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.

Environment Style Guide

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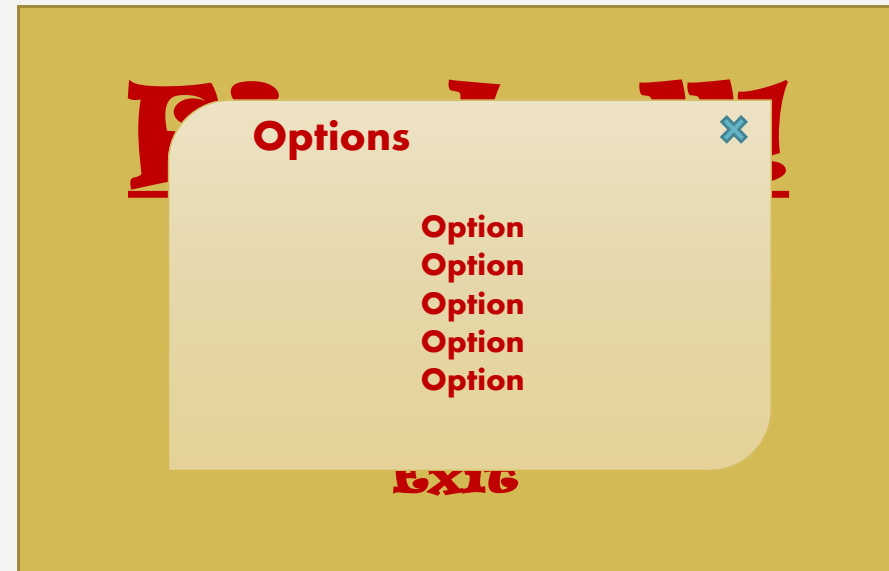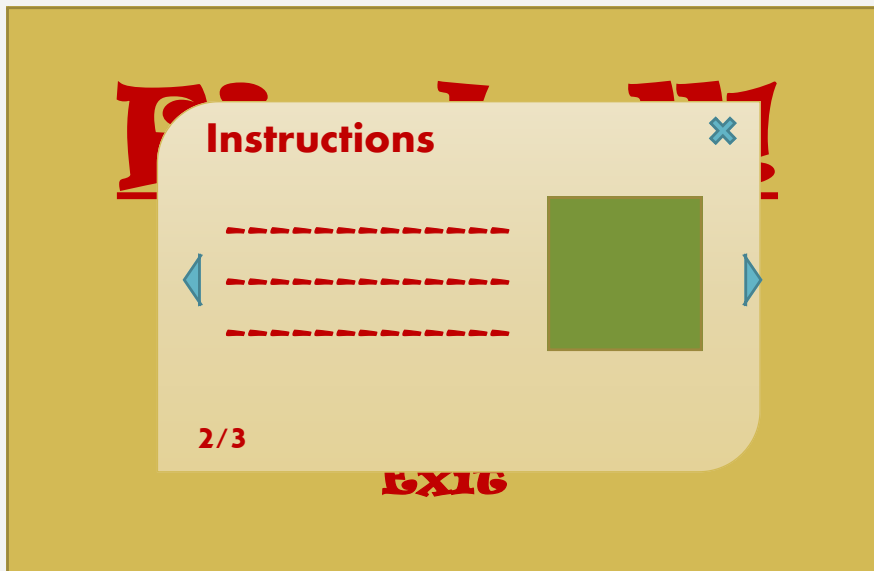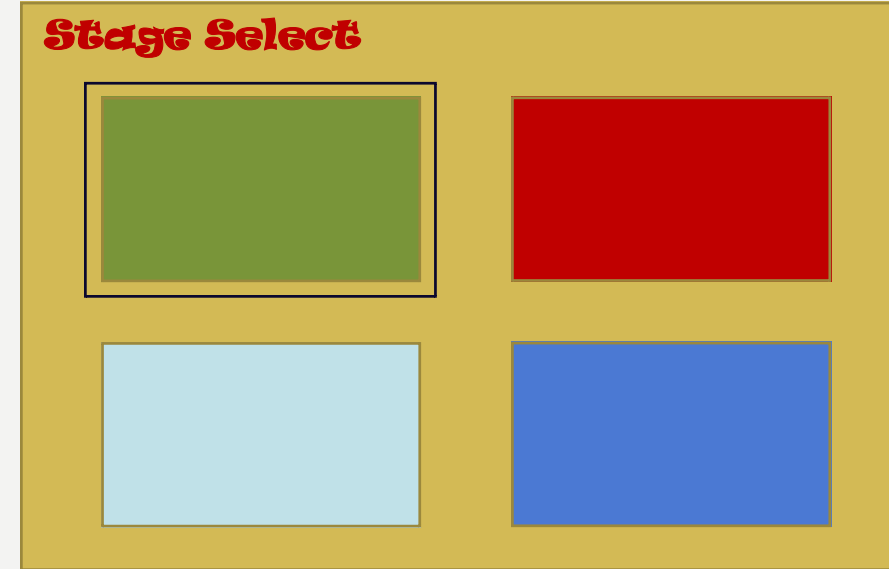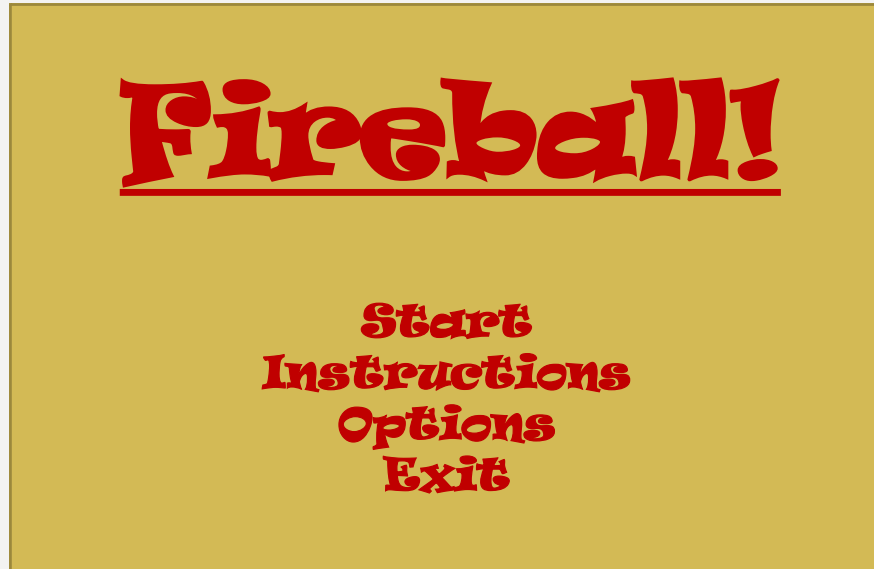
Game Moodboard

