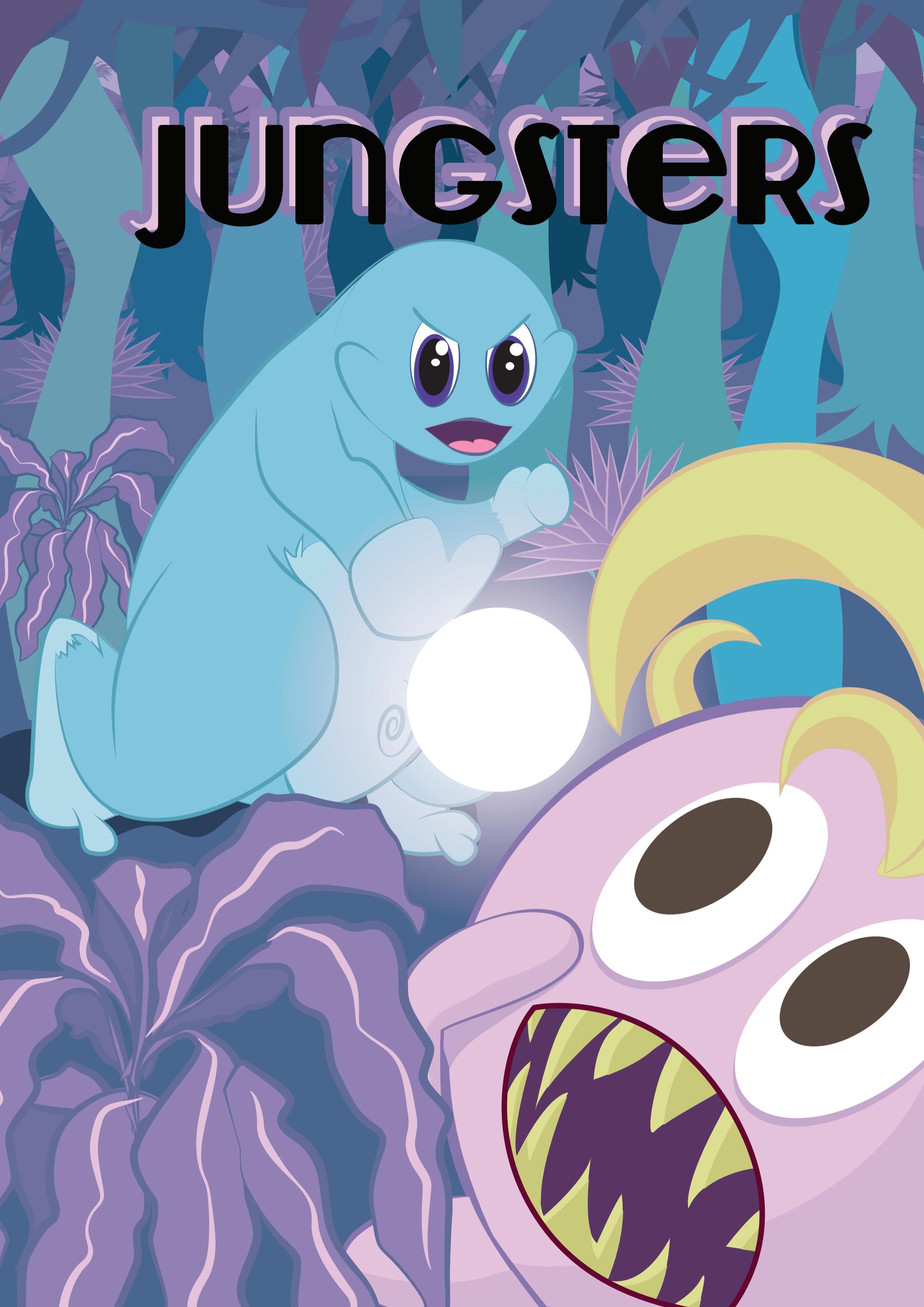


JUNGSTERS



NATÁLIA FARIA T. CARDOSO



JUNGSTERS

Once upon a time there was a happy monster called Dedeclan. He lived alone in a beautiful forest, taking care of the plants and trees.

This forest was very special, it was magical. In it we could find diamonds that gave power to who got them, vital energy, that can improve your strongest gift. But if the power is used without limits, all the source of life of the forest will be gone, and the forest dead. Dedeclan had always been careful with them, until the day that a devil and dark monster, decided to steal this power, bringing Nanas, little bad monsters who eat everthing in front of them, until find the source of power. Then start a runing against the time to defeat this darkness, to save the forest.

Now the future of the forest depends on you!





DEDECLAN



Front 3/4



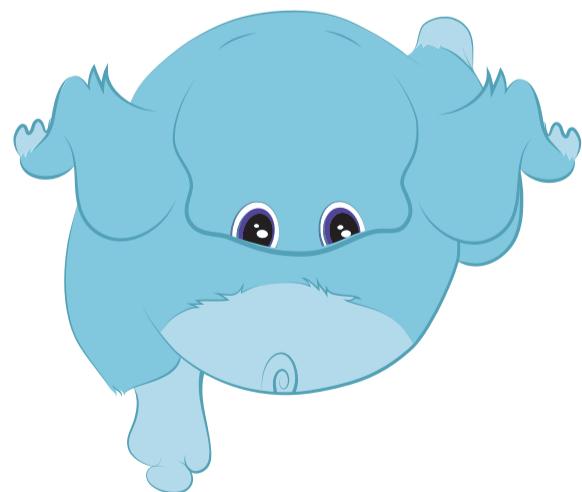
Front



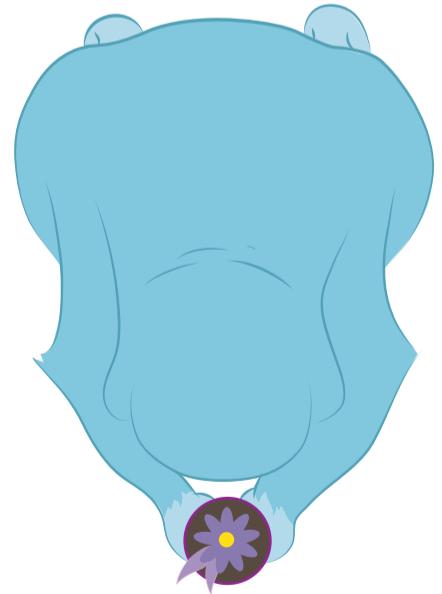
Side



Top view - look up



Top view - look forward



Top view - look down





ANIMATION DEDECIA

Stand



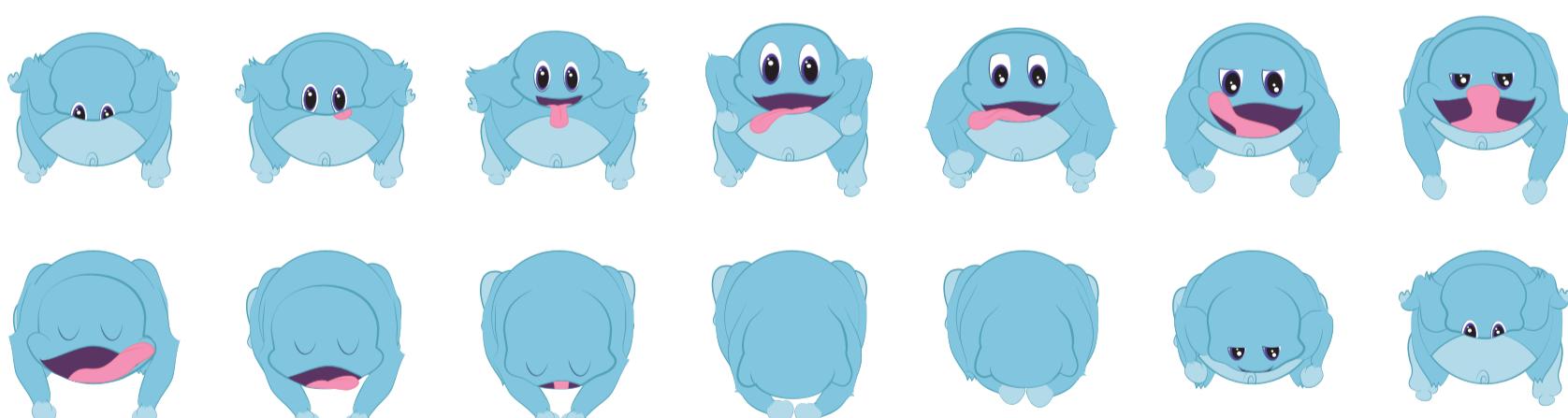
Walk



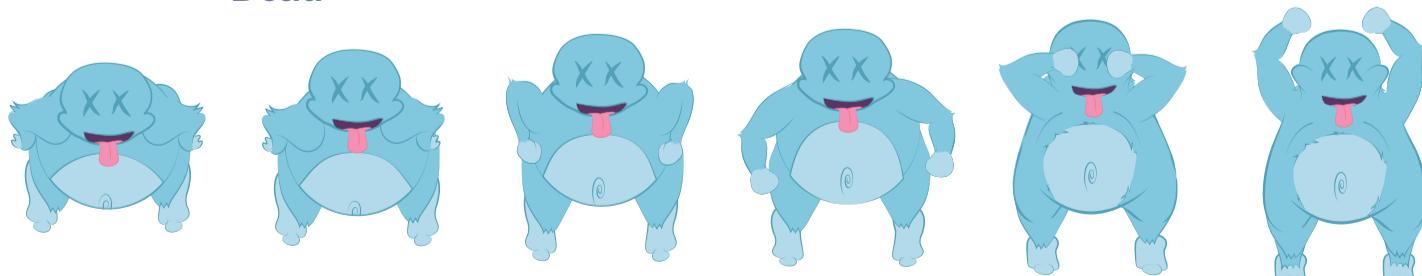
Plant



Eat



Dead





nanas



JUNGSTERS

6





Final level

All the game have this almost monochromatic looking. In the level is where we can see this easily. The forest in the game is made by blocks, of trees, plants, and rocks.



