 2 different art styles, either walking around or in a battle, gave an easy to follow gameplay. Here are 2 examples of the different designs. The top is more well drawn and the other is more simple and pixel shaped.

