Save The Snacks – Art Design Document

Last updated: 7/8/2019 by Haley Phillips

Art Direction Guidelines

Game Art Pillars

- Feelings of the show
  - Art for the title card and loading screen will closely match the style of the Steven Universe show.
- Retro-arcade inspired
  - The in-game art will reference the feel of retro arcade games (like Pacman) with a pixel-art style for sprites.

Reference Games

- Pacman will be referenced for in-game character style and arcade-like UI examples.
- Dead cells and Pacman 256 will be examined for interesting gameplay mechanics ideas
- Various CN Arcade games will be referenced to help me match the game-flow of a typical CN Arcade game.
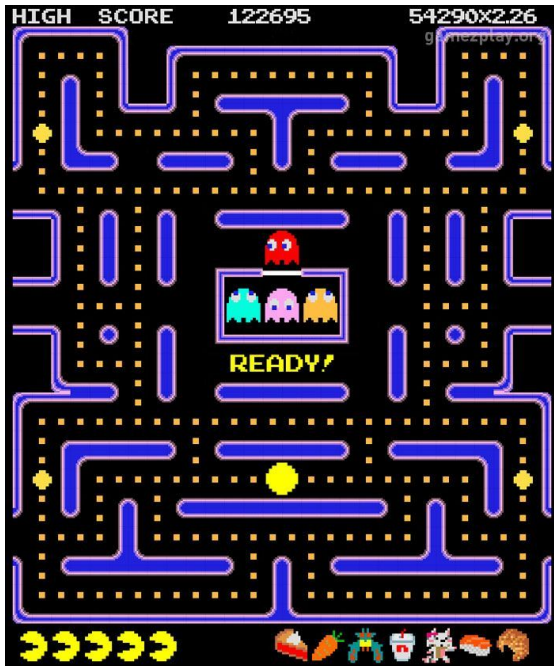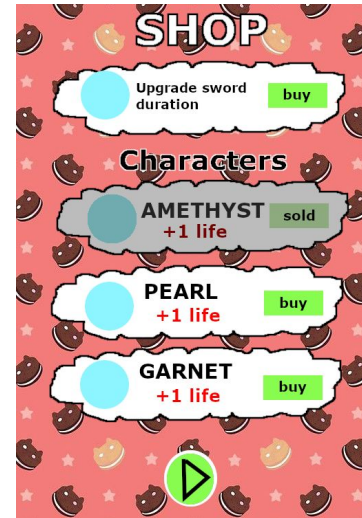
Look and feel examples

The loading screen will reference the episode of SU where steven holds up the plate of together breakfast. There will be a loading bar above Steven's plate.

The shop menu will reference the Steven Universe show to incorporate a scrolling background of snacks similar to the scrolling cookie cat background in the show.

The in-game style will reference the style of Pacman. The map will be top down, and elements in the game (map tiles, characters, items, UI icons) will have a pixelated art-style. The map will be symmetrical so that the player can easily navigate. There will be wrap-around areas where the player can move from one side of the map to the other.

The main menu will show Steven fending off crystal shrimp with Rose's sword. This will be in full color and as true to the style of the show. The rose bush maze will be in the background, and steven and the shrimp will be in the foreground. There will be a pile of snacks layered under the play, settings, and shop buttons at the bottom of the screen.
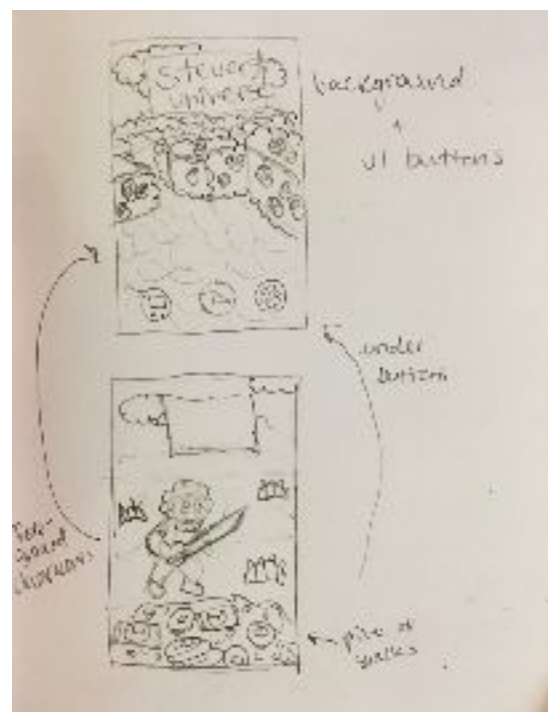
Color Palettes

