

Syreregn = et mistet liv  
(de grønne) Det samme gælder ild  
(de røde - dem fik jeg ikke lige med)

# Save thy flower - Design dokumentation

Kasper Nikolajsen Dahl

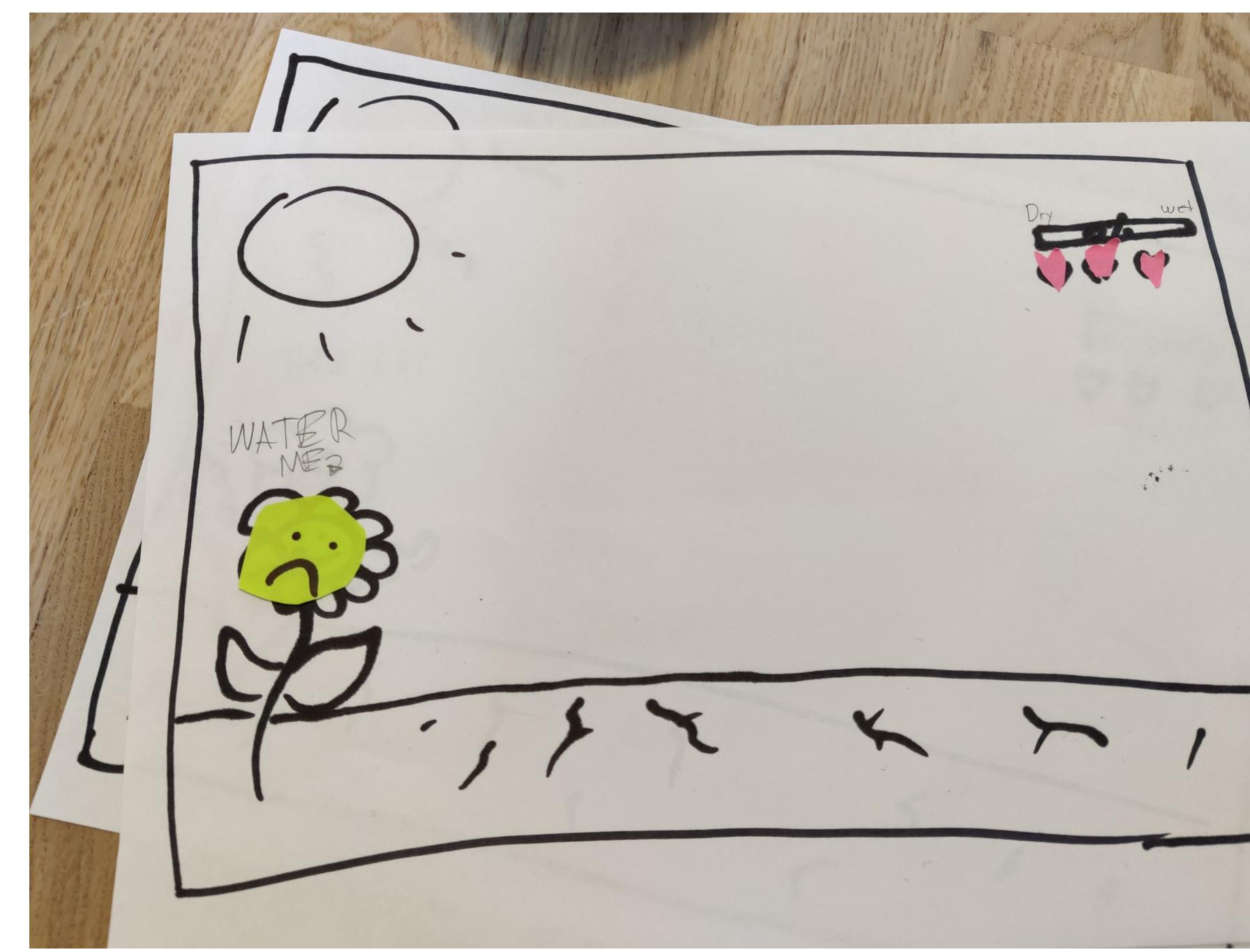
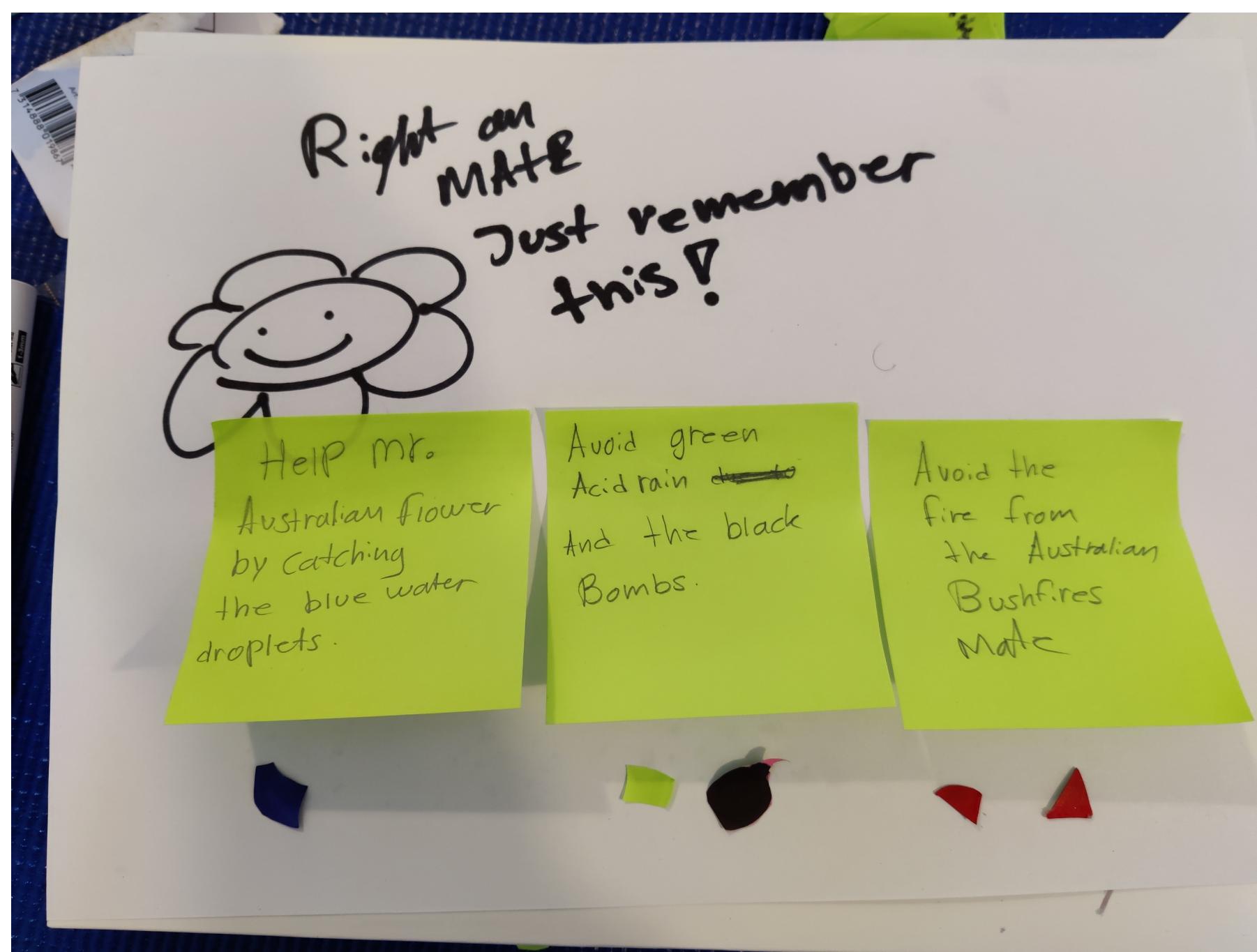
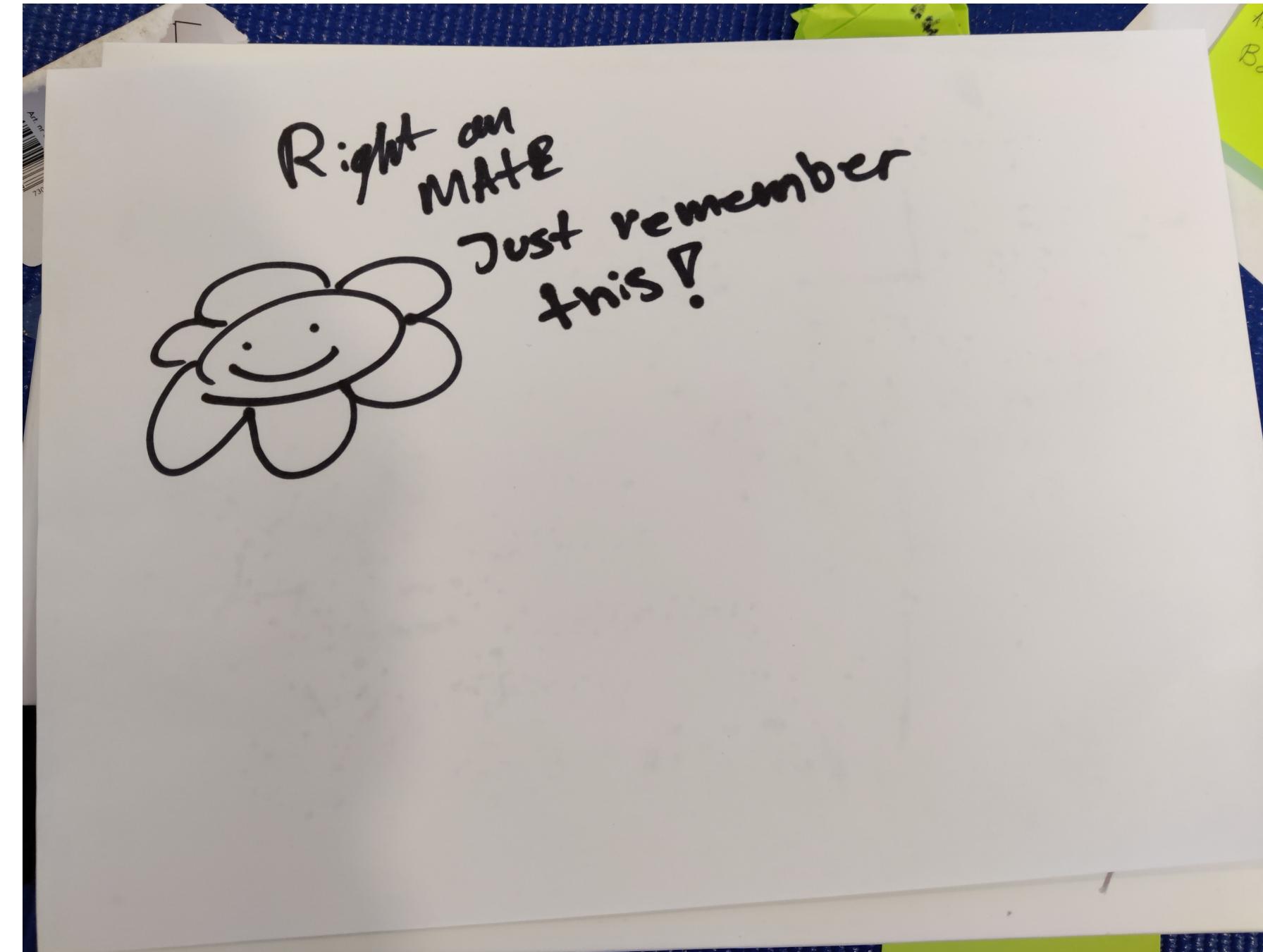
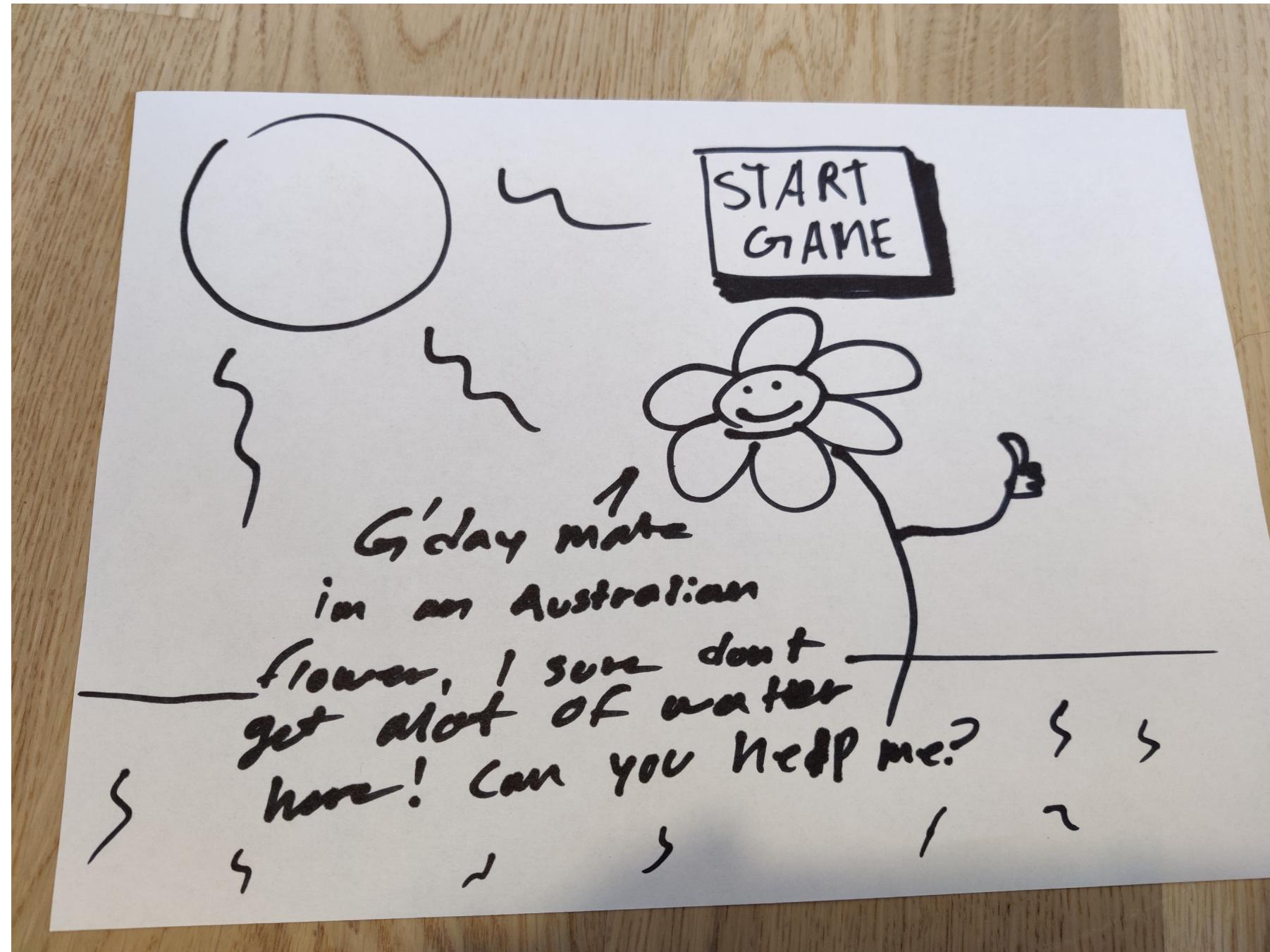
I "Save thy flower" skal man redde en plante ved navn Australien Steve, i Australien fra at dø i det varme og tørre Australien.  
Du skal samle vand dråber der kommer ned fra himlen, imens du undviger den farlige syreregn, de store bomber  
fra de mange rumvæsener der vil overtager Australien og undviger ilden fra de Australiske skovbrande.  
Så lad være med at være en Bloody Bludger og kom i gang med at redde Australien Steve

