

Project Assets

Interactive Digital Art and Design

Year 1, Semester 2, 2024

by Elisabeth Sykorova

Game Design

Game genre: Action, Top Down

Inspiration: Pac-Man, IO games (Slither.io, Agar.io), Fireboy and Watergirl

Story and Goal:

In this game, the player plays as a flame disturbing the nature's balance, evaporating innocent water entities while being chased by earthy leaves trying to stop the fire and restore peace.

The goal is to survive as possible and regain progressively decaying health by colliding with water entities.

The flame also has the lightning's and wind's help in the form of abilities -

After gaining a wind point (whenever two leaf enemies bump into each other), a wave can be released, which pushes away all leaf enemies it hits.

Naturally over time, a boost meter fills up. While the meter is not empty, the player can use the charge to get a boost which not only makes their speed faster, but also makes them invulnerable for a moment.

But careful, all abilities have their limit...

Mechanics:

My goal was to design a fast-paced and reaction-based game.

I wanted the player to move constantly and in any direction. One of the NPCs was supposed to be running away from the player and the other was supposed to chase them, so it would create an “endless chase” kind of situation.

Since the goal was to survive as long as possible, the score was also replaced by “time elapsed”.

Instead of shooting bullets, which I wanted to avoid in my game, I decided to create an ability that allows the player to release a “force wave” to limitedly manipulate the chasing enemies. This ability is supposed to be helpful to the player in tougher situations.

Similar idea went into designing the boost ability. The game would be too difficult without it, and it adds a nice feel of control to the game as well.

Note:

Since my game is designed to be top-down, I have created alternative opening screen animations and focused on their complexity to compensate for the lack of angles in the gameplay.

MOOD BOARD



PIXEL
elements



Characters

Style: Flowy, simple, light colored, elemental



Fire (Player Character)



- *Standing/Idle* -

Character: Energetic, Careless

Fire (Player Character)



- *Vaporizing* -

Character: Energetic, Careless

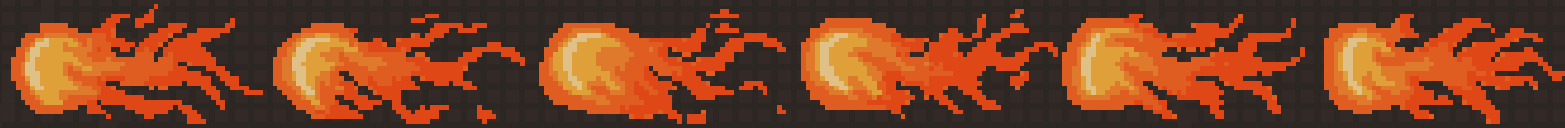
Fire (Player Character)



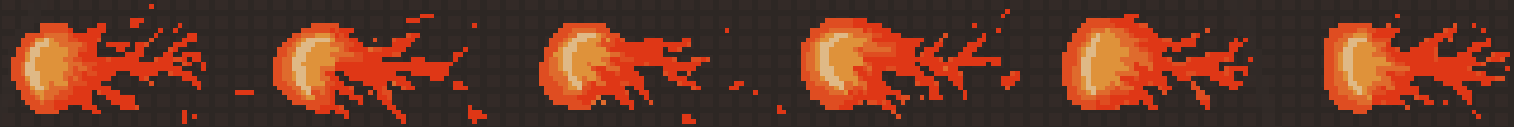
- *Running* -

Character: Energetic, Careless

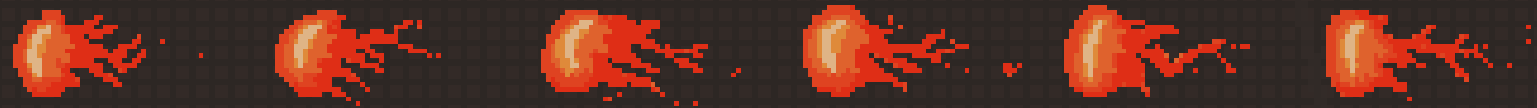
Fire (Player Character)



Full (more than half health)



