



Fireball!

Game Art Bible



Overview

“Team up with or against your friends in the Baby Dragons’ Playgrounds as you Fireball critters for the highest score in this action-packed party game!”

Fireball! is a multiplayer party game where players control cute baby dragons trying to kill cute little critters. We are using a cutesy, simplistic, and colourful visual style in order to best relay the cute and playful concept, while also taking advantage of it for a humourous contrast with the violent gameplay.

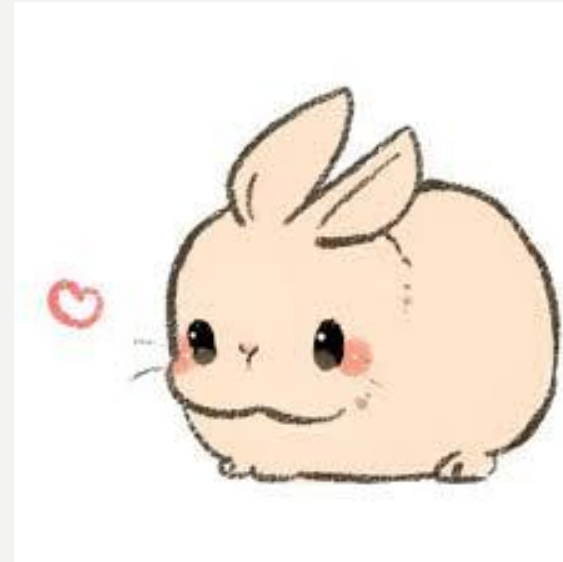
To make the experience more dynamic and hectic, we will have various powerups and a constant stream of critters. At the end of rounds, we will further add to the humour with gag achievements.

Character Style Guide



The idea behind the dragon designs is to have them be recognisably young as well as cute and cartoonish.

Character Style Guide



The critters should be completely adorable and look infant and helpless, to sell the cute visual and humourous morbidity of the gameplay.

Environment Style Guide



The environments are cartoony and simplistic. Environment assets lean toward being more angular than perfectly smooth.

Environment Style Guide



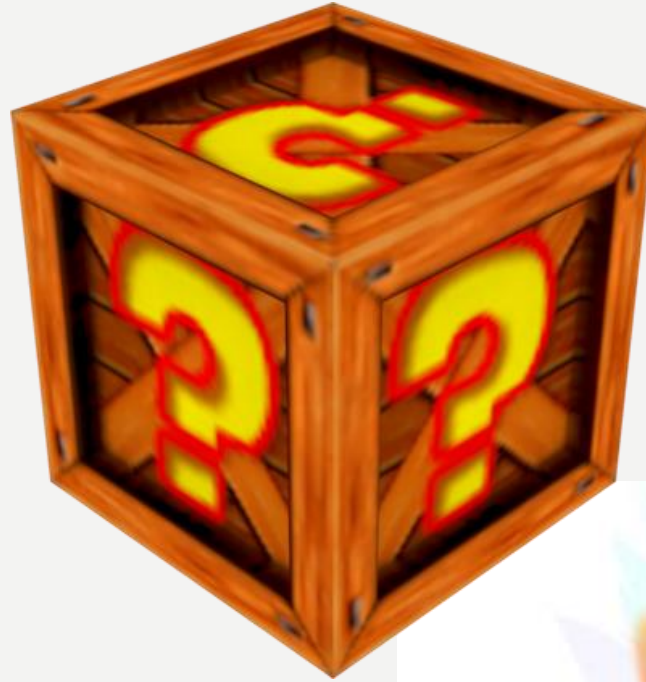
*The camera angle will be fixed at a slanted top-down view.
The stage is a walled-in area that holds all the gameplay
inside it.*

Powerup Style Guide



The common powerups will be 2D, and should be easily distinguishable among all the mayhem during the game. A bright outline around an appropriate image would be best for this.