Elements detail

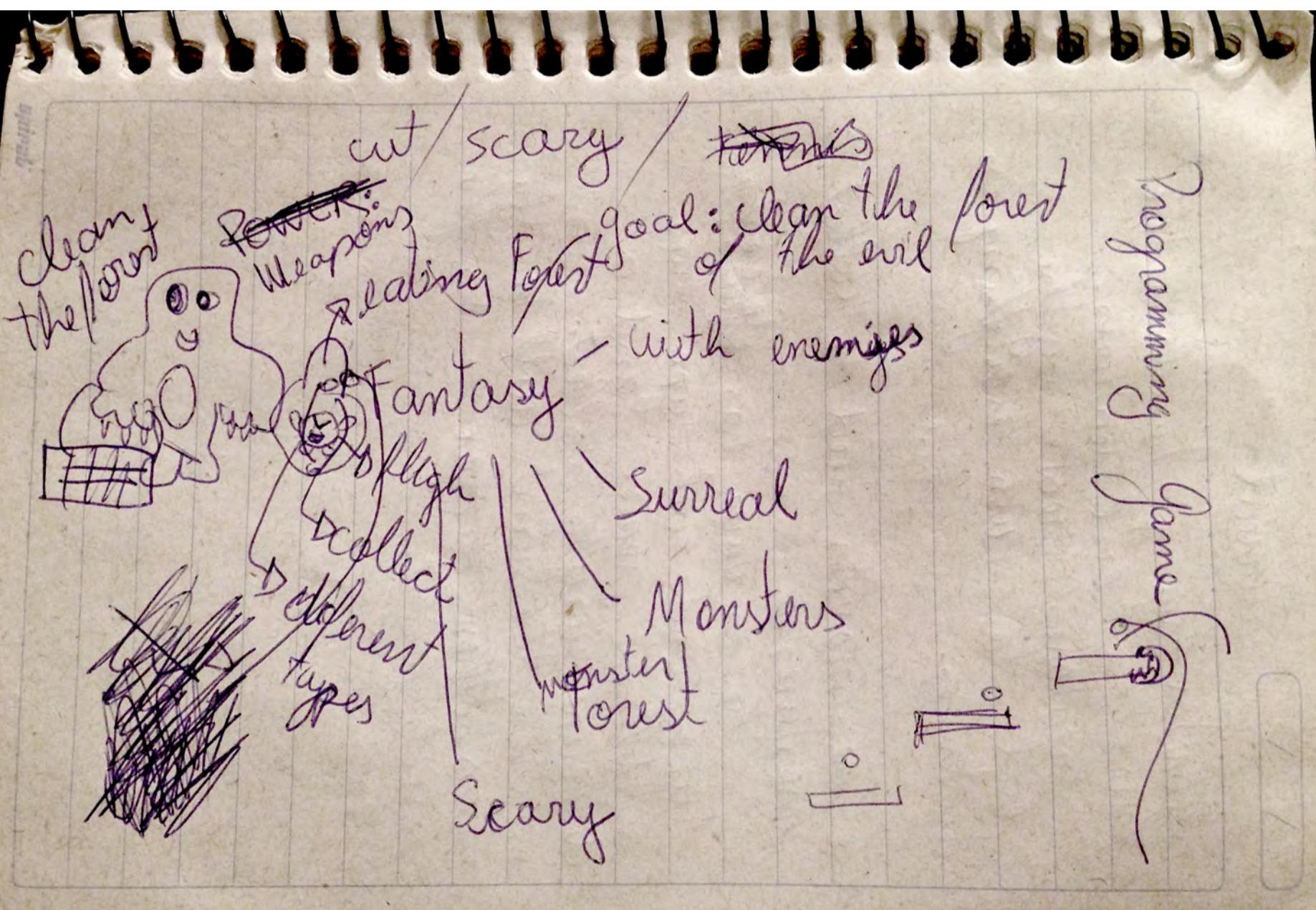




ROUGH WORK

Story

Behind the final art, the game started from the concept of the story.
Making decision, as surreal/real world, forest/urban place, new creatures/existent creatures, a "Brain Storm" of ideas.