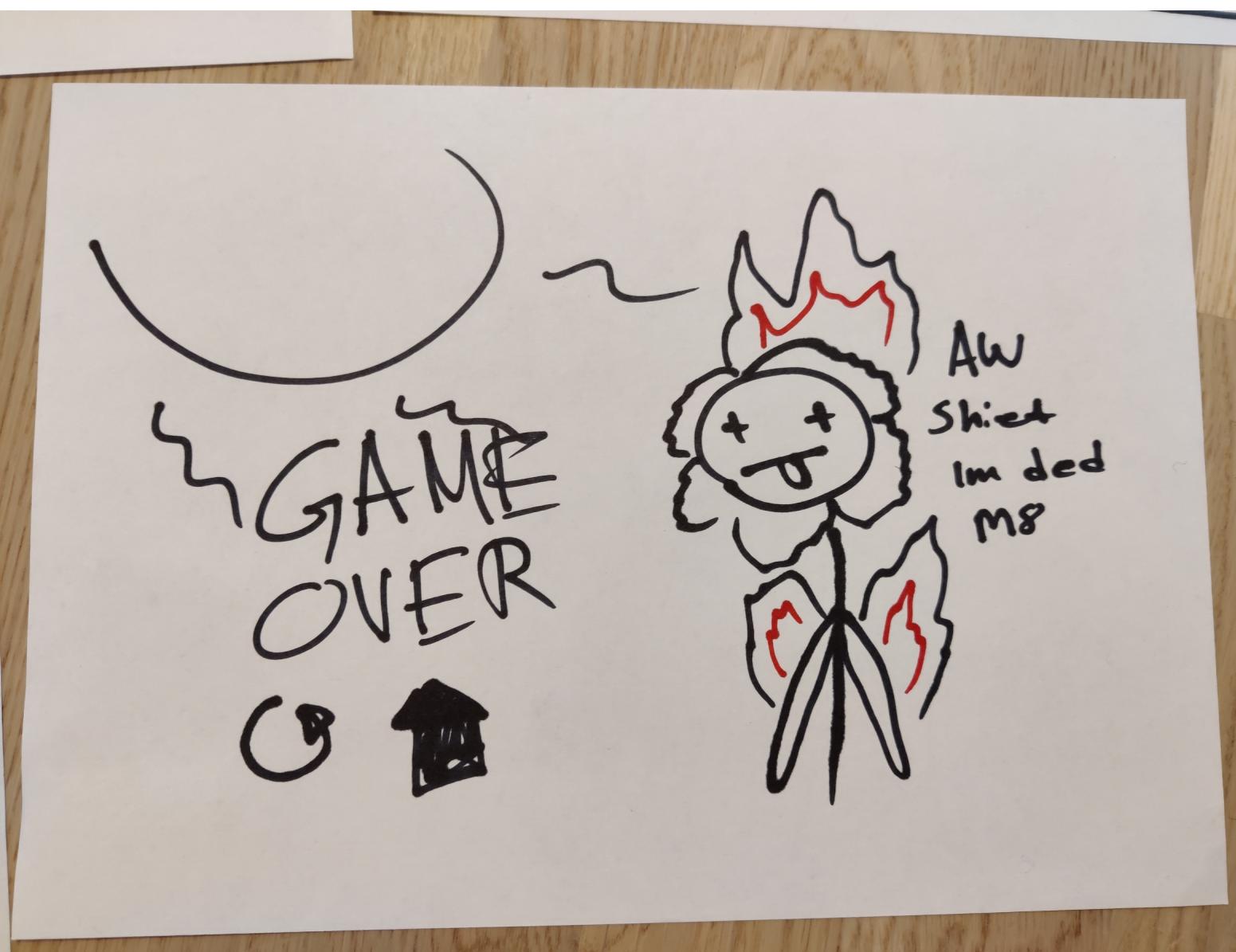
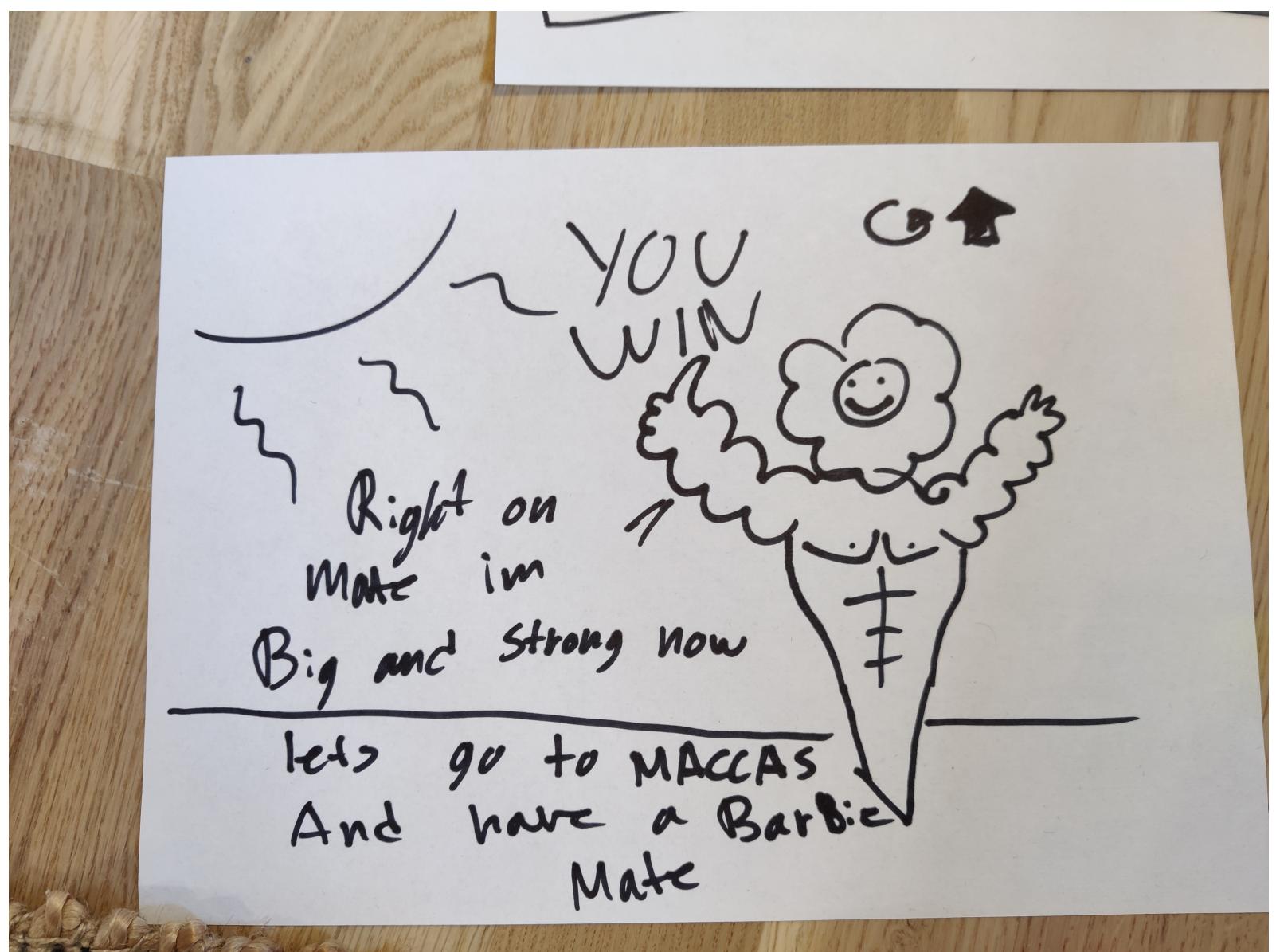
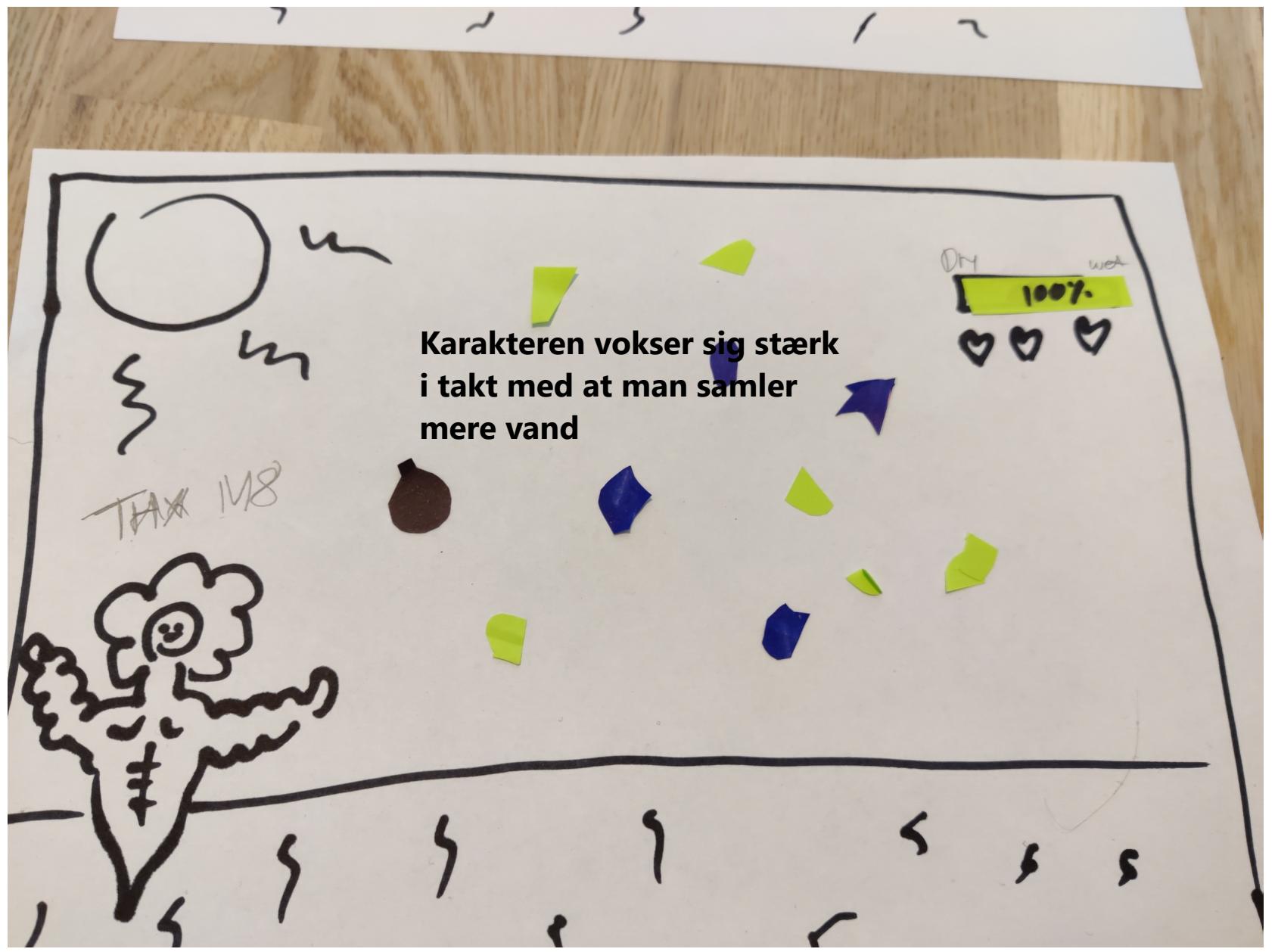
Hvis du vinder tager i på "Maccas" (McDonalds) og måske får i en "cold one" i Australien