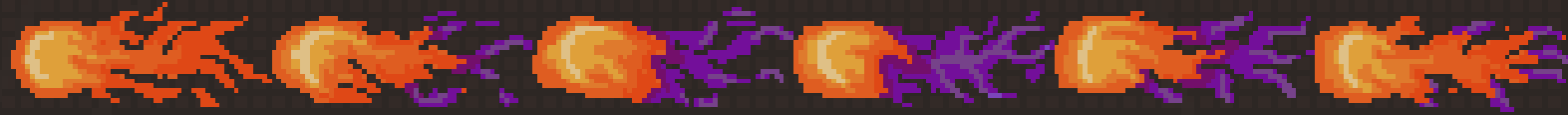
Middle (less than half health)



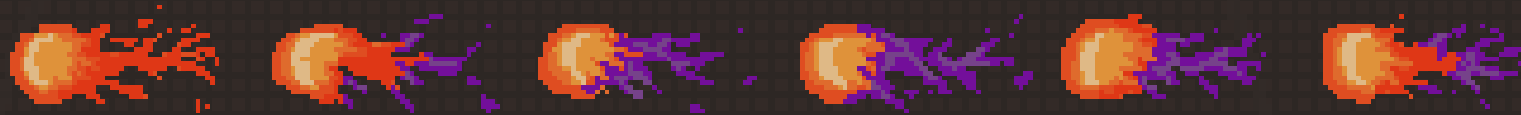
Low (less than quarter health)

- In-Game Movement -

Fire (Player Character)



Full (more than half health)



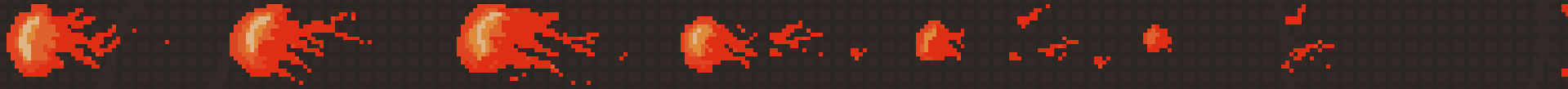
Middle (less than half health)



Low (less than quarter health)

- In-Game Boost Movement -

Fire (Player Character)



- *In-Game Expiring* -

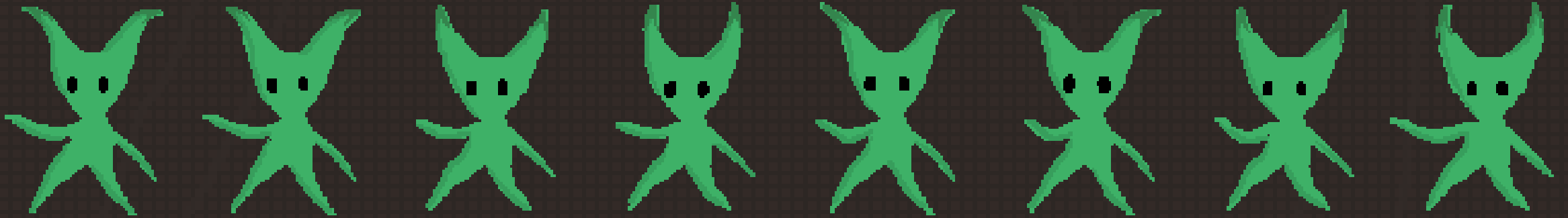
Leaf (Chasing Enemy)



- *Standing/Idle* -

Character: Always in a Group, Guards

Leaf (Chasing Enemy)



- *Pointing* -

Character: Always in a Group, Guards

Leaf (Chasing Enemy)



- *Challenging Stance* -

Character: Always in a Group, Guards

Leaf (Chasing Enemy)



- *Fighting Stance* -

Character: Always in a Group, Guards

Leaf (Chasing Enemy)



Alone

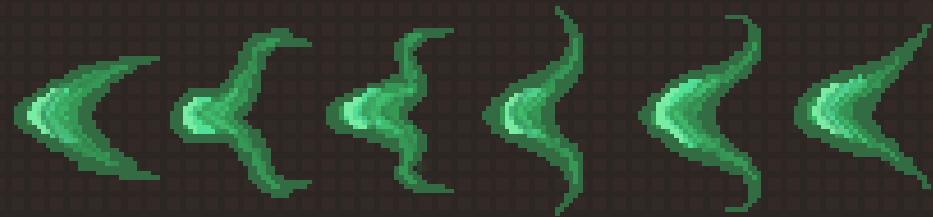


Together

- Running/Chasing -

Character: Always in a Group, Guards

Leaf (Chasing Enemy)