Powerup Style Guide



The special powerups will be randomized, and the player will receive one of several upon picking up the powerup. The special powerup will be a 3D object and incredibly noticeable. All of them will have a significant impact on the playing field.

Game Moodboard



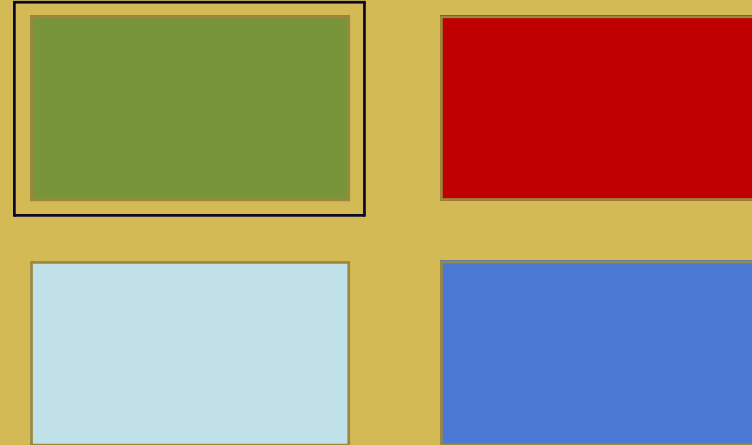
The game is colourful and ostensibly family-friendly, but also slightly morbid. It's a hectic and violent experience while maintaining a cute exterior.

UI Design Concepts

Fireball!

Start
Instructions
Options
Exit

Stage Select



Instructions



2/3

EXIT

Options

Option
Option
Option
Option
Option

EXIT

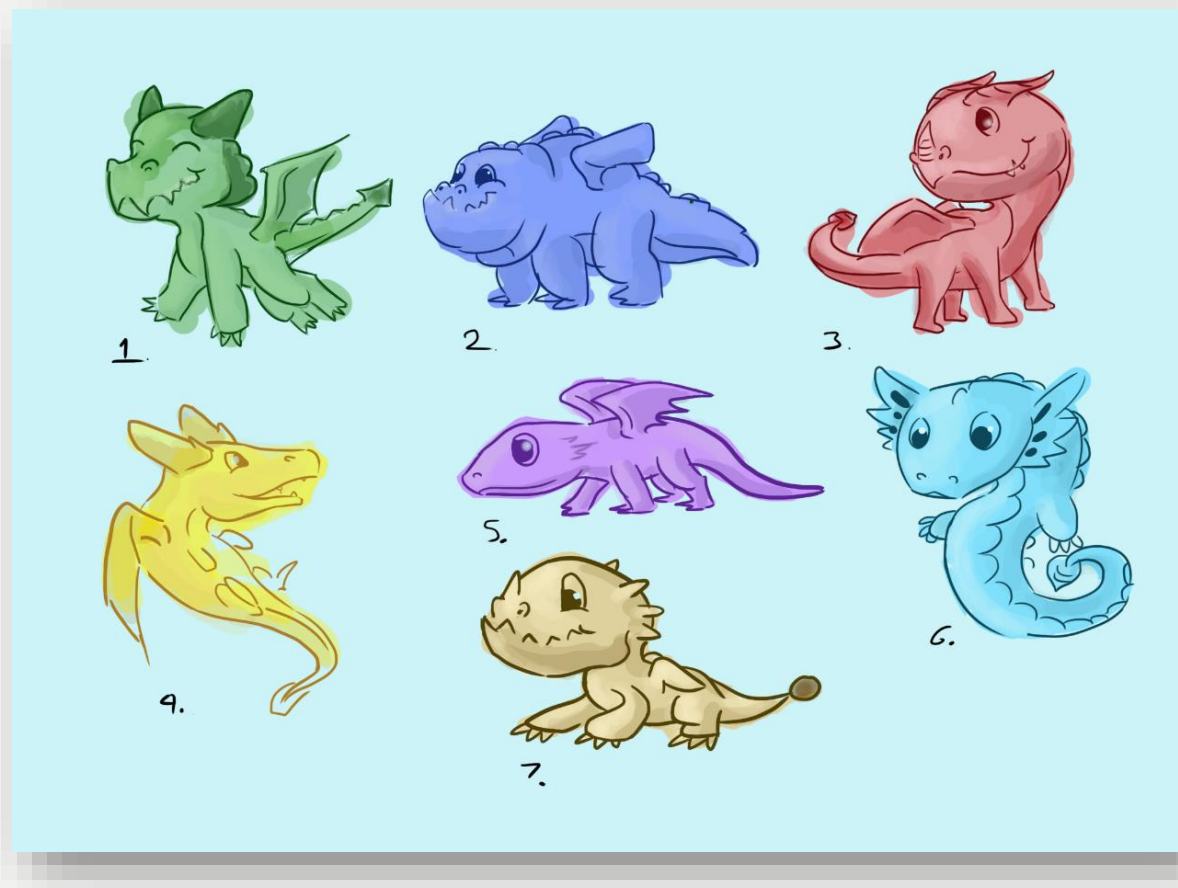
Simple, intuitive layout for easy navigation of menus.

