



Astro Frog

Team 1

Meet Team 1

Bre Diodati

Artist

Cristian Pesante

Artist/Producer

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Lead Programmer

Isaac Eddy

Designer

Natalie Froelich

Designer/Programmer

Willow O'Hara

Designer

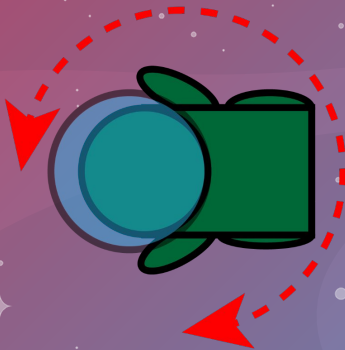


What is Astro Frog?

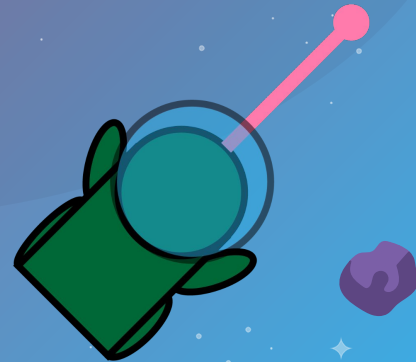
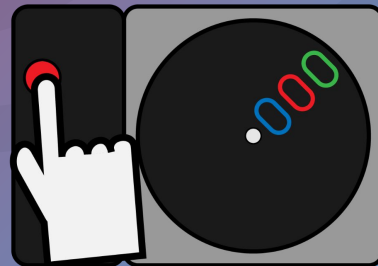


VDS

Rotate the turntable
to rotate Astro Frog.

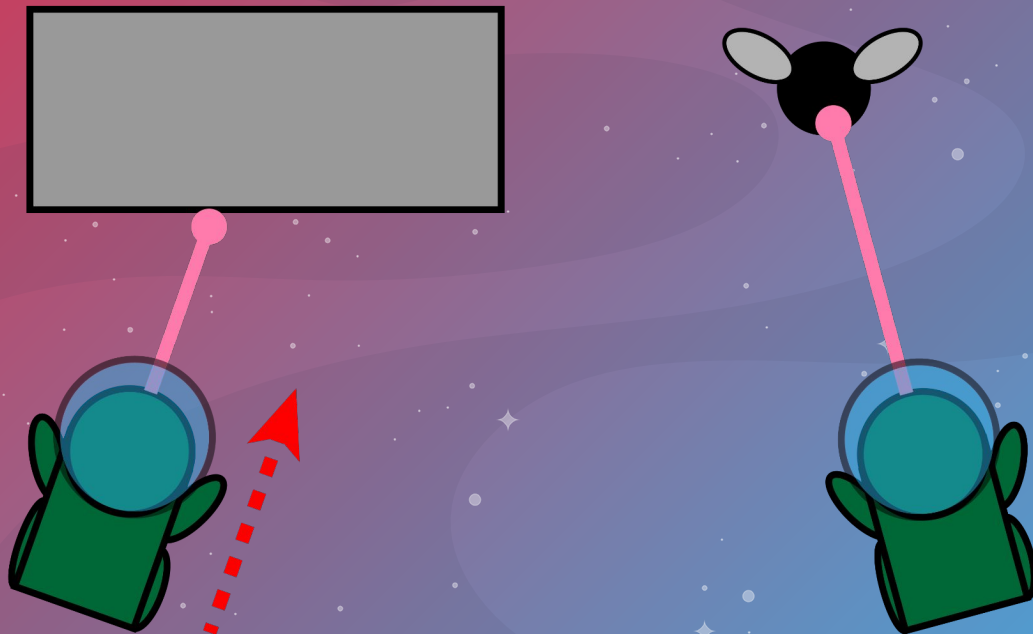


To shoot your **Tongue**, press
the glowing button.



VDS (cont.)

Use your tongue to **Grapple** walls and **Collect** small flies.



VDS (cont.)

Oxygen is your timer and your health. If you run out, you lose the level.



Catch the boss fly to win the level.



