**Art Document**

**Art style:**

Cell Shaded

We chose the art style cell shaded cause we think it would be suitable in our game. The game takes place in Japan. It takes place in a time where guns were not invented yet but were about to be in Europe (so around 1500) The setting is Bringing Ninja and Mythical creatures together. We looked for inspiration in Okami (a PlayStation 2 game). And also in The legend of Zelda to get an idea of how we want to shade everything exactly.

**Main Character:**

Our main character has no name and goes to a ninja school. He wears simple ninja cloth clothing without any armor attacked. It is going to be mostly one color to illustrate a school uniform feeling. He Has short hair and is of average height. He does have some noticeable muscle on his arm and chest. He is around 15-17 years old.

He comes from a poor family but goes to school to become a ninja. In this case (see story) a soldier for very important situations. Specialist. He is the best of his class but he is sloppy. He rarely wakes up on time or really listens to the teachers.

**Enemy:**

Our main Enemy is the Kappa. A river monster that eats children. The kappa is from Japanese folklore. There are many versions like the kappa in different countries. We based our story on the Japanese kappa to fit the setting of the game. In general kappa’s are human scaled bodies with the top of their heads open and filled with water. Their mouths look like that of bird and the have claws. They are slimy and green and on most pictures they look like a half balding old man.

We have 3 different levels of kappa’s

**Enemy Lvl1:**

Level 1 is the baby kappa. The baby kappa has no hair or a shell. On land he crawls on hands on feed. Similar to Golem from LOTR and The Hobbit. They don’t have as much scales as the other levels and are also way slimier. All kappa’s have an open head with water in them. The baby kappa’s have a sad look on their eyes.

**Enemy Lvl2:**

The level 2 kappa is the adult kappa. They have a shield on their back and long hair around the opening on their head. They are tall and stand like their back is bend way too much forward. Like that of an old man. The level 2 kappa don’t have much muscle u can see but are not bone skinny either. Due to their positioning of their back u can see some bones here and there. They are scalier and their hair looks slimier than any other part of their body.

**Enemy Lvl3:**

The level 3 kappa is the boss kappa. The daddy of them all. He will appear in the end battle. He has a lot of muscle and has a full big shield on his back. He looks old. His hair is short and he has a lot of scales. He basically looks like a mix between a turtle and a lizard and a bird beak. He is way bigger than the other kappa’s and bigger than the main character. For inspiration we looked for pictures of kappa’s, ninja turtles and bowser.

Lvl1 concept art:

