Art Document

The art style of our game is shell shaded and based on Okami.

Our main character is a ninja so he wears typical ninja clothes with a lot of black but without a mask. The main character is a stealth type and very talented. The best Ninja of the school.  
But on the other side he is a very poor kid, he comes from a poor family.

The enemies are kappa’s. They are a mix of a turtle and a bird. The body is turtle and the face more like a bird. They are slimy and come in three types.

First is the baby kappa it’s small slimy and has no shell so it is very vulnerable so easy to kill.

Second we have the bigger one that is the adult kappa, it is bigger stronger and it has a shield so you have to think twice before taking them on.

At last we have the boss kappa, it is bulky and stands like a human, it basically looks like a ninja turtle but it’s slimier and looks more aggressive.

The main character and the enemies both have 4k textures while the environment only has 1080px, the objects have only 512 because most objects don’t really need to have much detail.

Pick-ups are also in the game, you have to find them and will be presented to you as a sprite.  
The UI is a 2d sprite based on typical Japanese art.   
  
The environment is both 3d and 2d. The background isn’t very detailed and in 2d, while the props are 3d.   
  
We have 3 levels with different weather settings.  
In the first level we have a sunset environment.   
In the second level we have rain drops particles.   
In the third level we have stars and a moon in the sky.