Assetliste:

[http://truttedyret.dk/kea/04\\_animation/spil/assets/](http://truttedyret.dk/kea/04_animation/spil/assets/)







## **Design udgangspunkt**

Jeg har lagt min stil  
løst op af  
Rick and Morty

Dette vil komme til  
udtryk i baggrunds og  
lidt af mit karakter  
design

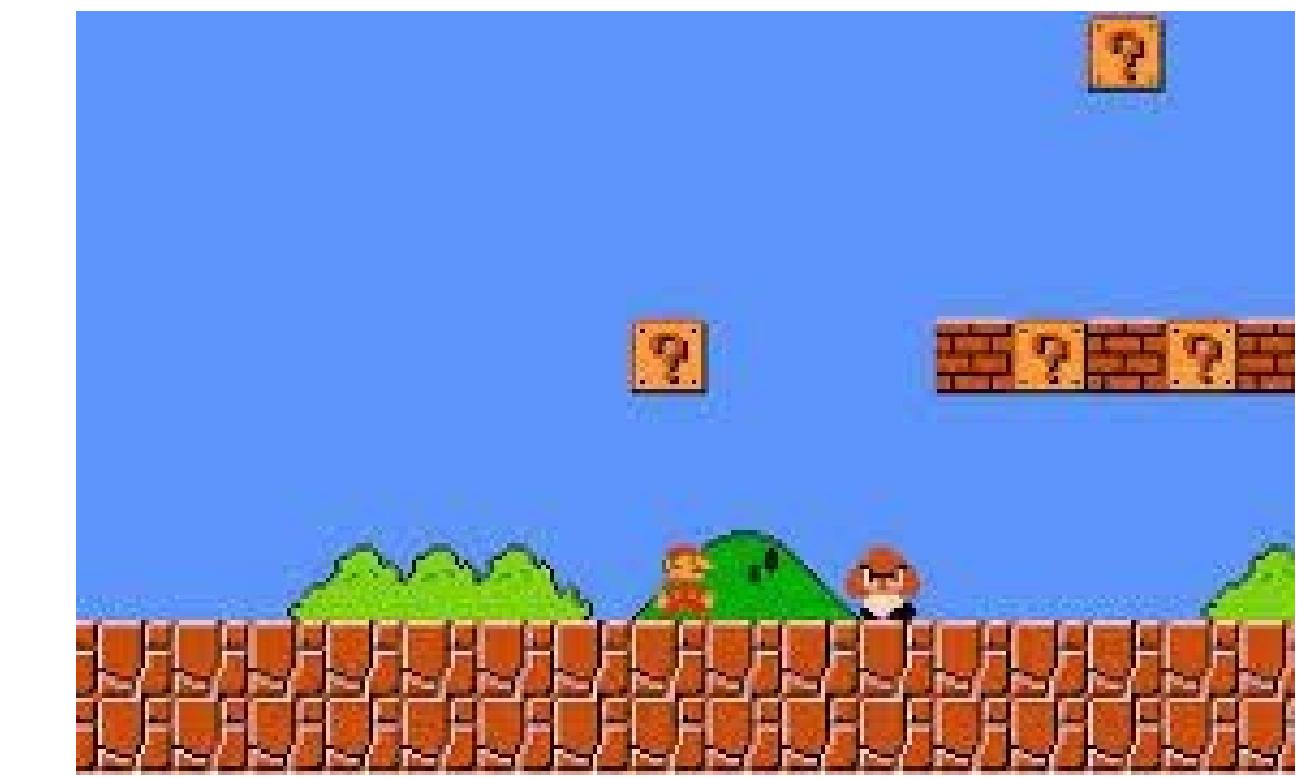
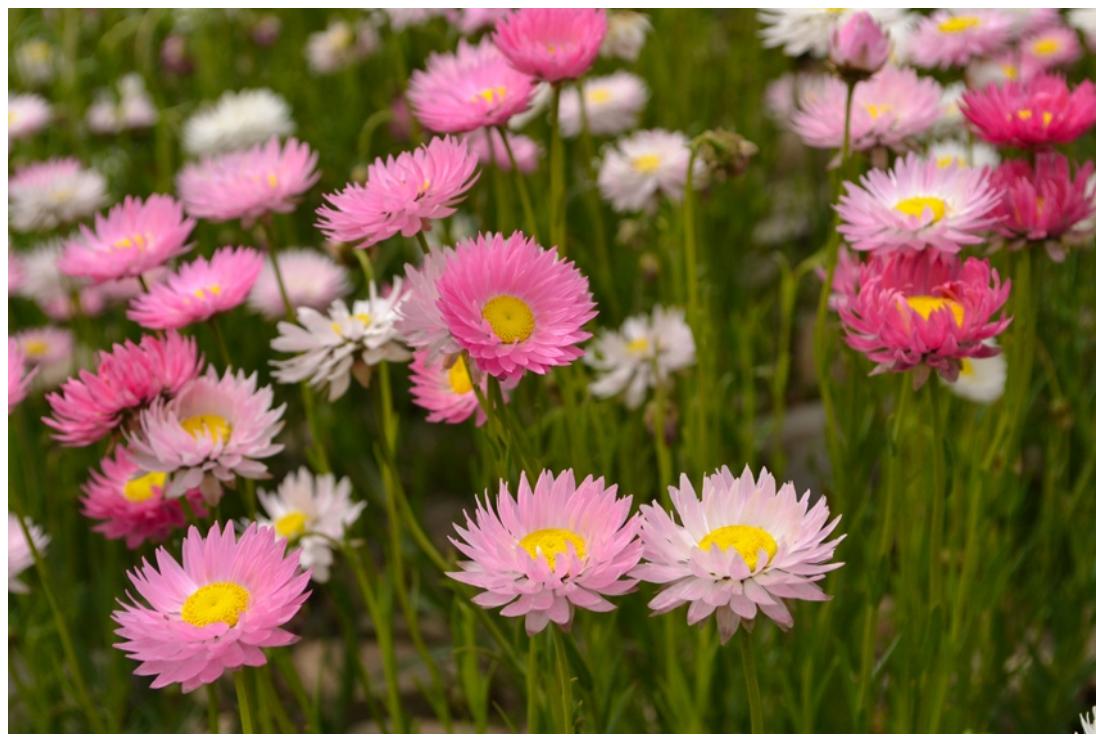
## Rick and morty



## Beskrivelse af stil og stil inspiration

Karakter design fra Rick and Morty og Australiske tegneserier som Big Lez og andre. Surrealistisk og kaotisk. Hellere for meget en for lidt.