In this way the story of Jungsters, the fight for the forest, and our main character, Dedeclan begin.

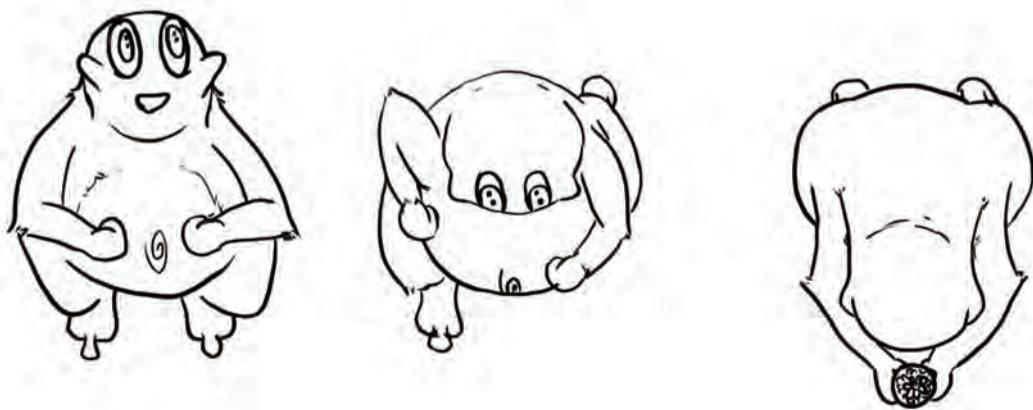
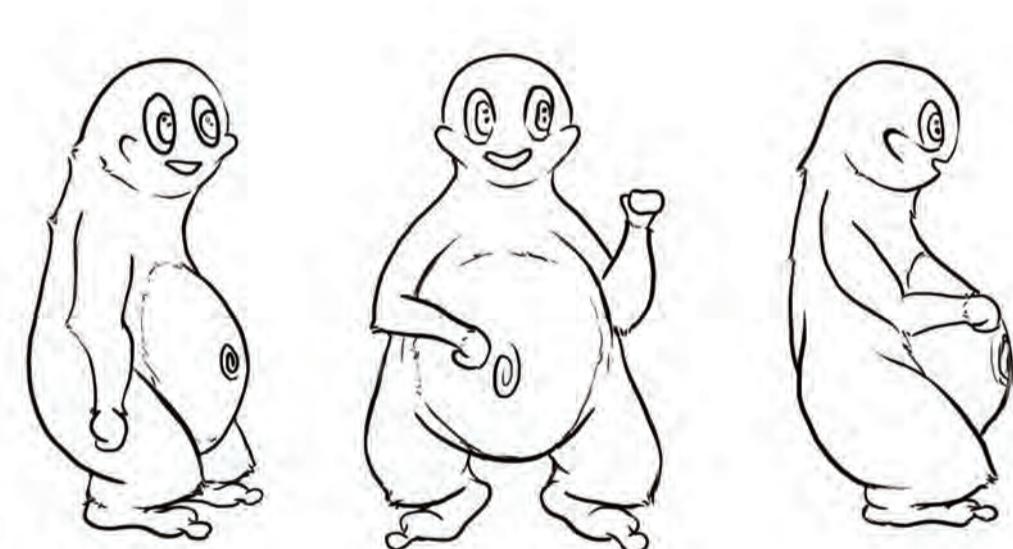
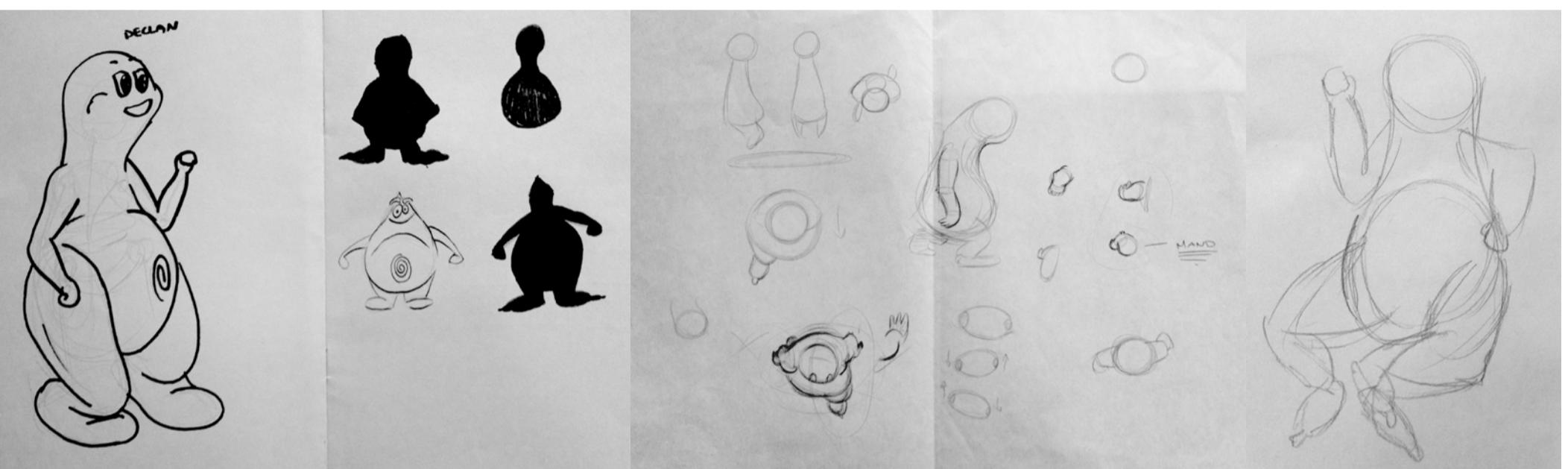