- *In-Game Movement* -

Water (Fleeing entity)



- *Sitting, Stunned* -

Character: Shy, Tired, Blue

Water (Fleeing entity)



- *Standing, Tired* -

Character: Shy, Tired, Blue

Water (Fleeing entity)



- *Jumping and Running* -

Character: Shy, Tired, Blue

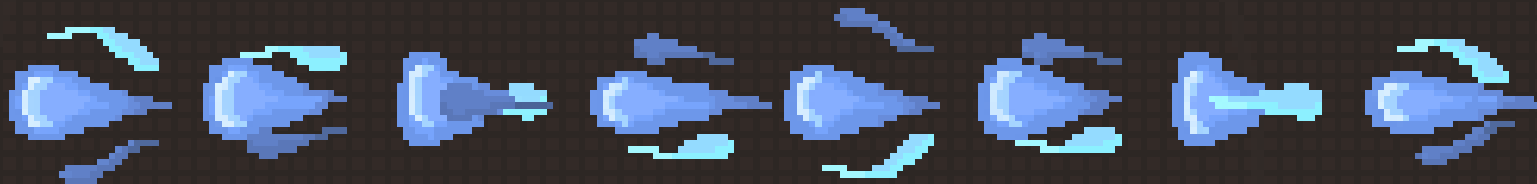
Water (Fleeing entity)



- *Expiring/Giving up* -

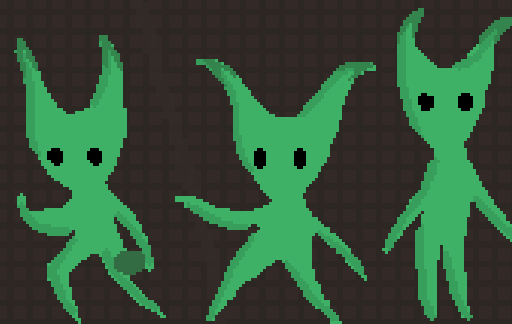
Character: Shy, Tired, Blue

Water (Fleeing entity)



- *In-Game Movement* -

Lineups (Opening Screen “Scenes”)



- Pre-Game/Pre-Chase -

Lineups (Opening Screen “Scenes”)



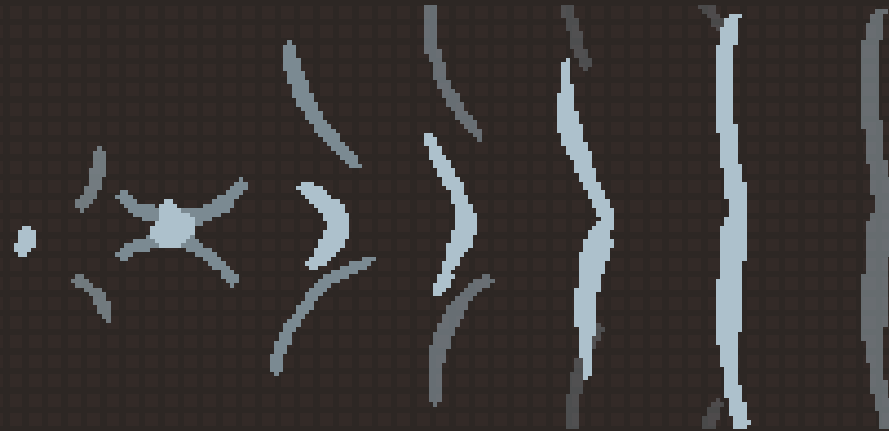
- *The Chase* -

Lineups (Opening Screen “Scenes”)



- *Post-Game/End of Chase/Expiring/Vaporizing* -

Air Wave (Player Ability)



