



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 humorous 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



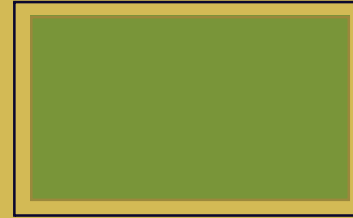
The game is colourful and ostensibly family-friendly, but also slightly morbid. It's a hectic and violent experience while maintaining a cute exterior.

UI Designs

Fireball!

Start
Instructions
Options
Exit

Stage Select



Instructions



2/3

EXIT

Options

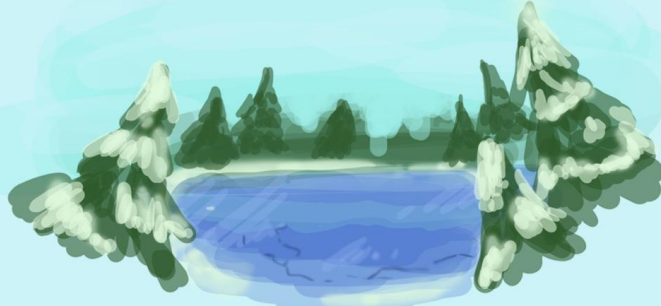
Option
Option
Option
Option
Option

EXIT

Character Thumbnails



Environment Thumbnails



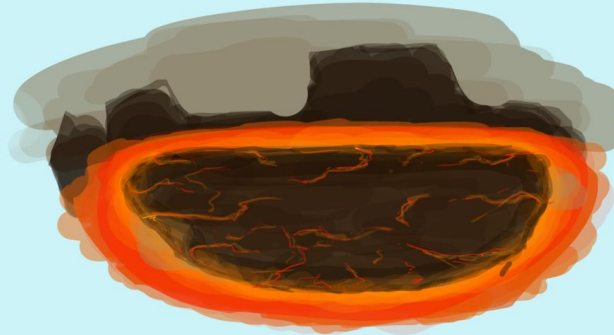
Ice arena * Trees or
Icicles?



Jungle arena

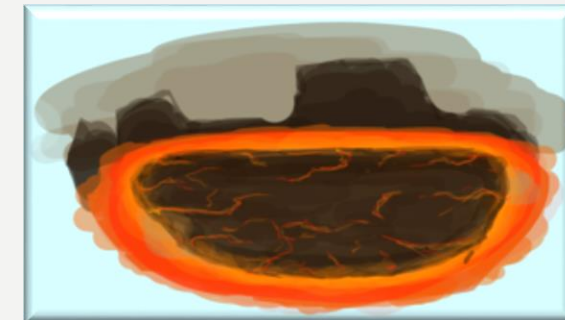
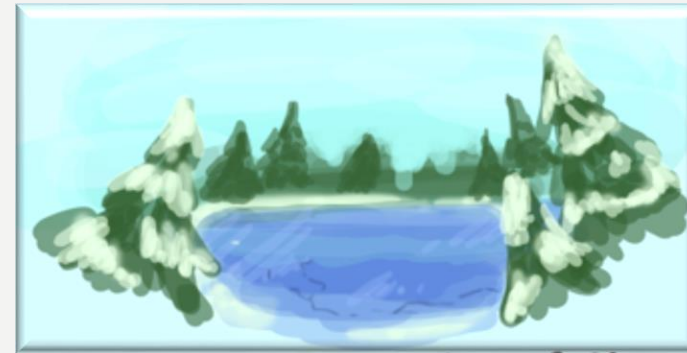
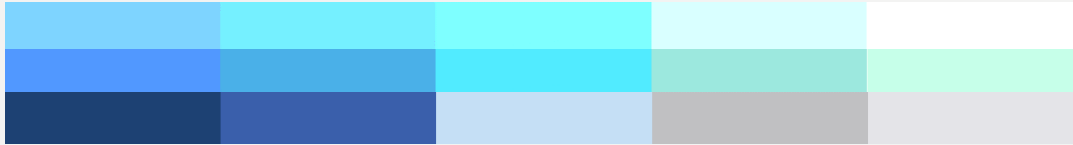


Beach arena??



lava arena

Colour Palette



Art Specifications

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

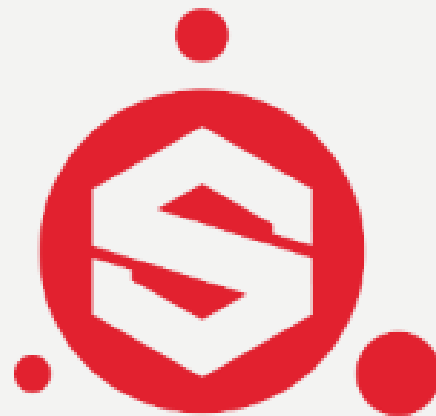
Software



Maya



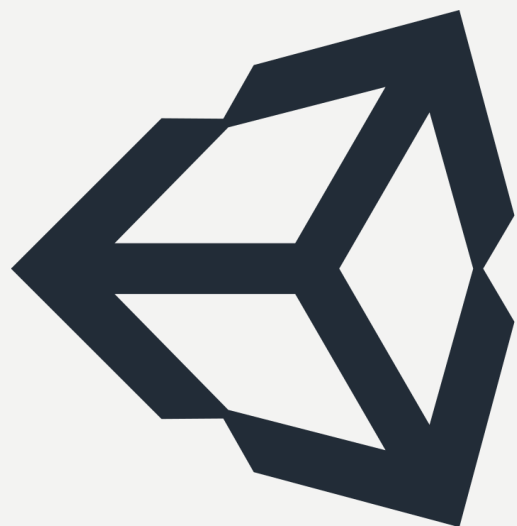
ZBrush



Substance Painter



Photoshop



unity