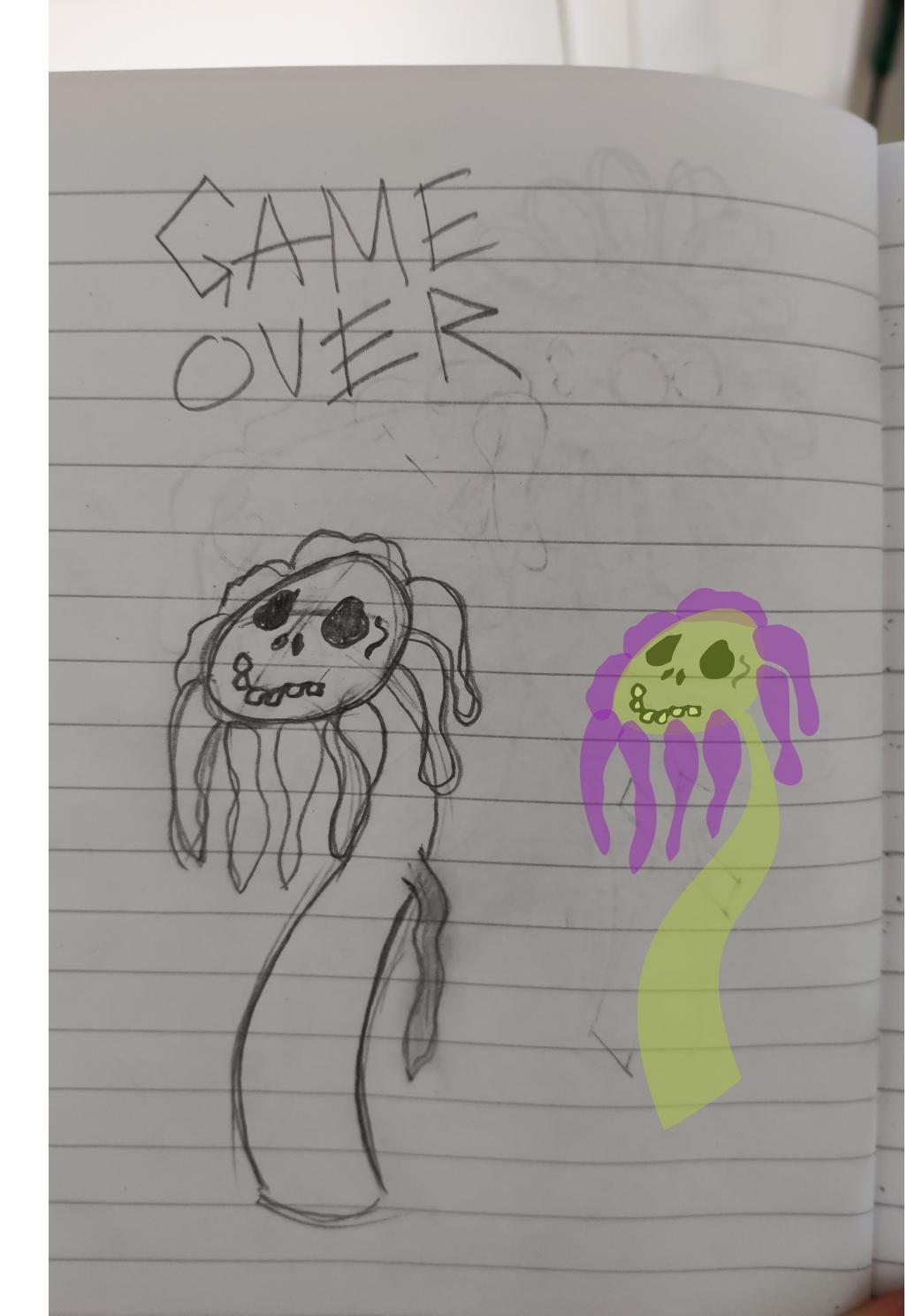
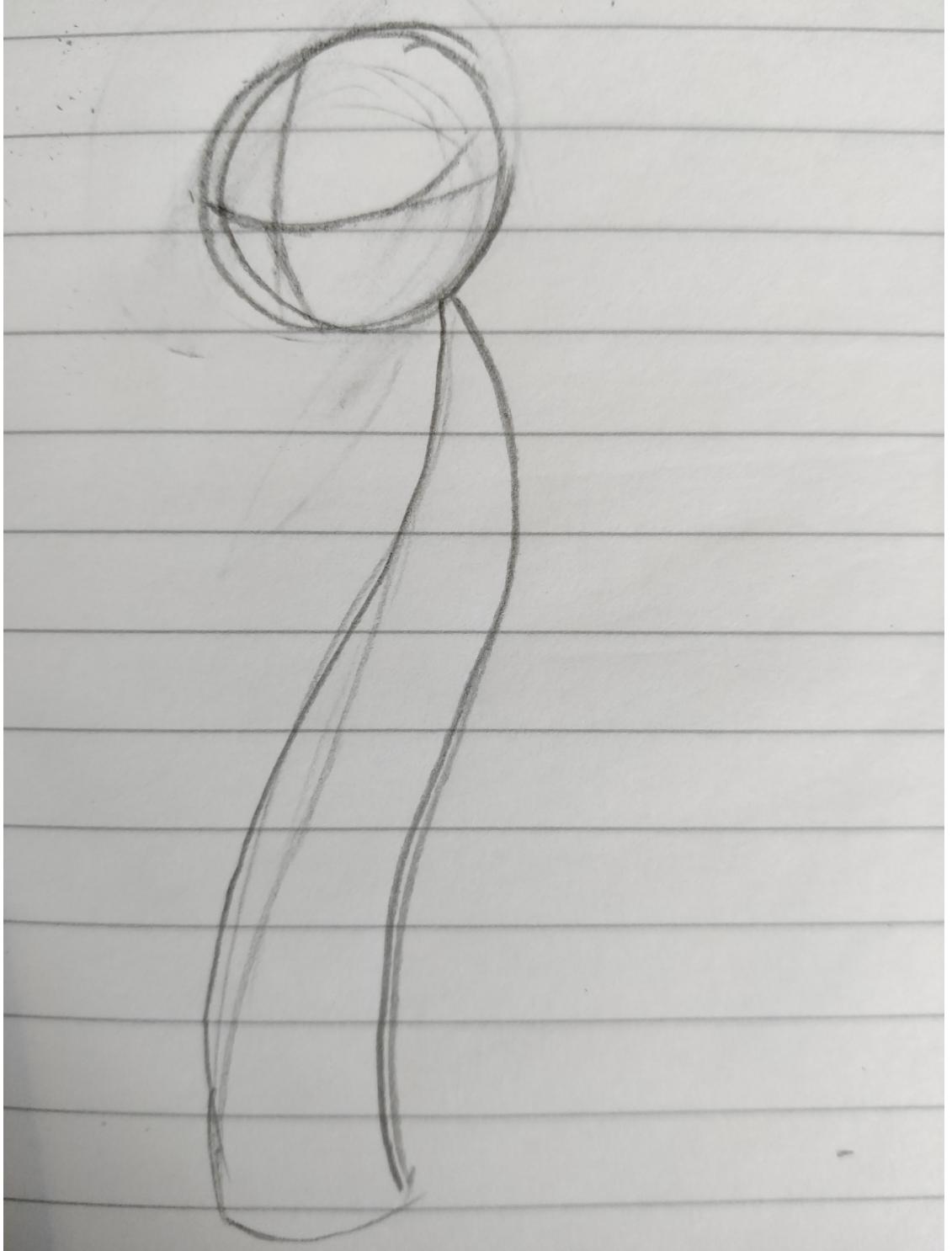
## Karakter sketches