ROUGH WORK

Dedeclan

After some discussions, the character, now called Dedeclan, began to be drawn. Was thought to be nice and kind looking, as he is the guardian of the forest.



Dedeclan has a bear anatomy, with a big belly.

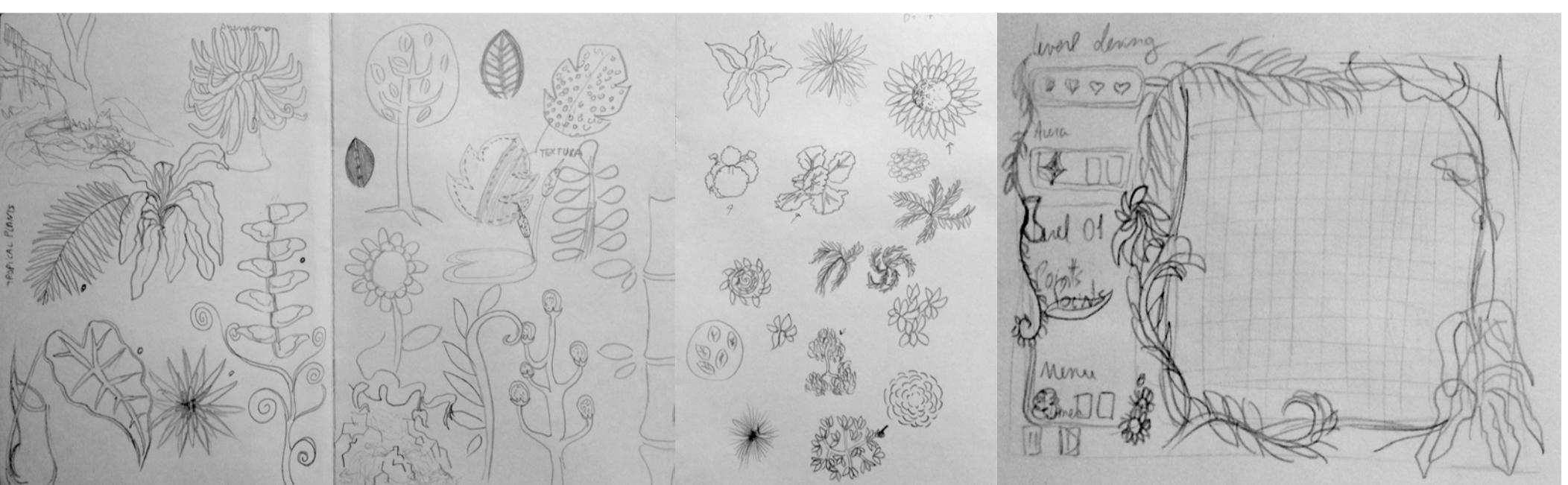