- *Releasing/Movement* -

UI

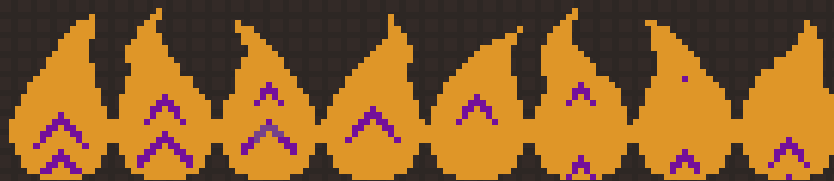
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
Q	R	S	T	U	V	W	X	Y	Z	.	,	:	!	?	(
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a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p
q	r	s	t	u	v	w	x	y	z						

- Pixel Font -

UI



Wave Ability



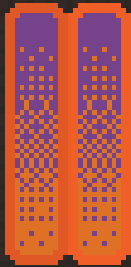
Boost Ability

- Explanatory Menu Icons -

UI



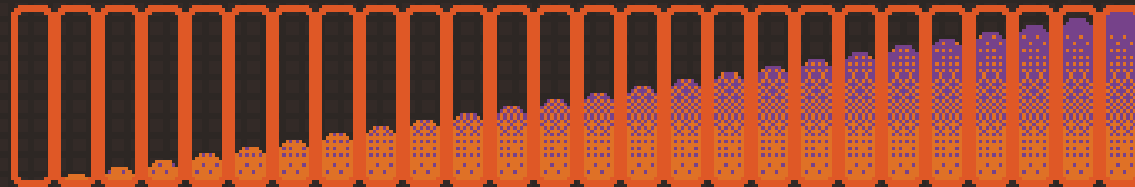
Health Bar



Charged Boost Meter



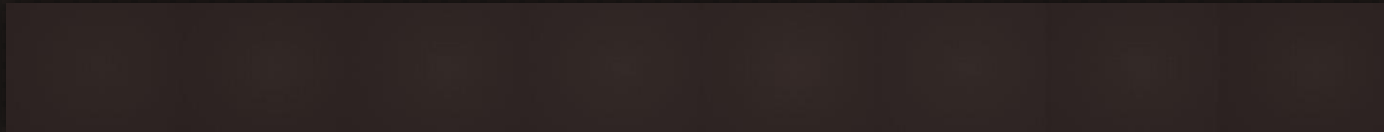
Wave Charges



Boost Meter

- *In-Game Icons and Indicators* -

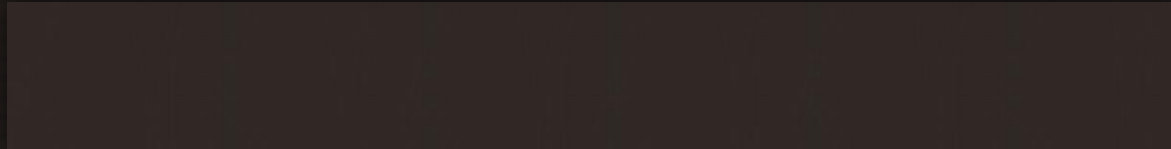
Backgrounds



- *Gameplay* -

The game elements are already very colorful and vibrant, so the background is simple and contrasting