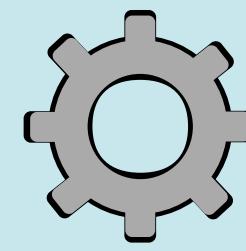
Diverse udviklinger af karakter

Start - Level complete -  
Game over

## Startskærm sketch

Save Thy Flower  
Karakter i midten af  
Action  
spillets forhindringer  
flyver imod hoved  
karakter.  
Alt er kaos og alt er ude  
efters "Australian Steve"





# SAVE THY FLOWER

PLAY GAME



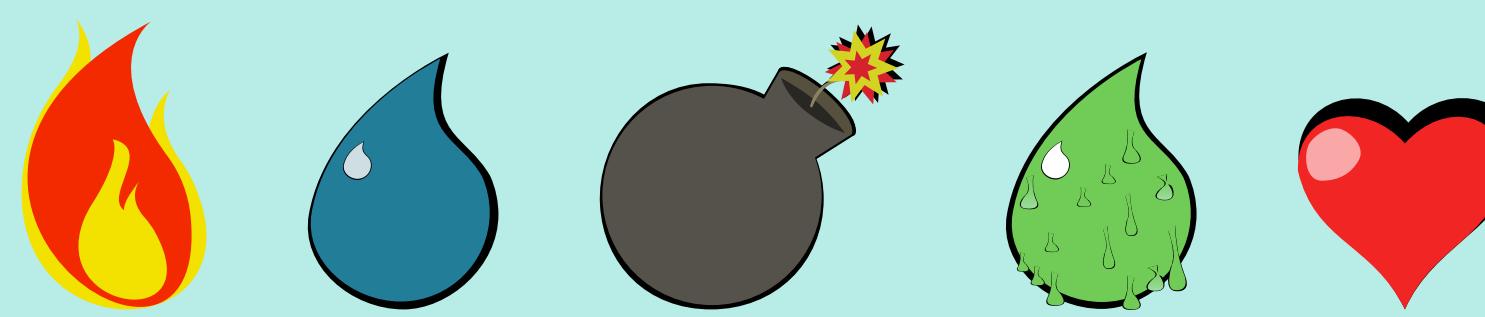
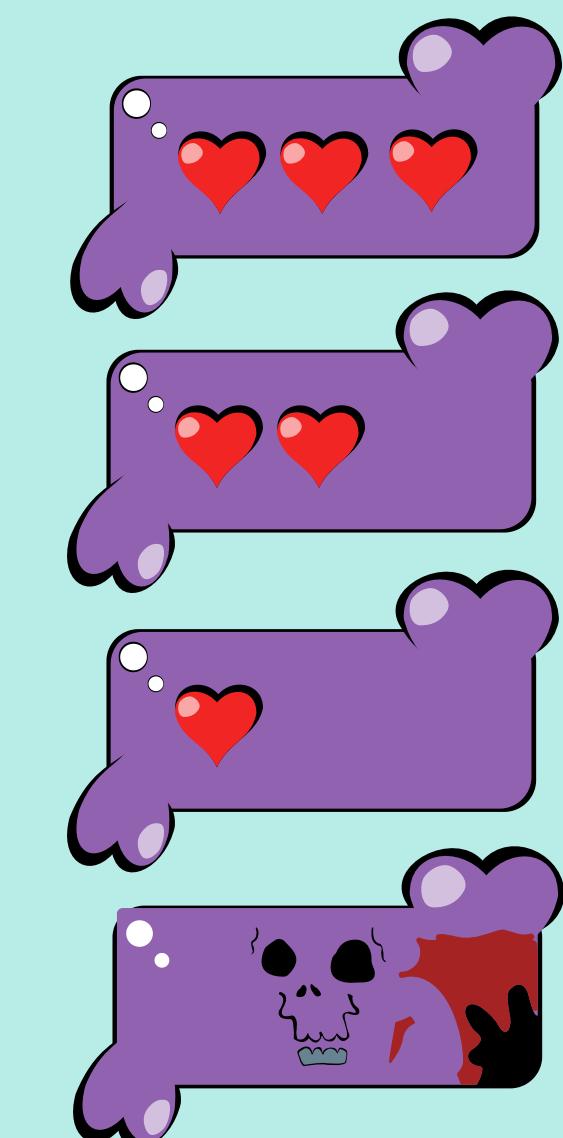
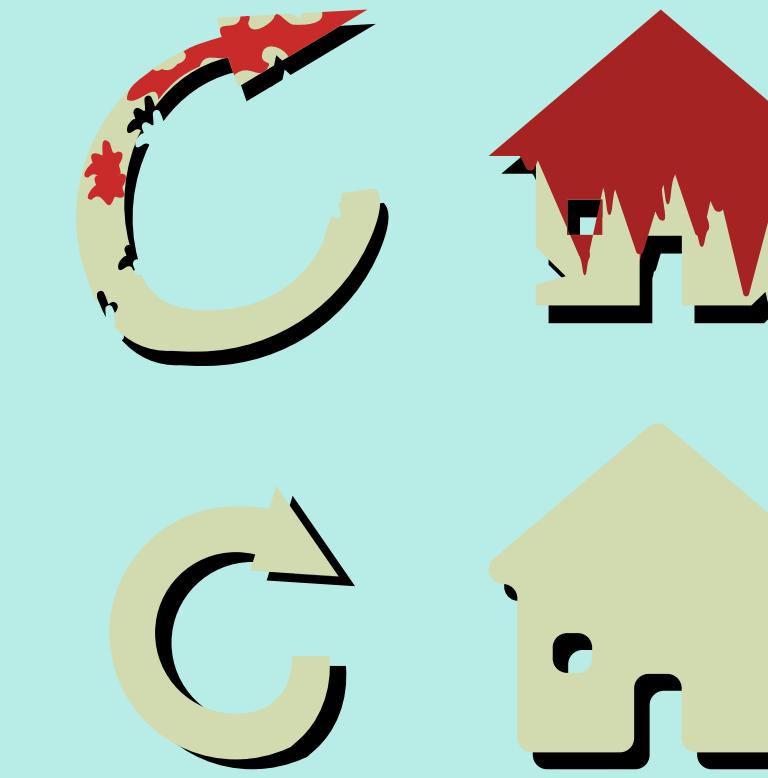
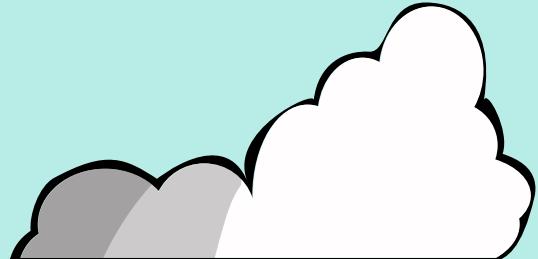
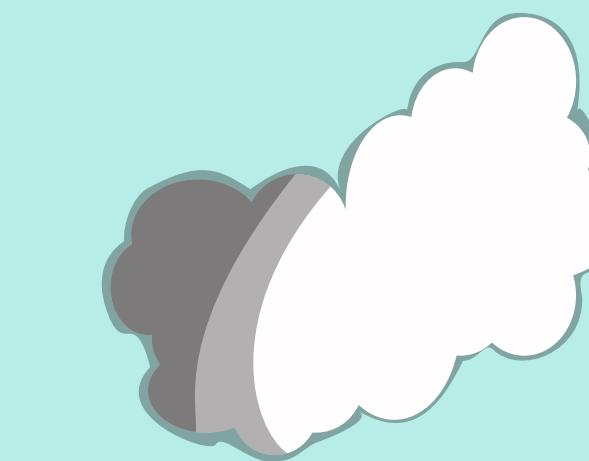
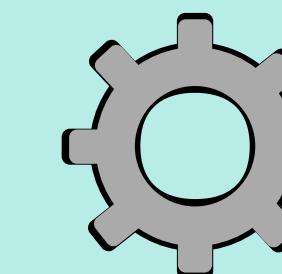
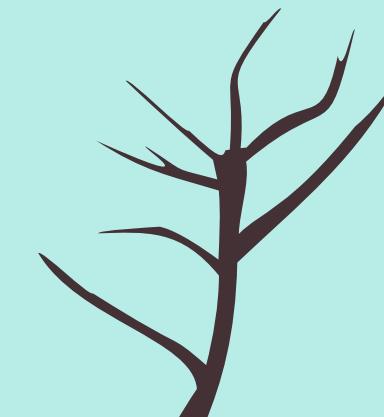
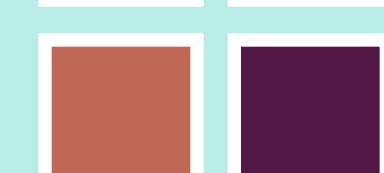
## Assets til spil