Target Audience: Meet Frank



ACTIVITIES

- Fifth-grade student, plays youth hockey after school
- Goes bowling with friends and family on weekends

PERSONALITY & VALUES

- Rambunctious, but good-natured
- Values wild animals, although he doesn't see them often

INTERESTS

- Reads about space, idolizes astronauts
- Current hyperfixation is frogs, slowly learning about them

Target Audience: Meet Frank



INFLUENCES

- Eager to try weird new things - food, TV, games
 - They are suggested to him by his friends from school, either as dares or recommendations

USAGE



- Plays video games occasionally
- Likes space simulators, the sports he plays give him a better understanding of zero-gravity environments

Target Audience: Meet Frank



QUANTIC FOUNDRY

- Biggest motivations: Challenge and Completion
- Fits in best with the Acrobat gamer profile

| | |
|---|---|
|  |  |
| Mastery "Let Me Think" | Achievement "I Want More" |
| Challenge Practice. High Difficulty. Challenges. | Completion Get All Collectibles. Complete All Missions. |
| Strategy Thinking Ahead. Making Decisions. | Power Powerful Character. Powerful Equipment. |

| | |
|------------------|--|
| | Acrobat |
| Motto | "Flexing My Reflexes." |
| Top Mot. | Challenge + Discovery |
| Pop Games | Spelunky, Celeste, Super Metroid, Tetris |

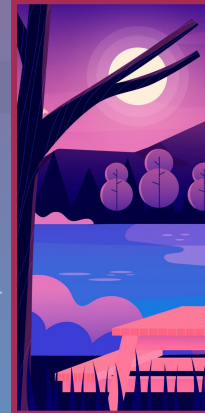


Art Direction

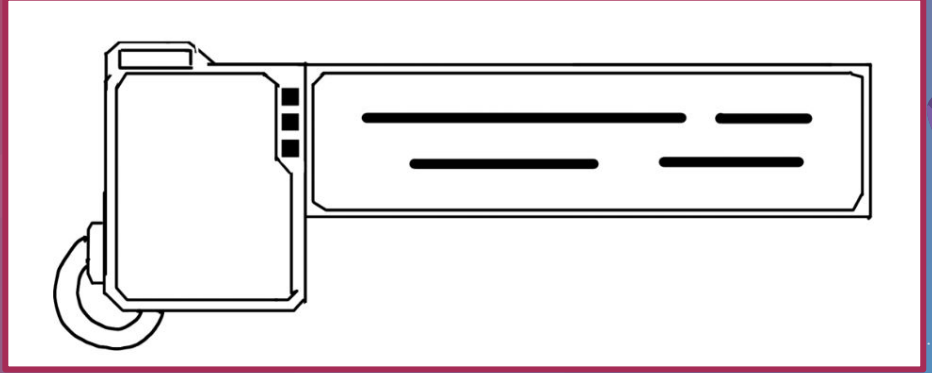
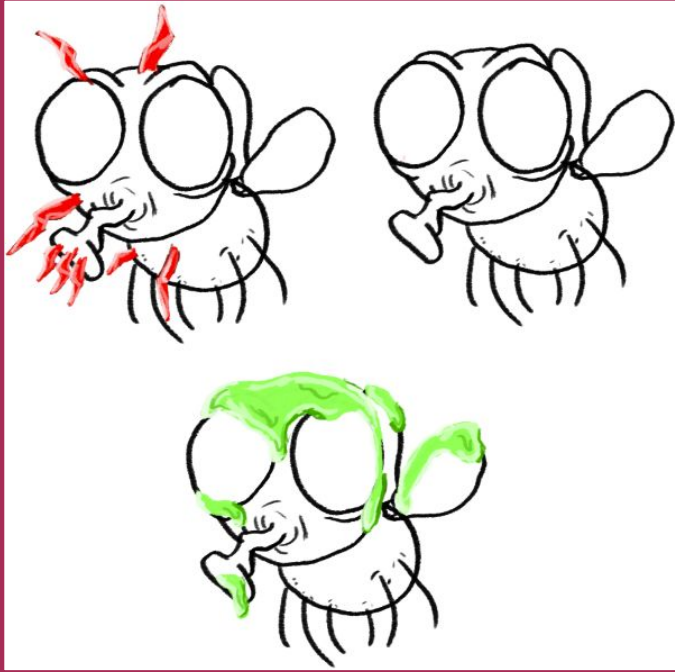
Bre Diodati and Cristian Pesante



Chosen Style: Flat Environment, Cell Shaded Assets



Early Concepts





Build Demo





Thank You!

Any questions?

