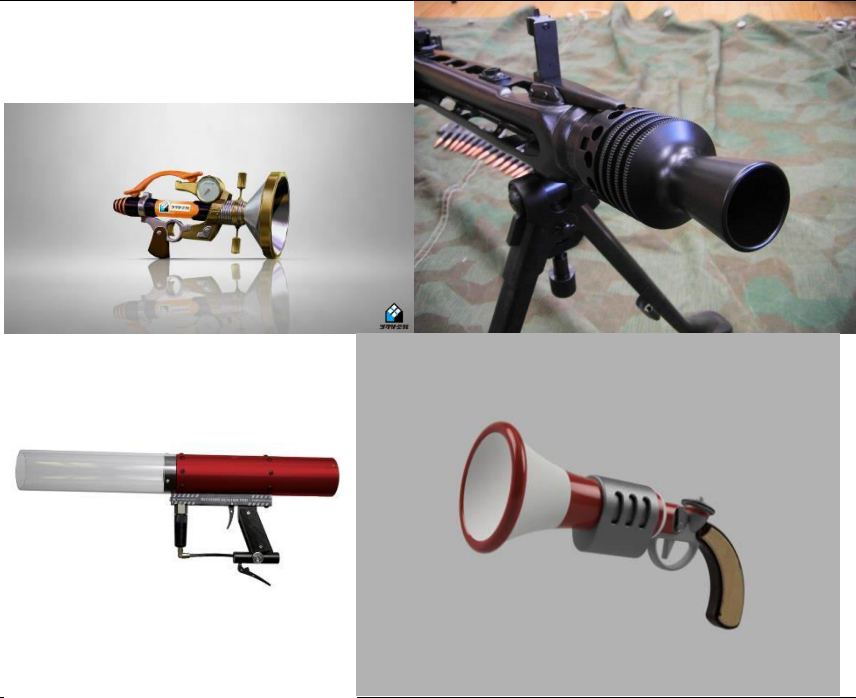

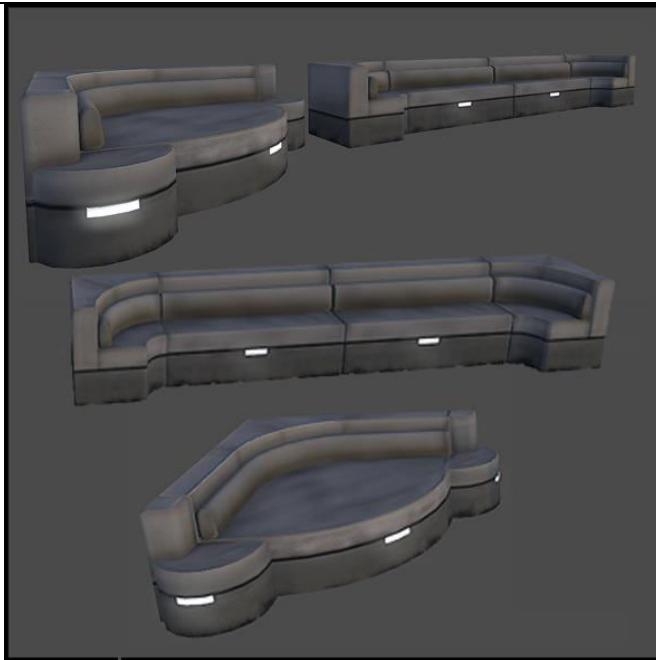


Reference Sheet

Assets

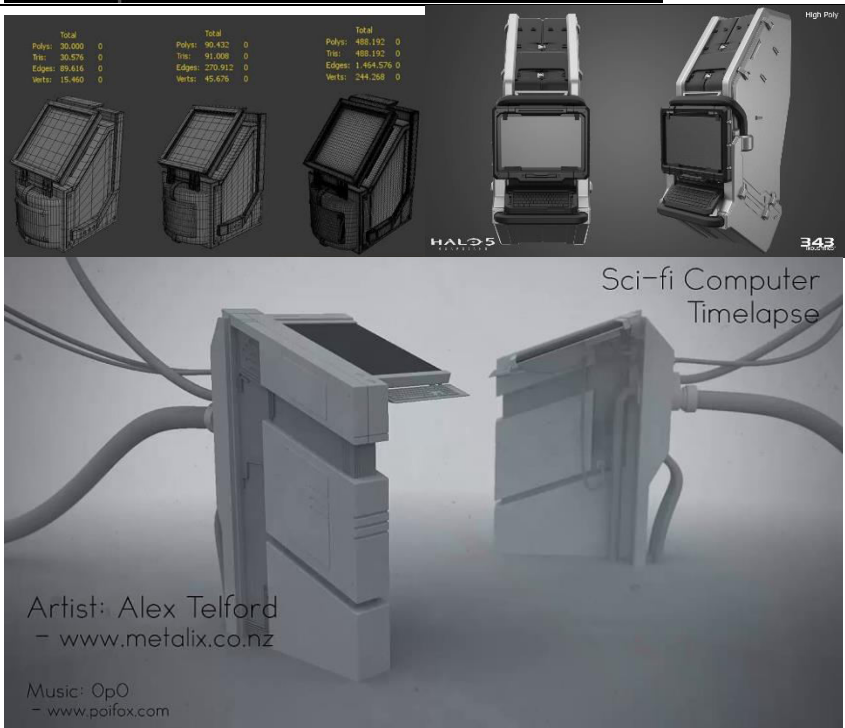
Name	References	Notes
Gun		The gun will have a basic barrel design with a very wide muzzle to shoot pressurized air.
Chair		The chair will be seen at the start of the game and will be used as an obstacle.

Couch



The couch will mostly be used as a background prop and will be used as an obstacle.

Computer