Fonte:

\$HLQ

Anton

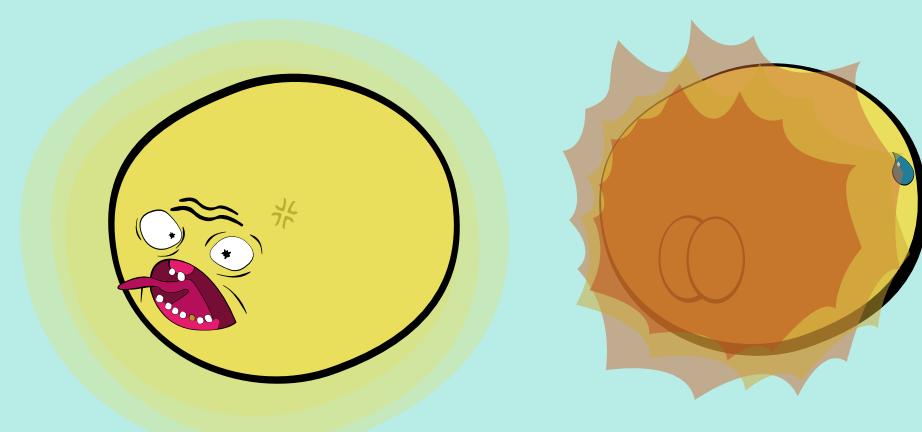
## Farver



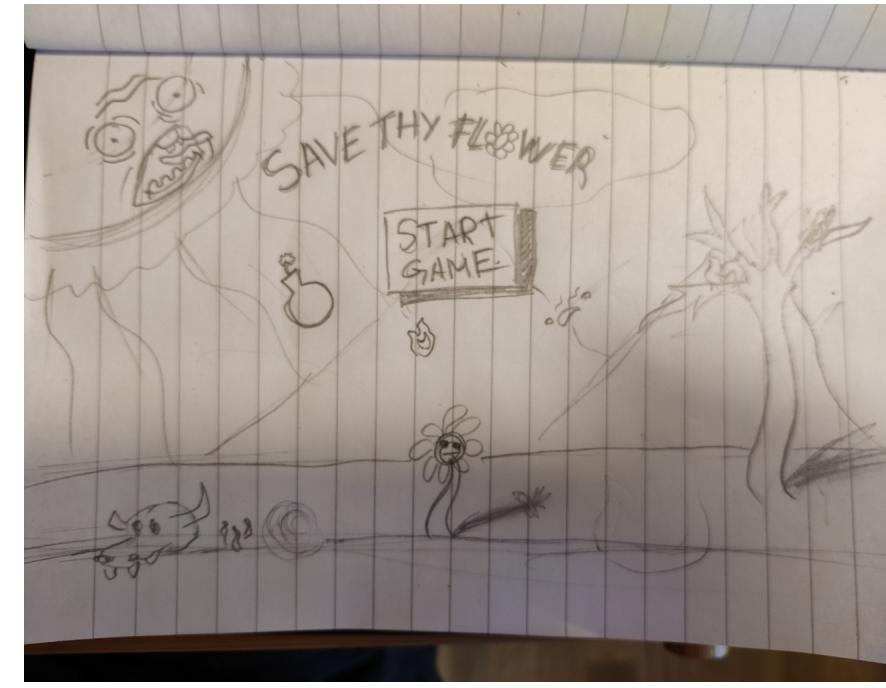
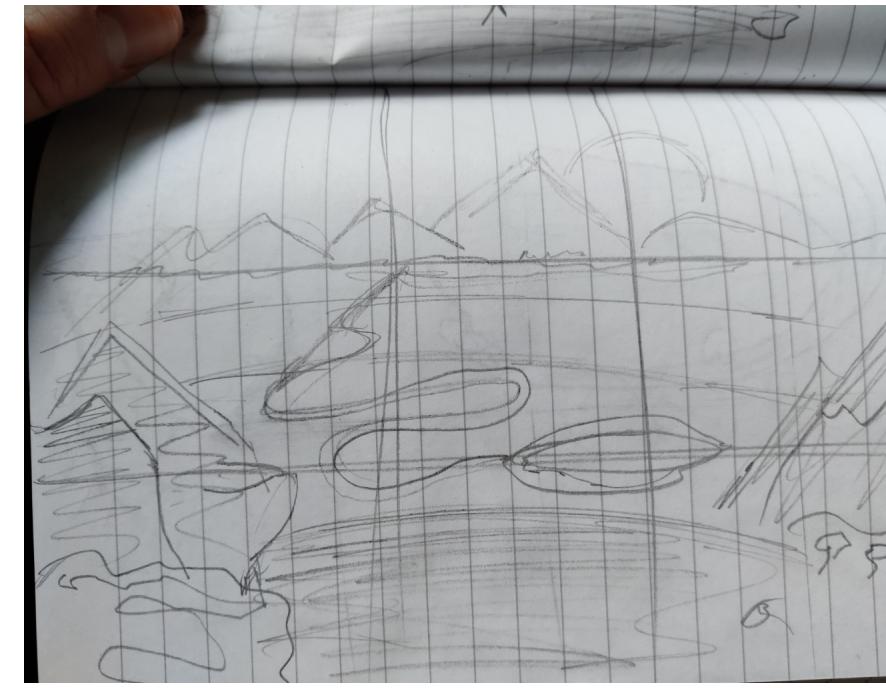
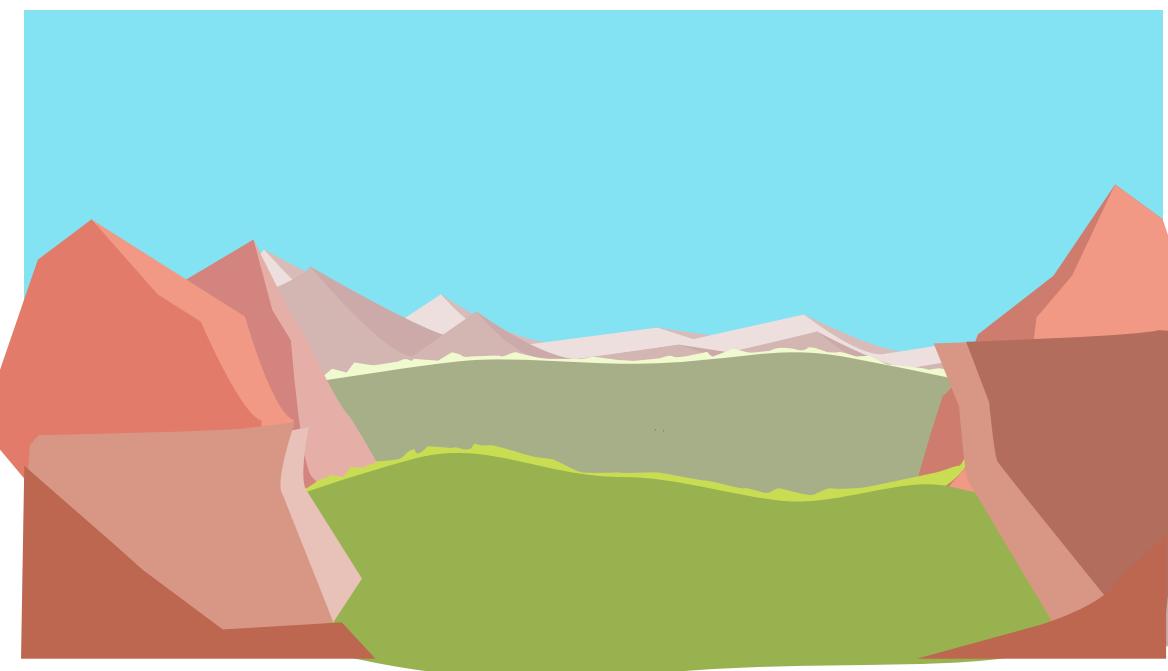
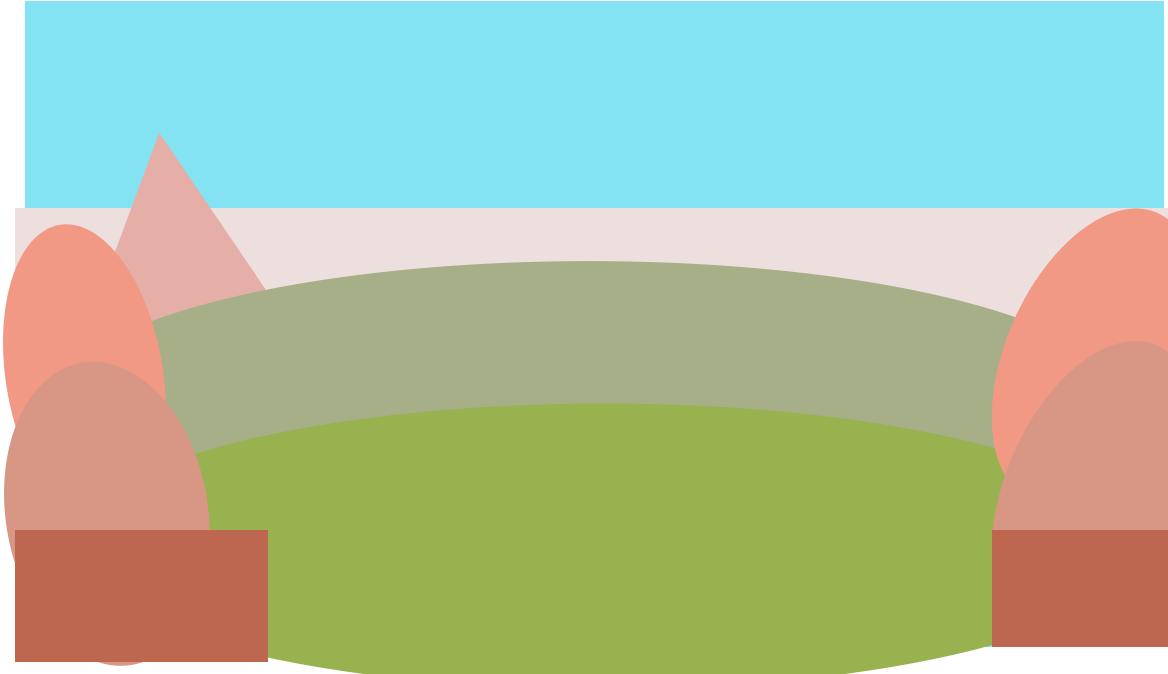
SAVE THY FLOWER

