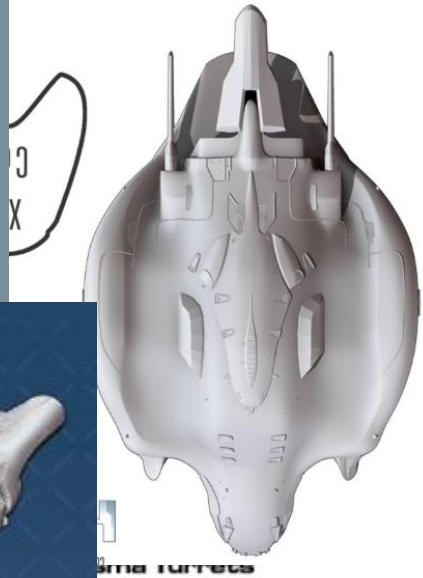


# Game Design Process

The background is a solid dark blue color. It is decorated with various white elements: small dots of varying sizes representing stars, thin white lines with small dots at their tails representing comets or shooting stars, and small four-pointed star shapes representing sparkles. These elements are scattered across the entire background, creating a cosmic or night sky theme.

# Halo Ship Phantom Models

Although there were many images of the ship subjects, the quality was moderately low or they were not the sources I needed. So, I referenced off some designs.



Front

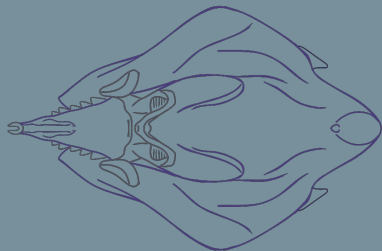
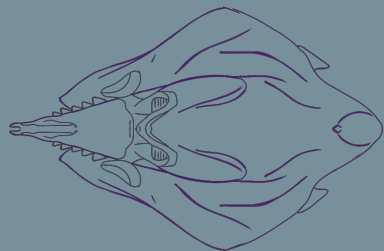
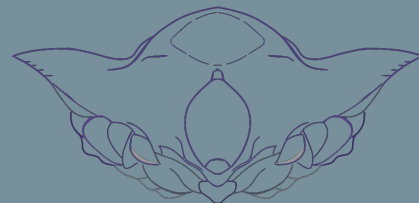
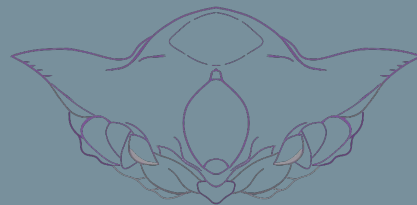
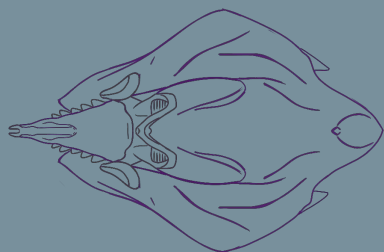
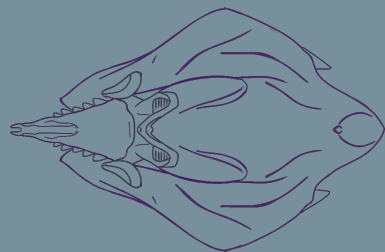
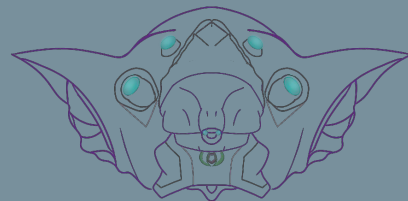


Back

# Halo Ship Pelican Models



# Halo Ship Phantom Sketches

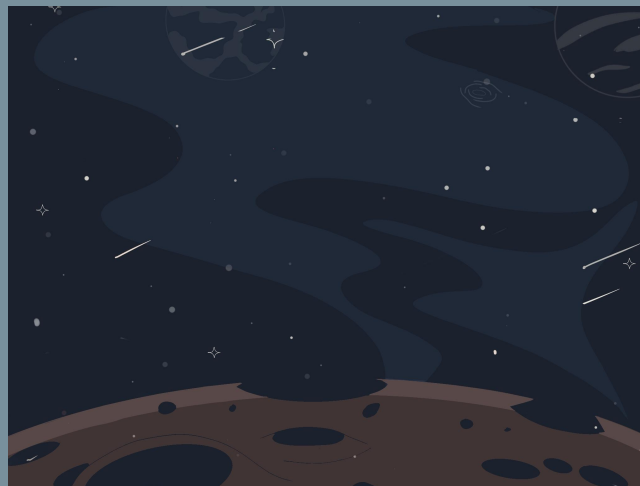


# Background Sketch

A space themed background with a cluster of planets, a smoky effect, Moon craters, and other Solar System objects were drawn.