The computer will be seen at the start of the game and will allow the player to advance to different sessions of the level.

Tower



The tower will be used as a background prop.

Table



The table will be used as an obstacle.

Small Door



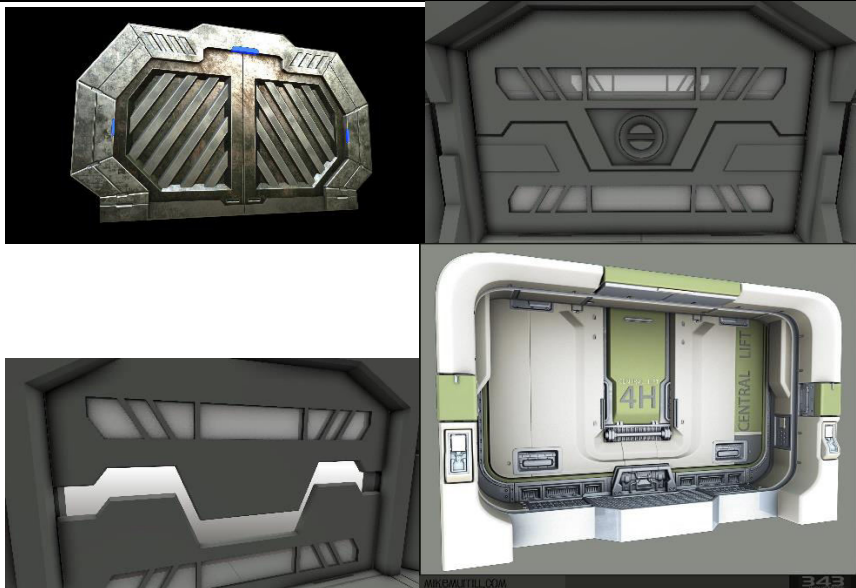
The small door will animate and open when the player is near. It will also be used as a background prop.

Button for Big Door



The button the player needs to press to open a big door to go into space.