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 Designs

Fireball!

Start
Instructions
Options
Exit

Stage Select

Instructions ✕

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Options ✕

Option
Option
Option
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Option

Simple, intuitive layout for easy navigation of menus.

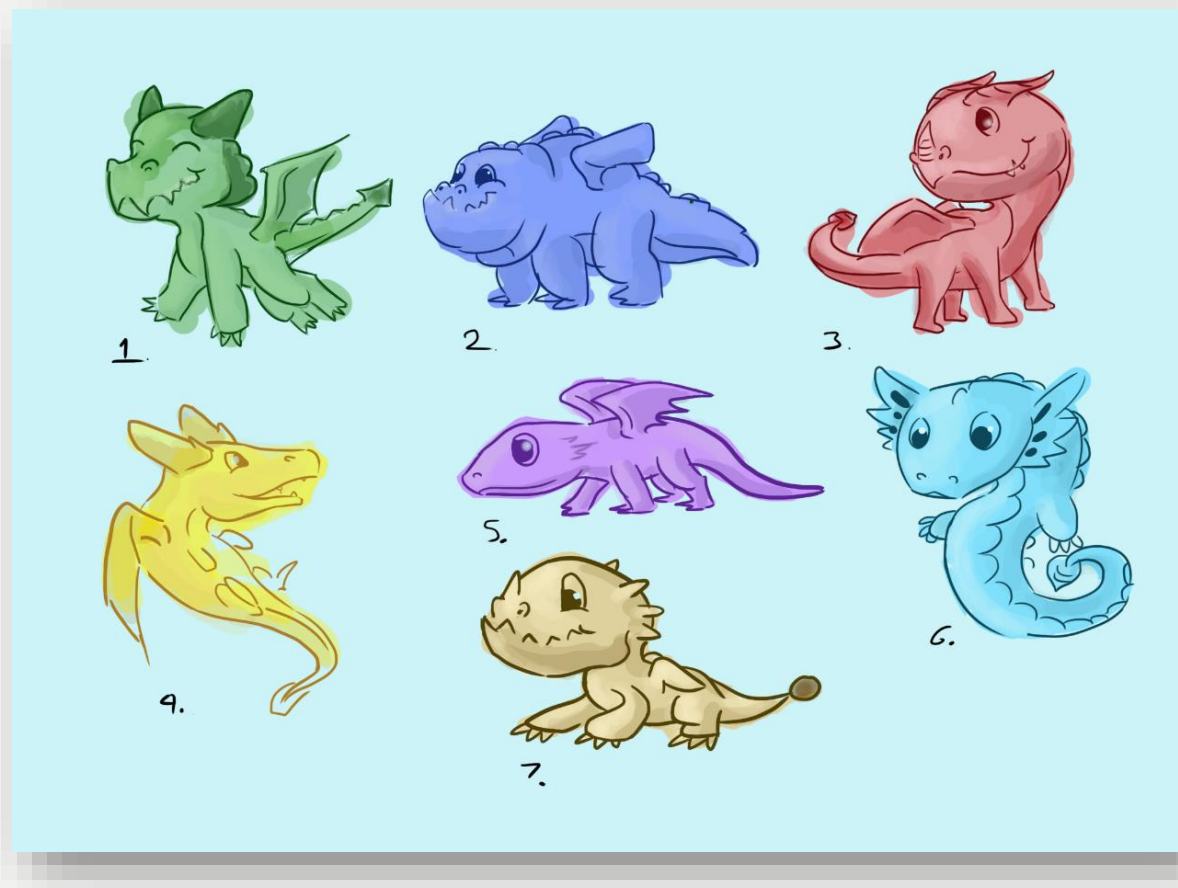# Character Thumbnails

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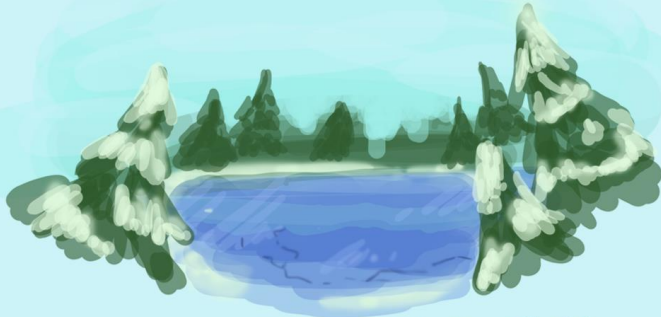
Character Thumbnails

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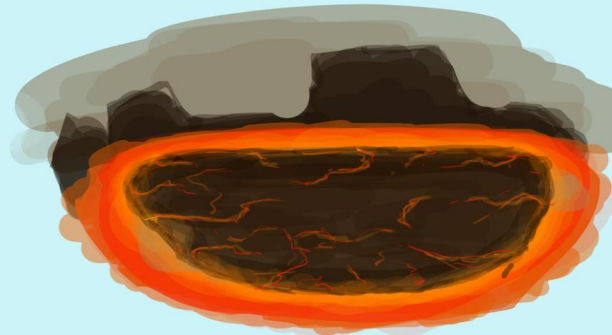
Environment Thumbnails

Ice arena   * Trees or Icicles!

Jungle arena

Beach arena??

lava arena

We are planning to eventually have multiple playable areas.

Colour Palette

Ice map colours.
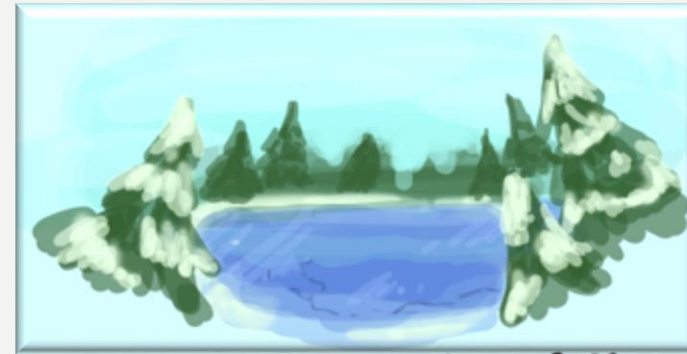
Firey/Volcanic map colours.

Beach map colours.

Dragons could potentially go with these colour schemes as well.

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

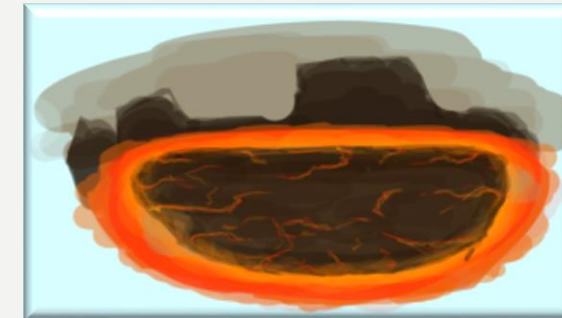**Wing Him Choi:**

Item:	Description:
Tree 1	Fir tree, main tree for the forest
Tree 2	Curved tree with two main bunches of leaves
Tree 3	Palm tree, usable in either a jungle or beach setting
Rock 1 - 6	Various different rocks for variety, to be placed around the environment
Environment pieces	Different environment pieces themed after different settings for multiple maps.
Environement textures	PBR textures done in Substance Painter for the environment assets
Ground texture	PBR texture done in Substance Painter for the flat ground
Character Rigs	The rigs and skinning for all the characters, to be used for animation
Character Animation	Looping animations for the characters, to be used where appropriate in the game

Asset List

Tiarna Kilmister:

Item:	Description:
Dragon 1	A quadruped, fat baby dragon. Playable character.
Dragons	Other dragons with different designs. Playable characters.
Bunny	Main destroyable critter for the forest map.
Critters	Other destroyable critters themed after the maps they would be in.
Concept Art	Concept art for characters and environments.
Dragon textures	Handpainted textures for the dragons. Four colour variations, one for each potential player.
Bunny texture	Handpainted texture for the bunny. At least two colour variations for visual variety.
Critter textures	Handpainted textures for the other critters.

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

Substanace 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.