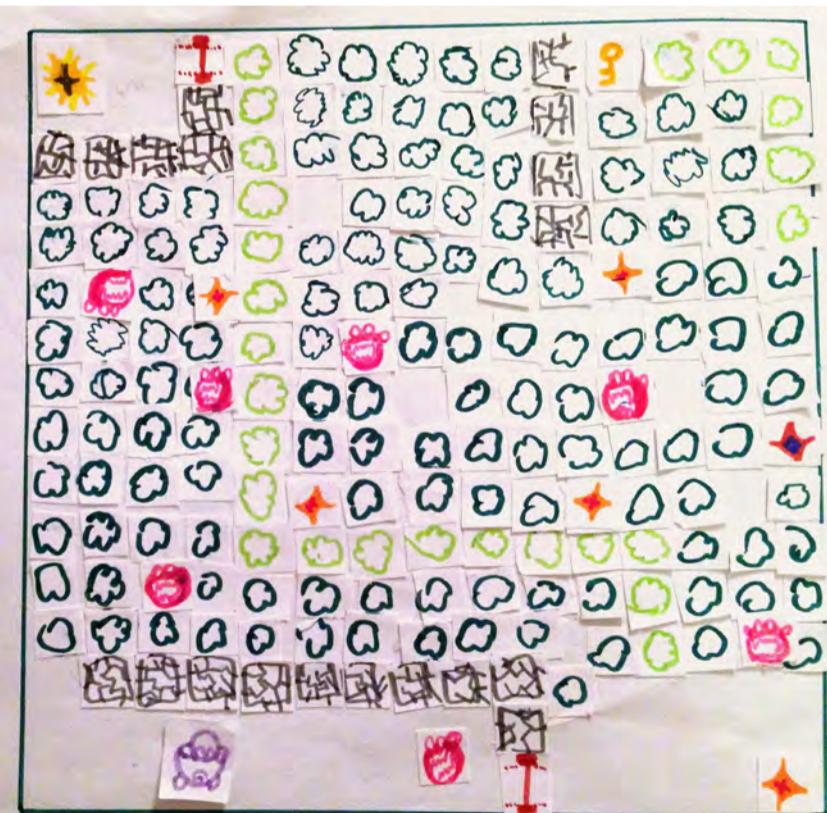
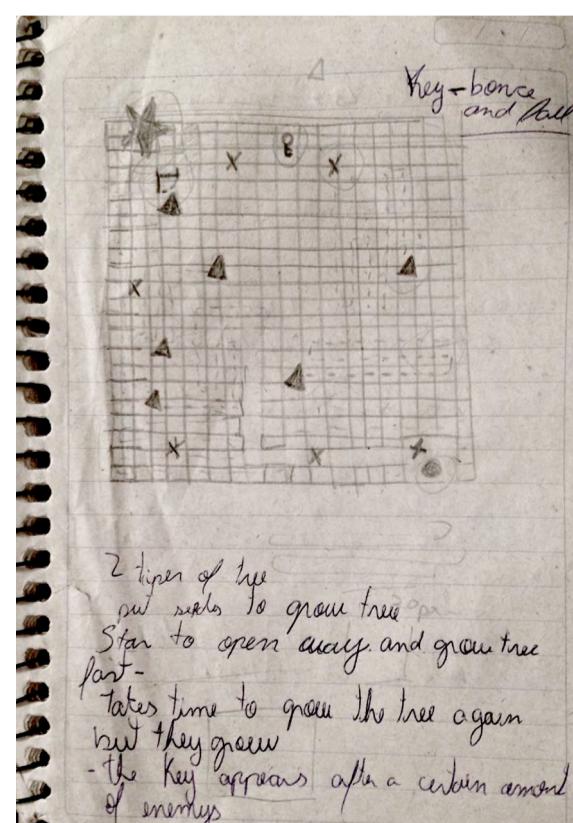
ROUGH WORK

Level

The level of Jungsters, inspired by "Bomber Man", is a top view game. To make this looking some architecture plan was used as reference.