Big Door



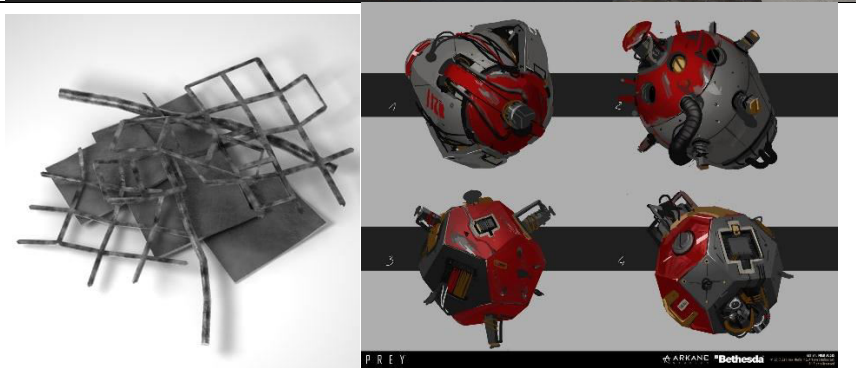
The big door that the player uses to enter and exit the ship to go into space.

Light Fixture



The light fixtures will give the level light and will flicker, turning on and off, when the ship is malfunctioning.

Metal Debris



Metal debris that will be used as an obstacle and will be able to kill the player. It will float around in the space level.

Escape Pod



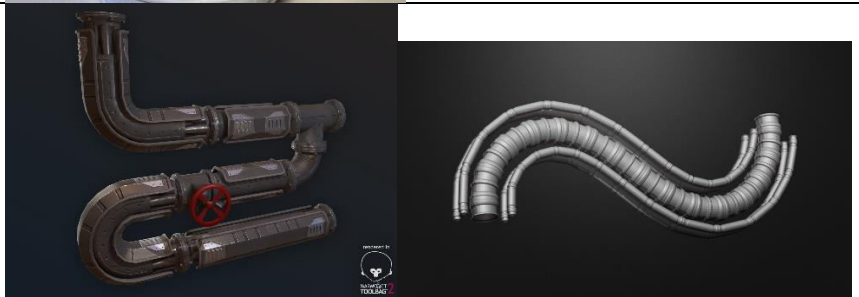
The escape pod that will be the end goal of the level and will only be shown at the end.

Checkpoint /
Save Pod



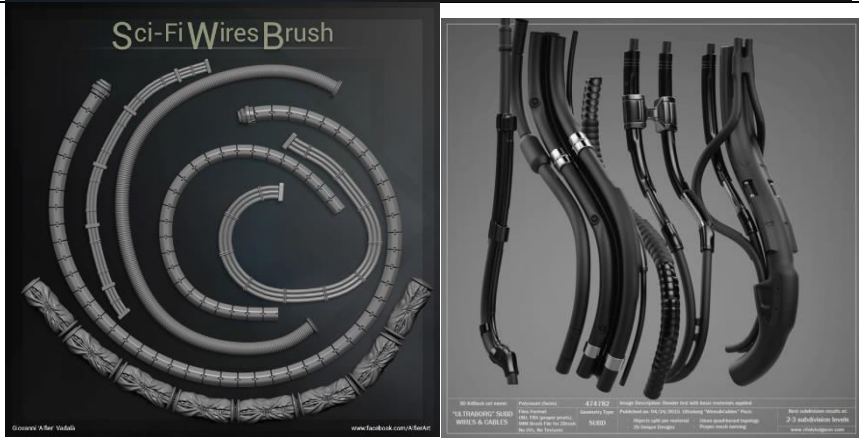
A checkpoint that will be used to give the player a checkpoint. If they die, they will respawn at this pod.