Character Thumbnails



We tested bipedal designs. Bipedal dragons would give more horizontal space to work with, but they seemed off and not “baby” enough.

Character Thumbnails



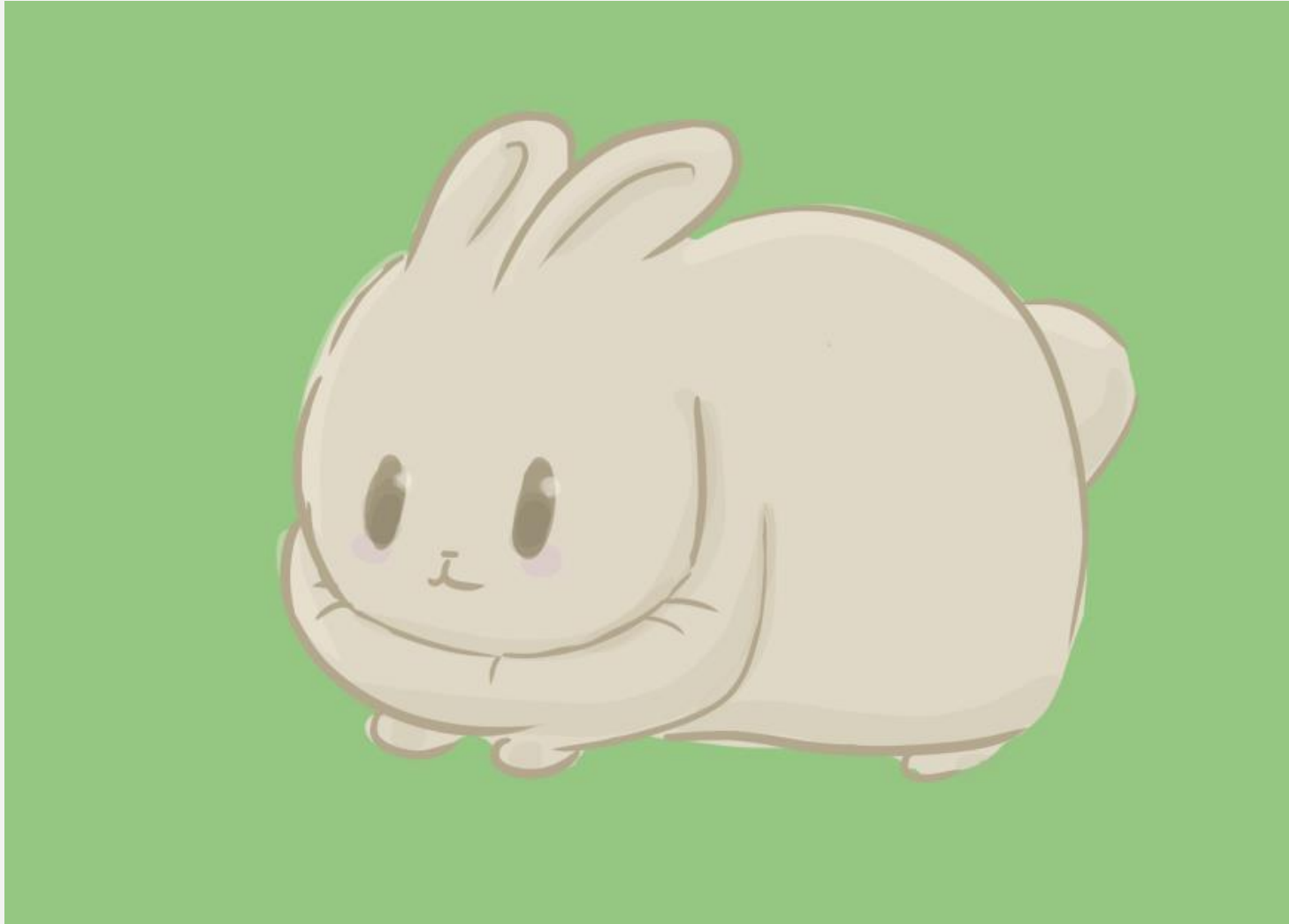
The classic quadruped design looked more natural. It was also easier to make them look cute and more “baby” in this style.