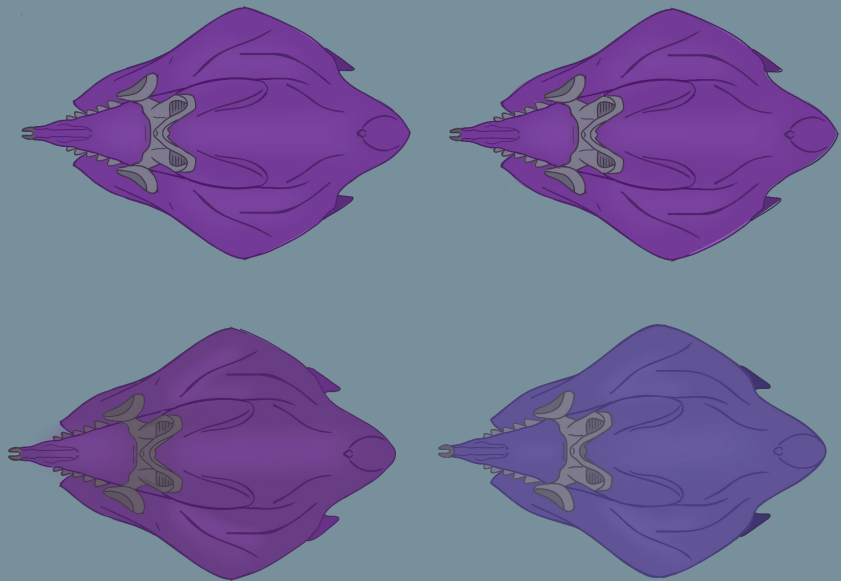
# Background Options



# Halo Ship Color Fill

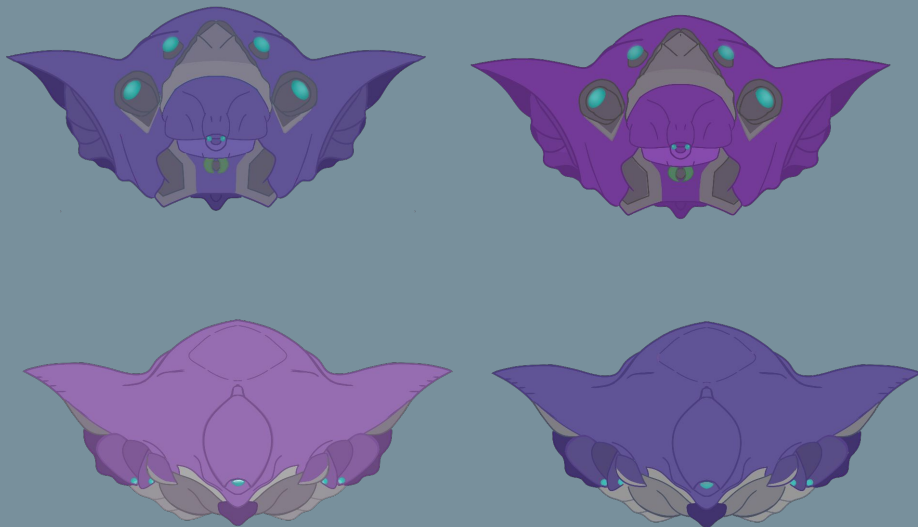
The color fill was the fun part. But, also a little time-consuming than I had initially anticipated. Due to limited research sources, it was a bit tedious to match the correct color that would also fit with the background image. I experimented with different color options and shading/highlights, then came with 9 pieces in the end.

*(See next for more)*

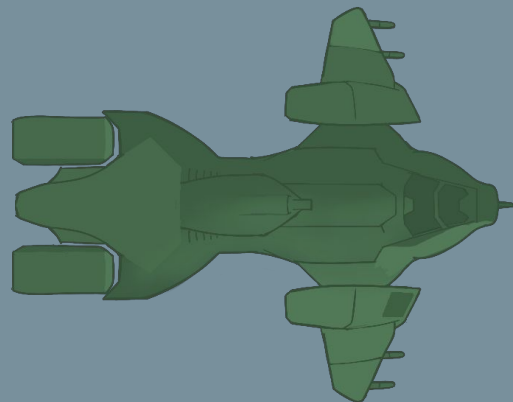


*Phantom Ship - Top View*

# Halo Ship Color Fill



*Phantom Ship - Front/Back Vlew*



*Pelican Ship - Top Vlew*



# Background Choice

I presented all finished illustrations to my group mates so they could choose which ones to their liking. Although the orange bg was chosen, it felt too bland for me. I did some retouches, added a *glow* to accentuate the foreground, and their suggested Halo Ring.



# Finalized BG



# Screenshots

Start and End menus are credited to my other two group mates.

MakeyMakey Process Documentation  
(url)