Pipes



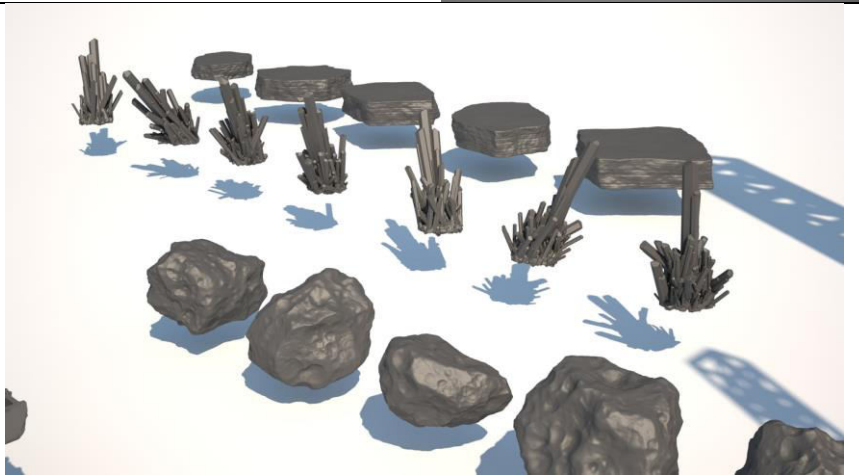
Pipes that will push the player if they are broken and will be used as a background prop.

Electric
Wires



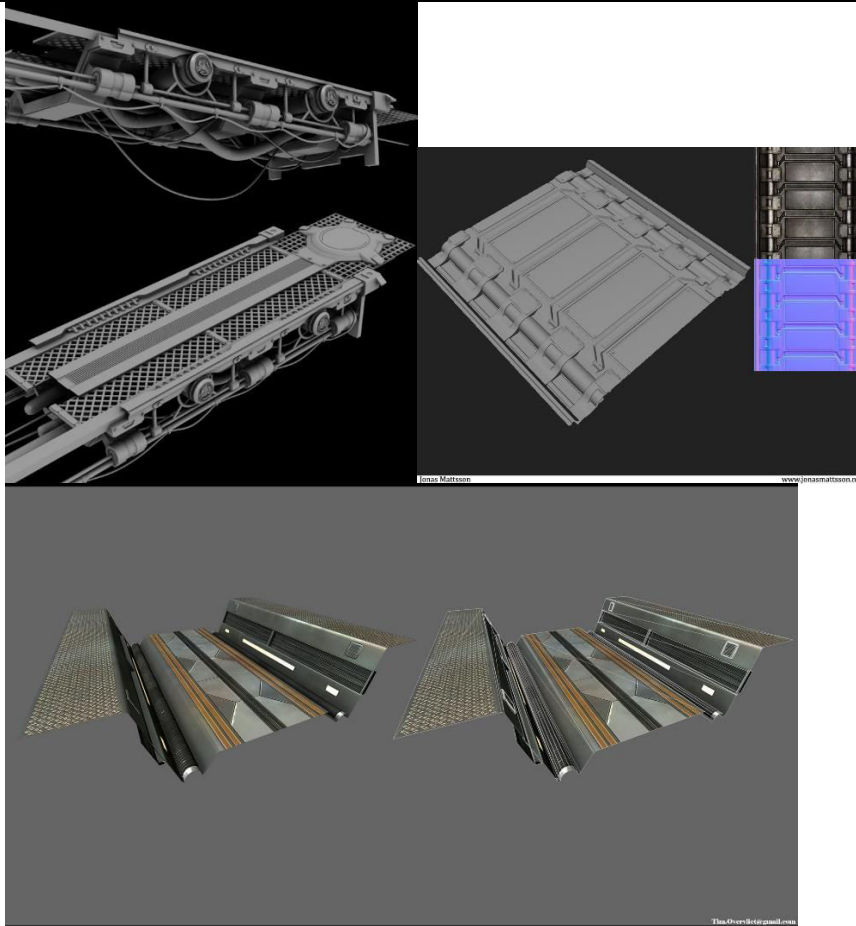
Wires that will be exposed and can kill the player. They will swing in animation.