Character Thumbnails



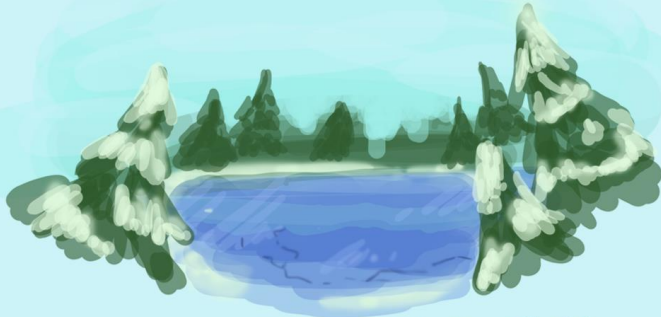
First critter concept. We like the idea of using a bunny as the first helpless critter, but the design needs to be more infant.

Character Thumbnails



Second critter concept. The round shape and simplified, cartoony features helps to sell the cute factor. The restricted limbs also makes it appear more helpless.

Environment Thumbnails



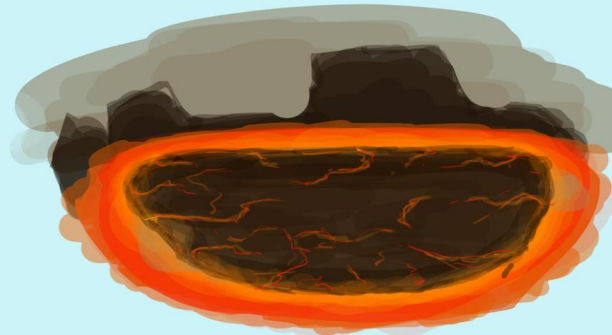
Ice arena * Trees or
Icicles?



Jungle arena



Beach arena??



lava arena

We are planning to eventually have multiple playable areas.

For a first area, we decided to have a more green and plain design.

Colour Palette



Forest/Jungle map colours.