Plantestilk

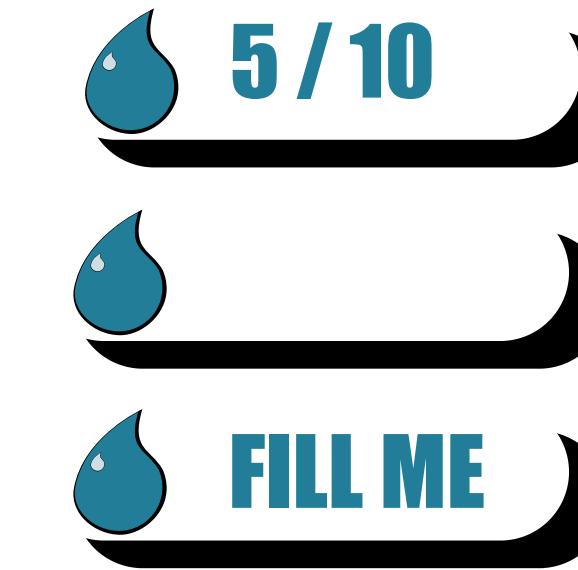
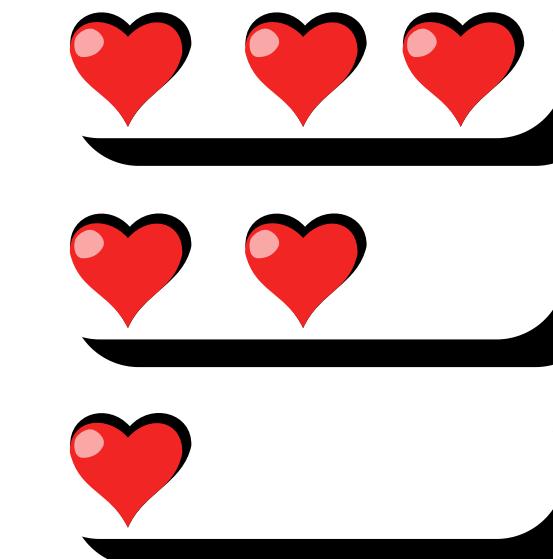
GAME OVER



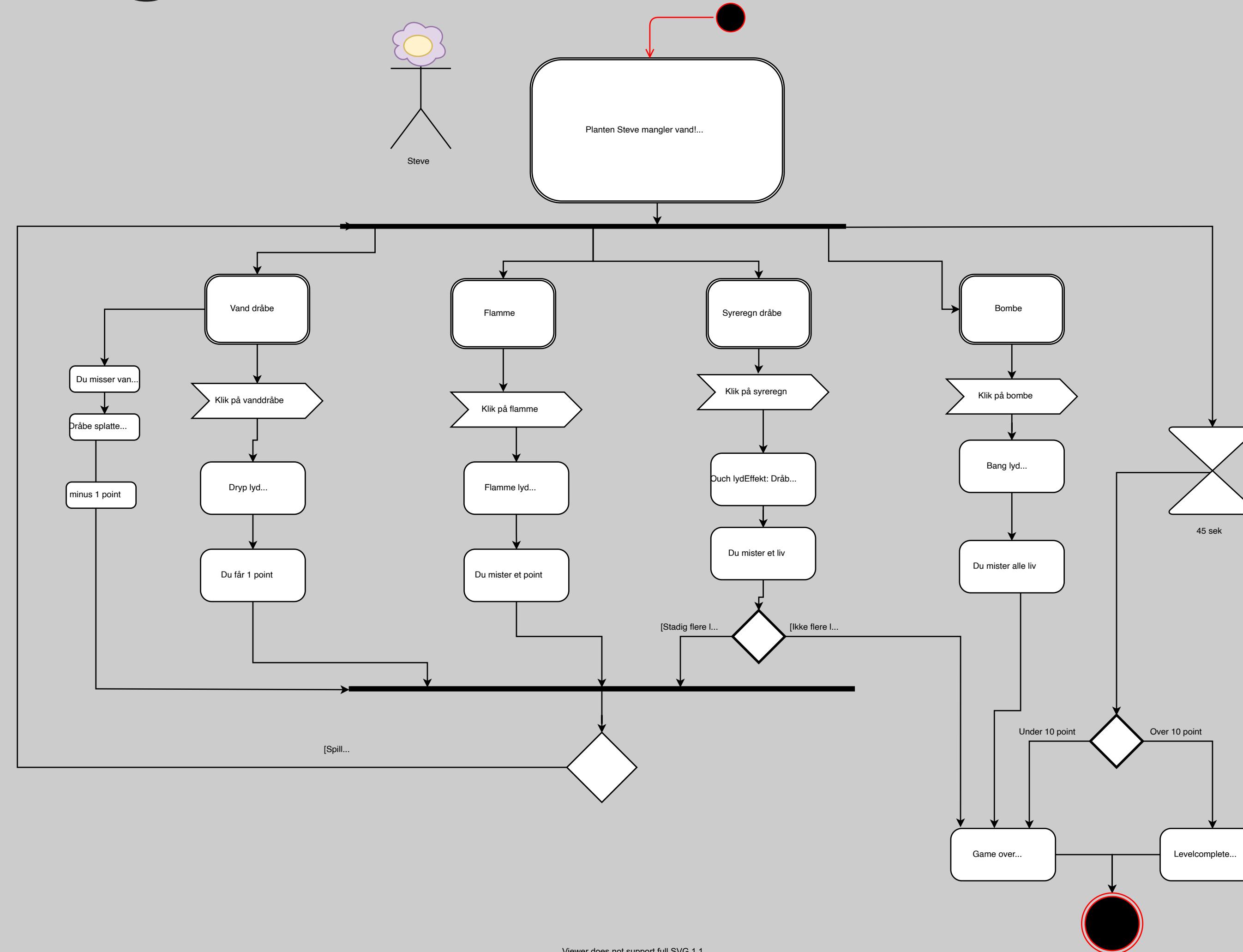
## Baggrundsdesign Process og sketches



Tidlige iterationer af elementer:



# Aktivitets diagram



# State Machine Diagram

## SAVE THY FLOWER

Kasper Nikolajsen Dahl