Rocks



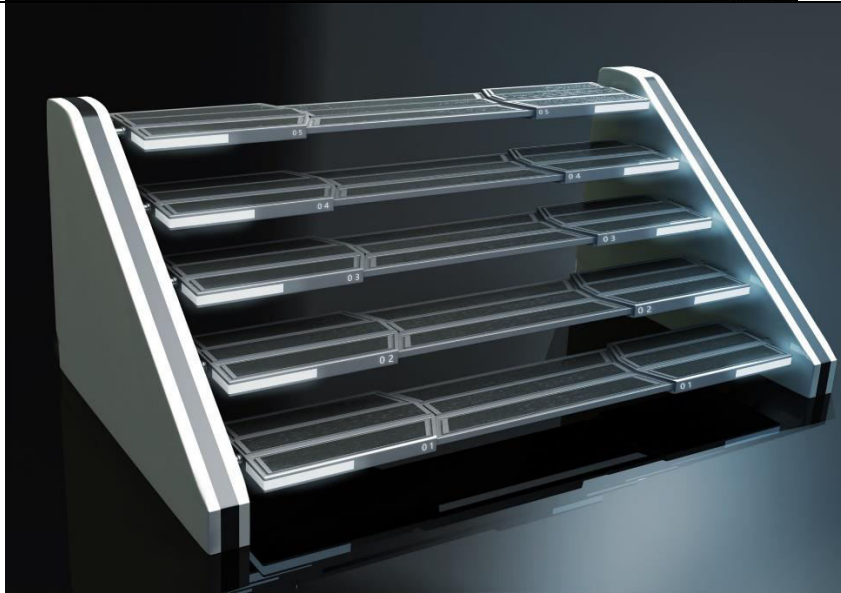
Rocks that will be used as obstacles during the space section.

Railings



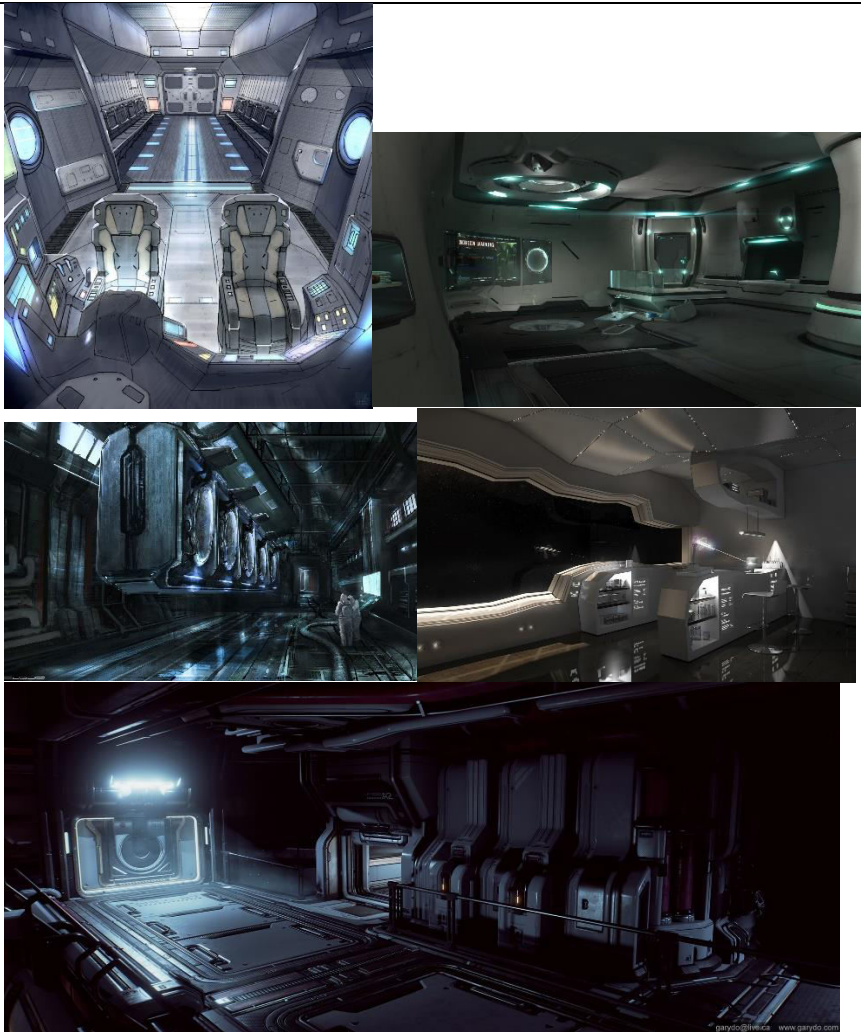
Parts of the interior of the ship that will serve as different levels the player can land on. It is used as an elevated platform.