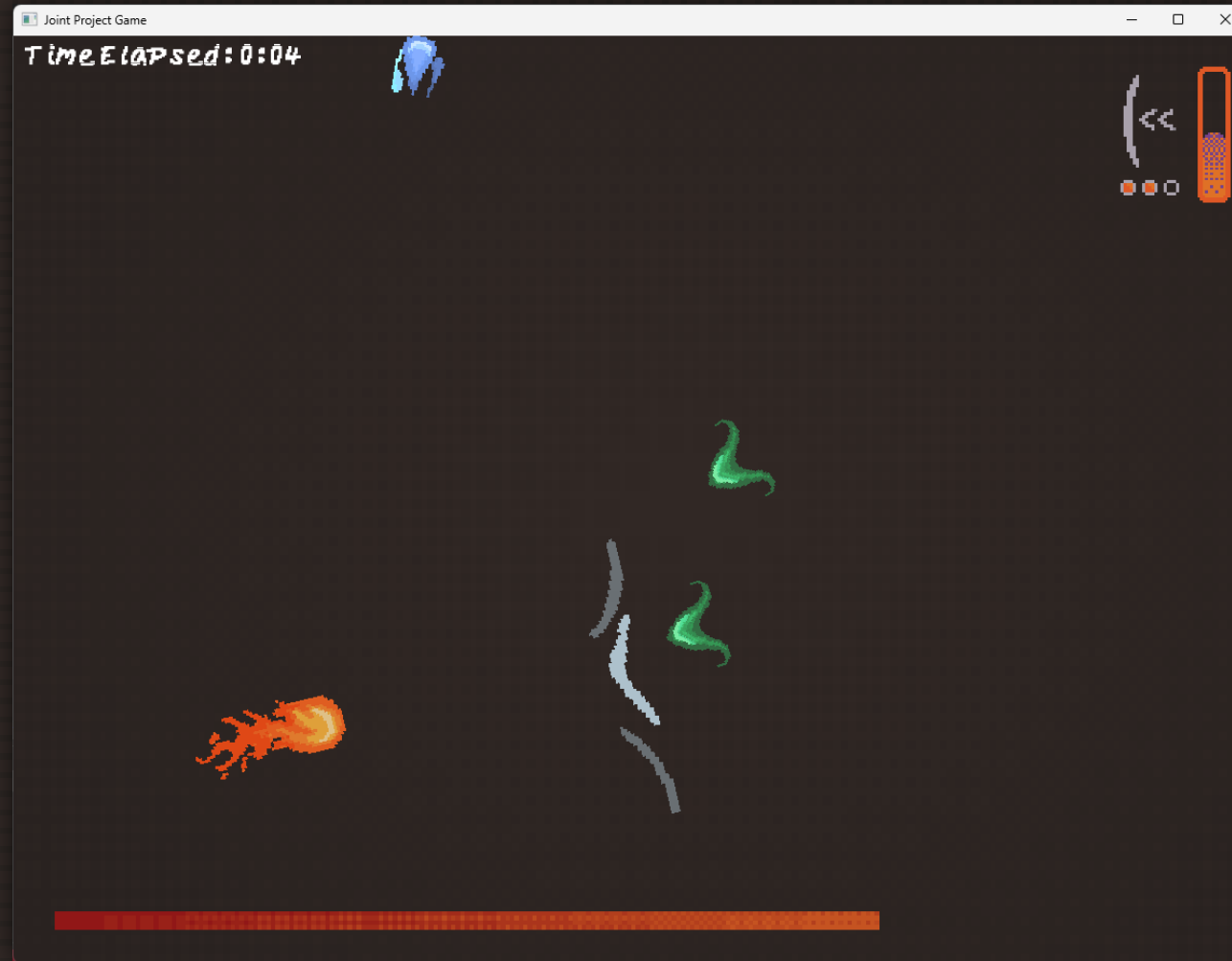
Backgrounds



- *Gameplay* -

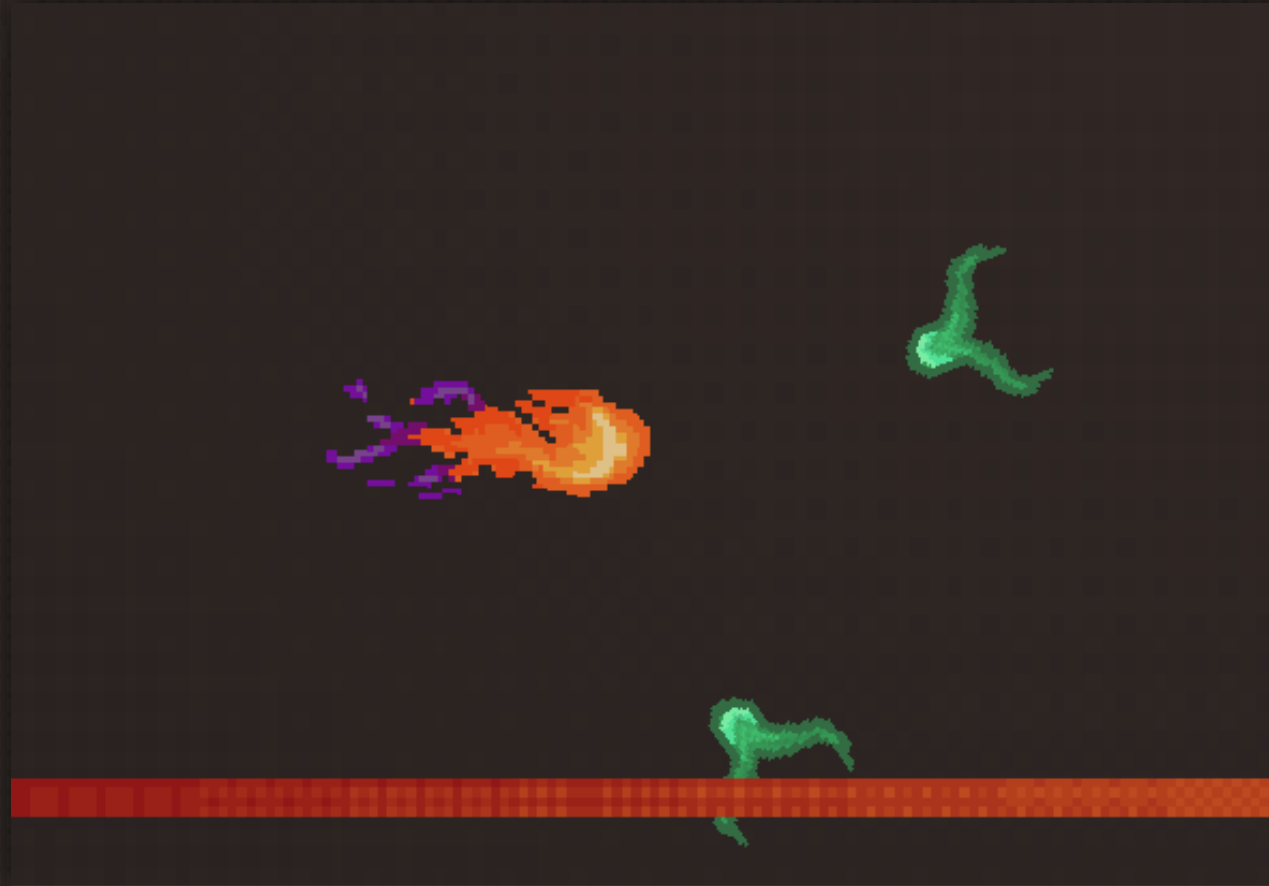
The game elements are already very colorful and vibrant and can crowd the screen at times, so the background is simple and contrasting

In-Game Showcase



- *Gameplay: Releasing a Wave* -

In-Game Showcase



- *Gameplay: Player Using the Boost-*

In-Game Showcase



- Menu: Lineup 1 -

In-Game Showcase



- Menu: Lineup 2 -

In-Game Showcase



- Menu: Lineup 3 -

In-Game Showcase



: Press `//SPACE//` to speed up and become invulnerable (until the boost meter is empty) .



: Press `//E//` to release a wave to push away enemies .

you can have up to 3 charges at a time gained when two enemies collide .

- *Menu: Icons and Instructions –*
(prototype)

In-Game Showcase



: Press `//SPACE//` to speed up and become invulnerable (until the boost meter is empty) .



: Press `//E//` to release a wave to push away enemies .

You can have up to 3 charges at a time gained when two enemies collide .



Ionite

TimeElapsed: 0:13




You evaporated 8 water entities and got caught 8 times .

- Menu: Fullscreen –
(prototype)

[illegible]

Sprite Atlas



The image displays a comprehensive sprite atlas for a game. It features a grid of various assets: a top row with a health bar and a long sequence of small, colorful, flame-like creatures; a second row with green, blue, and orange characters in various poses; a third row with groups of blue, orange, and green characters; a fourth row with blue, orange, and green characters in different poses; and a fifth row with blue, orange, and green characters in different poses. The bottom row contains a long sequence of small, blue, flame-like creatures. The entire atlas is set against a dark, textured background.

(Link to a prototype showcase of the assets in-game: [In_Game_Assets_Showcase\(prototype\).mp4](#))