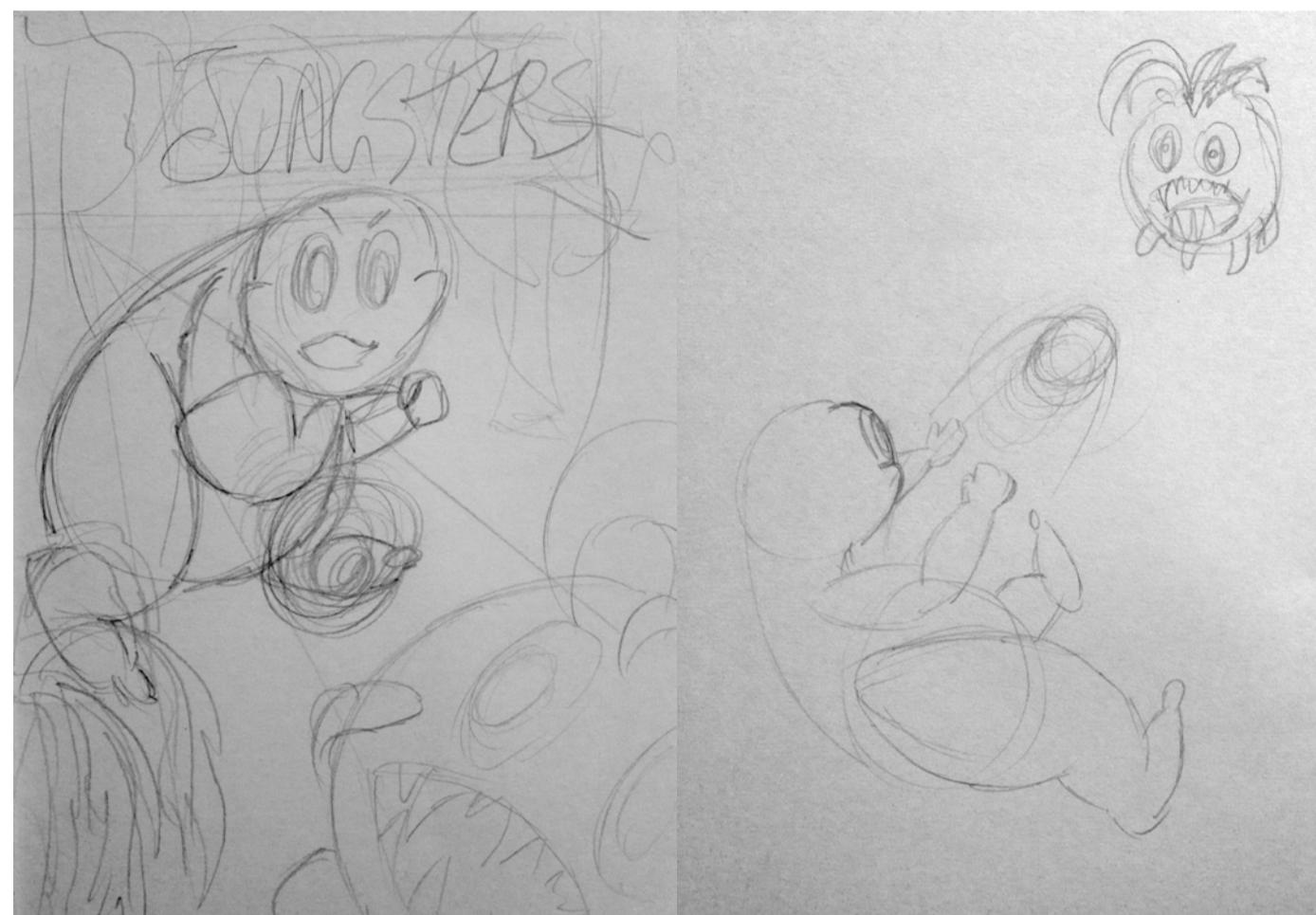
A mock-up was made with separated pieces, to figure it out the player's challenge.