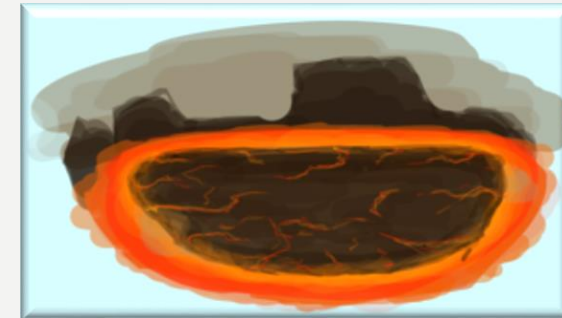
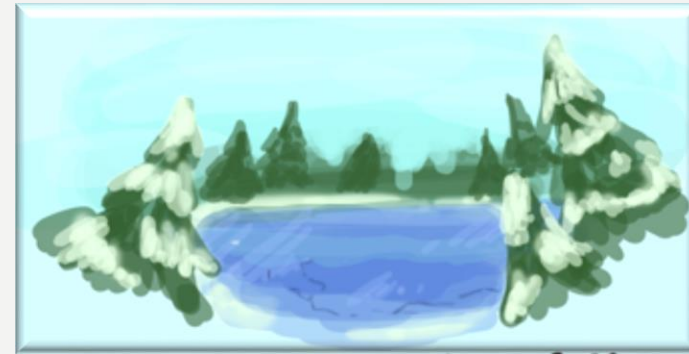
Ice map colours.



Firey/Volcanic map colours.



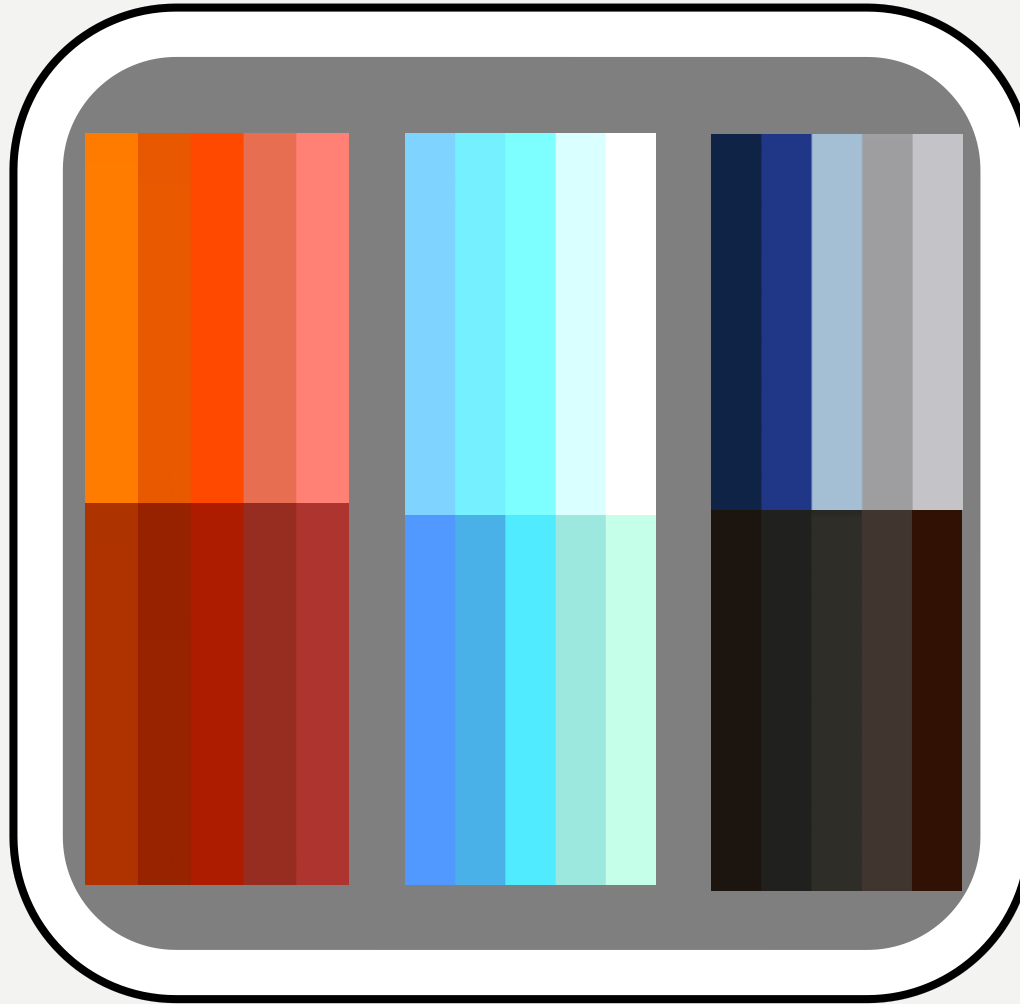
Beach map colours.



