**Overall Aesthetic**

* Modern Day global dance-influenced fighting tournament.
* Fighting styles and characters based on various dances and/or fighting techniques.
* Stages vary on design and look, but based on modern and contemporary social places. (Bars, parks, theaters, etc)

**UI/HUD/GUI**

* Timer
* Health Bars
* Ability Bars
* Button Presses
* Portraits
* Other sprites and assets? (Discuss with Design and each other)

**Camera**

* 2.5D Angled Camera
  + Similar to other fighting games such as Tekken, SF, MK, Injustice, SkullGirls, Smash Bros, etc
  + Follows the fight like similar fighting games

**Concept Art & References**

* Characters
  + <https://docs.google.com/document/d/1Pe_QojJFKzBCTxcMs9DFDxS5o9AlcqZDE57xmbi4THk/edit>
* Stages and Arenas
  + Stage 1: Bar
    - <https://docs.google.com/document/d/1xMe4REWqm654ejmwtEl_biiVcHh95qcBcsEnJSJD4mA/edit>
  + Potential Stages:
    - <https://docs.google.com/document/d/1Ow6OHpO-EnITzCXhVPbIhRwKaPlgzQw3uOGGfCK82Wg/edit>

**2D Concept Art and 2D Assets**

* Roughs created on paper or in Photoshop, Google Draw, or a similar tool
* Concepts MUST be inked over and hardlined using a pro tool like Photoshop
* Assets should be kept at 1280 x 720 px format or similar 16:9 ratio
* Export as PSD, PNG, or JPG format

**Characters**

* Alfred “Apollo” Michel
  + Jazzy Electro Swing
* TBD Character 2
  + Influence 2
* TBD Character 3
  + Influence 3