Stairs



Stairs that will be used to allow the player to elevate without jumping.

Ship Interior



The interior of the ship will be mostly gray with repeating textures. The ship will be lit with a multiple coloured lights.

Colour & Shape Language

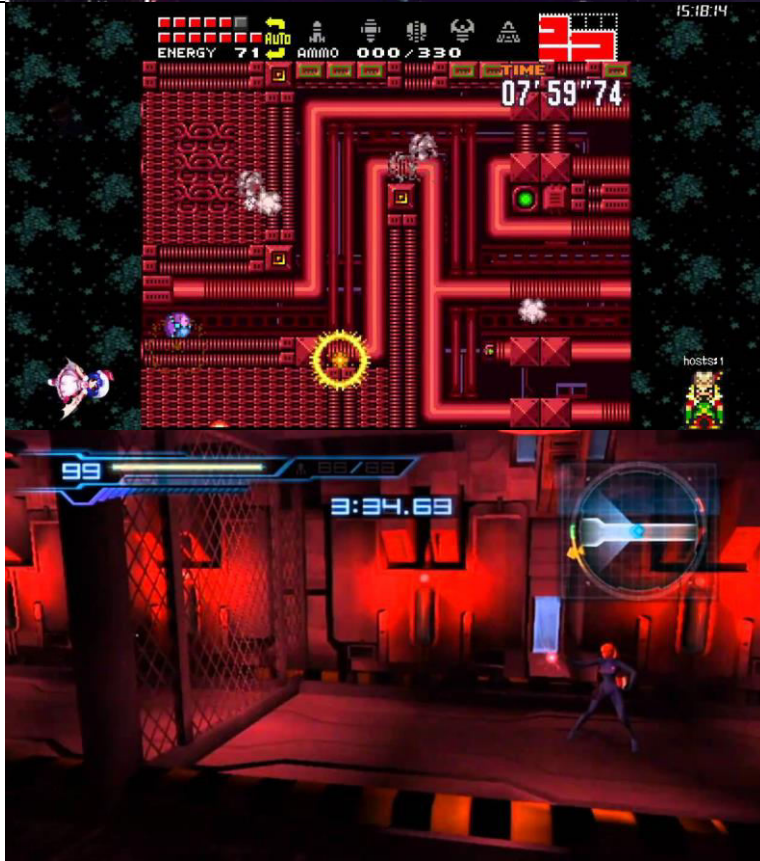
Name	References	Notes
Level 1		The first section will be used mostly cool, highly saturated colours with warm grays. The environment will be calm as it is used as a tutorial section.

Level 2





The space section will have an overall purple tone with some cool and warm elements as well.

Level 3



The final section will be mainly red with other warm colours. This section is the challenge stage and meant to stress the player.

Shading

Name	References	Notes
General		Generally, the shading will have a thick black outline for most objects, usually the ones of importance. The texture will be hand painted with some detail using a hard black brush for lines and shadows.
Cloth		Cloth textures will have many black lines to show stretching with large amounts of black to show the shadow of the folds.



Glass





Glass textures will be mostly transparent with a hint of an off white green colour and the cracks will be drawn with black lines.

Metal



Metal will be very dirty and scratched to show wear and tear. Any dents or indents will be shown with black lines and shadows.

	<div data-bbox="310 94 1084 548"><p>TEXTURES</p><p>q7204k@gmail.com © 2013</p></div>	
Wood	<div data-bbox="310 548 1031 1822"><p>Mike "s620ext" Shultz</p></div>	<p>Most of the wood textures detail will be with black lines. This includes grain, scratches and knots.</p>