Dragons would go with these colour schemes as well.



Colour Palette



The colours for most of the powerups will involve red/oranges as they feature fire. The blues are used as a contrast for effects like speed lines and distinguishing the movement powerup from the projectile ones.

Artists & Roles

Name:

Wing Him Choi

Roles:

*Environment models,
Environment
Texturing, Rigging,
Animation, UV
unwrapping*

Name:

Tiarna Kilmister

Roles:

*Concept Art
(Character), Concept
Art (Environment),
Character models,
Character Texturing,
UV unwrapping*

Asset List

Item	Breakdown	Description	Artist
Trees	Models	Fir trees for a forest and icy area, skeletal trees for a volcanic area, palm trees for a beach	Wing Him
	Textures	Simplistic. Lush green for the forest, snow-covered for the icy area, blackened and burnt for volcanic area, typical palm tree colours for the beach.	Wing Him, Tiarna
Rocks	Models	Different flat and lumpy shapes for variety.	Wing Him
	Textures	Simplistic. Standard greys for forest and icy area, dark reds and blacks for volcanic area, grey with marine markings for the beach.	Wing Him, Tiarna
Ground	Models	Flat planes.	Wing Him
	Textures	Simplistic. Grassy for forest, ice and snow for icy area, dark rock with fiery cracks for volcanic area, sand for beach.	Wing Him, Tiarna
Dragon	Models	First dragon is stocky, round, and fat. Others could be sleeker, with different head and wing shapes.	Tiarna
	Textures	All handpainted. Four colour variations for each potential player. Cartoonish style, not many minor details (like scales).	Tiarna
	Animations	Walk cycle, Fire breathing, Idle, Victory, Lose, Hit, Stunned	Wing Him
Critter	Models	Bunny in the forest, lizard at the volcano, seal (or reuse bunny) in the icy area, crabs at the beach	Tiarna
	Textures	All handpainted. Cartoonish style. White and pink bunnies, blue and grey lizards, yellow and brown seals, red and blue crabs	Tiarna
	Animations	Walk cycle, Death, Idle	Wing Him
Powerups (2D)	Textures	Square image, thick clear border around a communicative symbol (e.g. foot with speed lines for movement speed powerup).	Tiarna
Powerups (3D)	Model	Looks like a 3D fireball.	Wing Him
	Texture	Handpainted. Bright yellow/orange.	Tiarna
	Animations	Rotates slowly.	Wing Him
Particle Effects	Textures	Stylised. Fire, smoke, possibly snow.	Tiarna

Platform Considerations

Our game will be on PC. On higher end, this has very few limitations aside from lack of touchscreen functionality. On the lower end, we would need to worry about file sizes and poly count to be able to support older hardware and software.

Our art pipeline will be standard as we're working with PC. No special requirements or methods.

2D Assets:

File Name	Art Type:	Texture Resolution:
FB_[assetName]_UI	UI	256 x 256
FB_[assetName]_Texture	Texture	256 x 256
FB_[assetName]_AnimTexture	Animated Texture	256 x 256

3D Assets:

File Name	Art Type:	Poly Count Limit:
FB_[assetName]_Prop	Prop	200 - 400
FB_[assetName]_Char	Character	500 - 1k
FB_[assetName]_Env	Environment	50 - 500

Software



Maya

Maya is an industry standard software for modelling and animation. The artists are also trained in using it.



ZBrush

ZBrush is a commonly used a versatile sculpting software. The artists are also trained in its use.



Substance Painter

Substance Painter is a great piece of texturing software and works well with Maya. The artists have been trained on it.



Photoshop

Adobe Photoshop is also a good program for handpainted texturing and 2D drawing.