

Course Signature Assignment #4  
Jesus Otteson

My characters are going to be primarily story based character. The characters will be drawn in a very simple manner. The distinguishing aspects of themselves will be by a few distinguishing features and their voices. The characters will be based on actual individuals so there will not be a way to distinguish how they will act or who they are until the player gets to know them. All of the characters will be distinguished through the narrative and dialogue. This game is a retelling of Beethovens life and the interactions he will have with all the other characters will build and understanding of the cast for the player.

There will be unique voice actors for all the roles, this will give the player a chance to hear the characters and gain an understanding of who they are and hopefully also develop an emotional attachment to each character. The characters will change as they age and so will their visual and auditory identifiers. The characters speech patterns and vocabulary will be appropriate to the time of which Beethoven was alive, we will try to keep the dialogue as accurate as possible to the time, social class, and individuals as we can.