Environment palettes:

Characters

Game Character Designs

The in-game characters will be moving heads in a pixel art stylized approach.
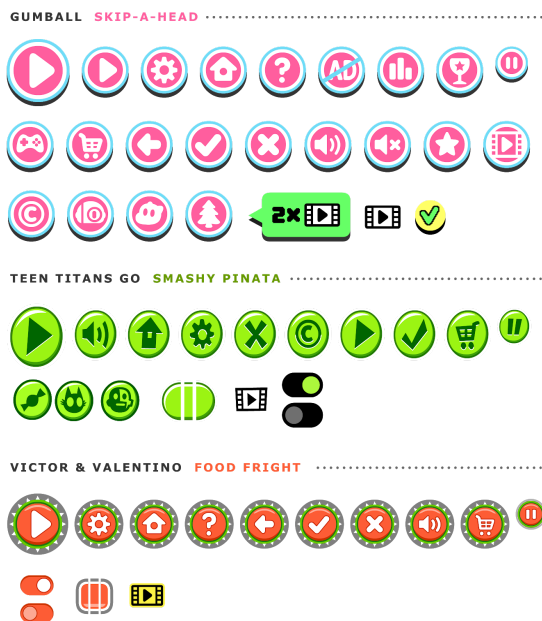- Steven
- Amethyst
- Pearl
- Garnet

Animation Style

Characters and enemies will be animated to "bounce" similar to this style and change sprite directions based on which way they are moving.

Environments

- Inspired by SU show rose bushes (Ep149 Now We're Only Falling Apart)
- Main level will consist of two tile layers
    - Wall layer (hedges)
    - Floor layer (stone)
- Player can collide with wall tiles and will be stopped from moving. This maze will focus on having a variety of different paths so that the player will not easily be cornered by enemies.

UI & Menus / Look & Feel

GUMBALL *SKIP-A-HEAD* ·······························

TEEN TITANS GO *SMASHY PINATA* ·····················

VICTOR & VALENTINO *FOOD FRIGHT* ···················

Menu Design

Buttons will attempt to follow the CN Arcade UI examples: they will be grayed out when pressed and colored to suggest their effect. Pop ups and menu screens will mimic the art style of the SU show and jump out of the retro-arcade look while not in-game.
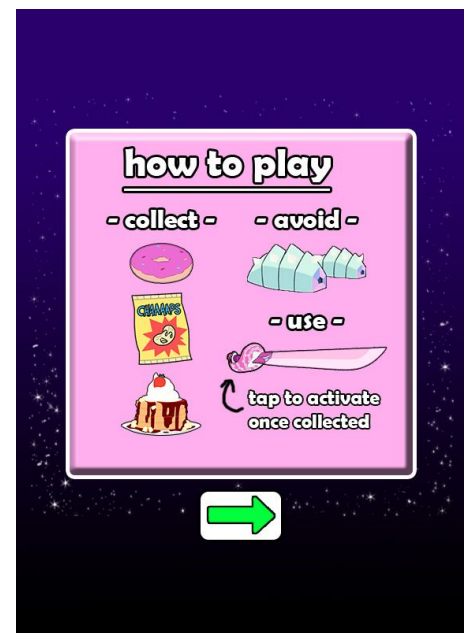
Font

Pop-ups and menu elements will use a sans-serif called "Font name" pictured in the mockup on the right.

Art Pipeline / Tools Used

Art assets will be created in Adobe Photoshop CS6. Tiled Editor will be used to design the map layout using ground tile and wall tiles.

Tools

- Adobe Photoshop CS6 (13.0.1)
- Tiled Editor (1.2.4)

Complete Assets List

- Title Screen
  - Scrolling background texture
  - Title treatment
  - Play Button
  - Shop button
- Loading Screen
  - Loading bar
  - CN lock up logo
  - Background art
- Level
  - Sword item
  - Chaaps item
  - Donut item
  - Together Breakfast item
  - Steven sprite
  - Garnet sprite
  - Amethyst sprite
  - Pearl sprite
  - Crystal shrimp sprite
  - Red crystal shrimp sprite
  - Pause button icon
  - Life icon
  - Coin icon
  - Ground tile
  - Hedge tiles (rose bush tile)
- Pause Menu
  - Sfx toggle icon
  - Music toggle icon
  - Pause background
  - Close "x" button
- Results screen
  - Background art
- Shop
  - Purchase button icon
  - Replay button icon
  - Shop background
  - Shop card box

Change Log

July 8, 2019 - Initial document completed

Contact Info

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