ROUGH WORK

Cover art



Some studies for the cover art.



Some studies for the anatomy
for the cover art.



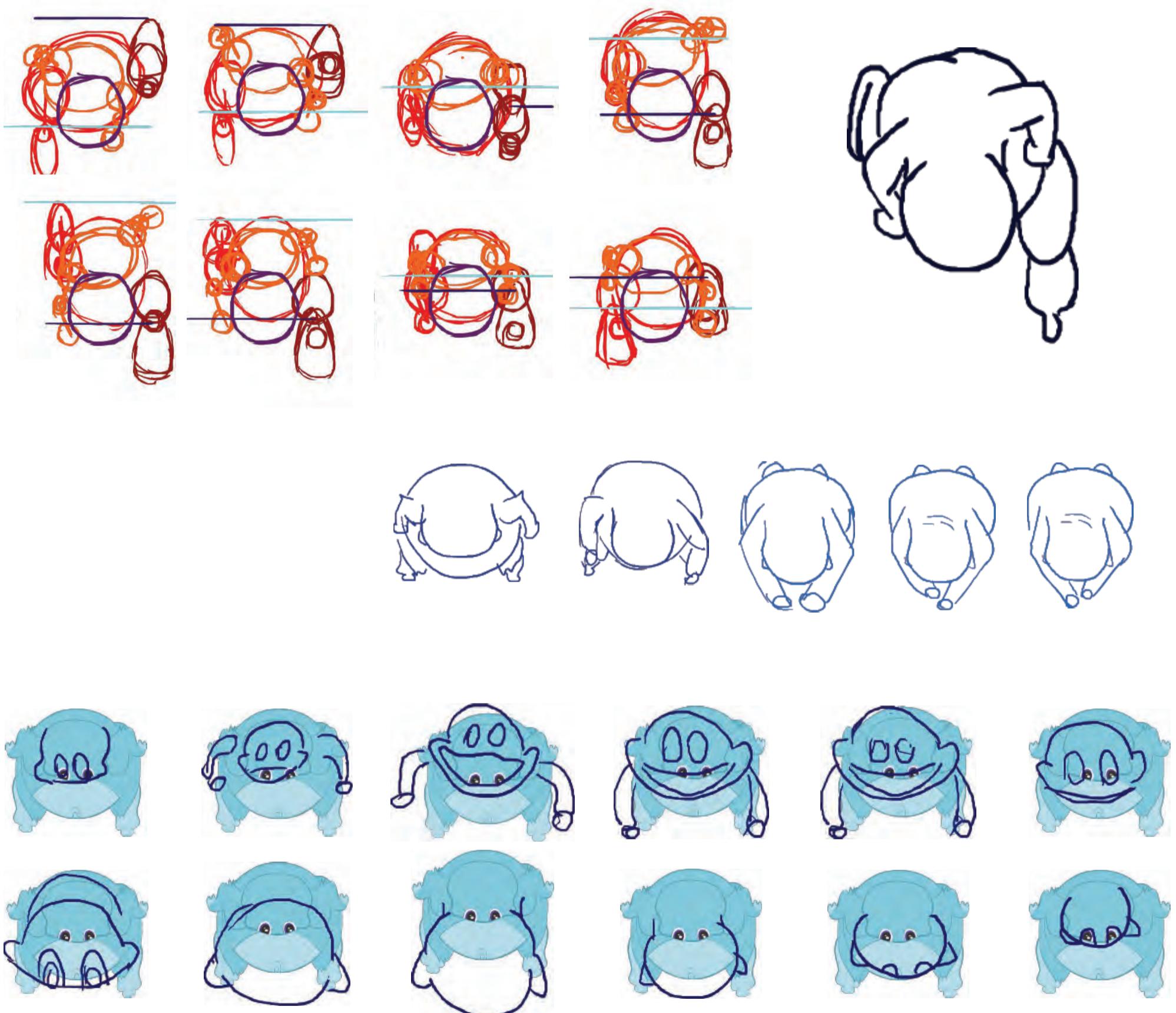


ROUGH WORK

Animation

For the walk cicle, the studie of each part was made. Separating, feet, legs, arms, belly and head.

The other cicles was helped with videos recorded.





MOOD BOARD

