

04.02.03: Assets list and design documentation

Student: **Olga Baeva**

Game: **Rescue the kitten**

Link to the assets:

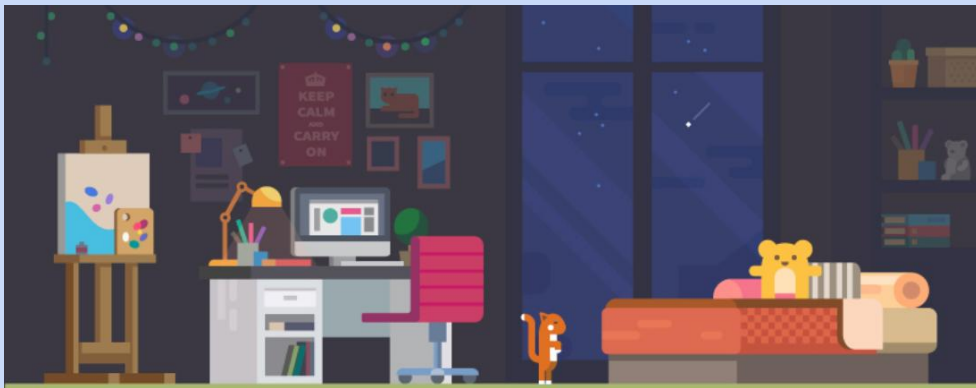
http://baevastudios.com/animation/rescue_the_kitten_game/assets.html

Pitch

Fire broke out in the library, and a little kitten stuck there because it's too scared to move. Collect 20 water drops in order to save the kitten. Avoid clicking on fire drops because it will hurt you and take away one life every time.

Moodboard

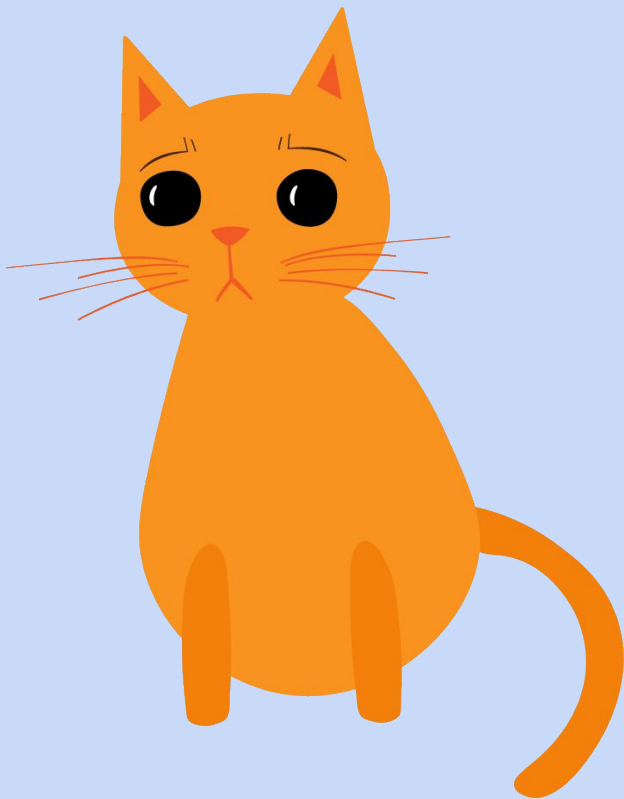
Style inspiration character design: flat design



#212553122

Character

The kitten scared of fire



The kitten happy when level is complete



Game scene



Shapes in use

The **kitten** is composed mostly of round shapes which makes it lovable, and a player wants to rescue it from the fire.

The **fire** has a form of a triangle with pointed ends which makes it dangerous, and a player feels the urge to rescue the kitten.

The **water drop** is rounded as well as the kitty - it's a good element and will extinguish the fire when clicked.

The **bookshelves**, **painting** and **table** have squared shapes representing solid unmovable background.


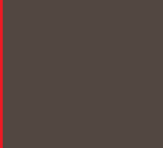




Graphic elements that visually describe the design



Flat design illustrations are composed of simple shapes (sometimes with help of the anchor point tool or pen tool), no strokes.

Style tile

Colours

| | | | | |
|---|---|---|---|---|
|  |  |  |  |  |
| #4A97F4 | #1E1E3F | #4711CC | #ED1C24 | #534741 |
|  |  |  |  |  |
| #F7931E | #F4800C | #F27C49 | #A31F00 | #3BCCFF |
|  |  |  |  |  |
| #895ECC | #6129CC | #904ECE | #6309CC | #BAAECC |
|  |  |  |  |  |
| #754C24 | #A67C52 | #009245 | #211F63 | #C7B299 |

Typography

Bradley Hand ITC

Raleway

Example of a button

rescue the kitten

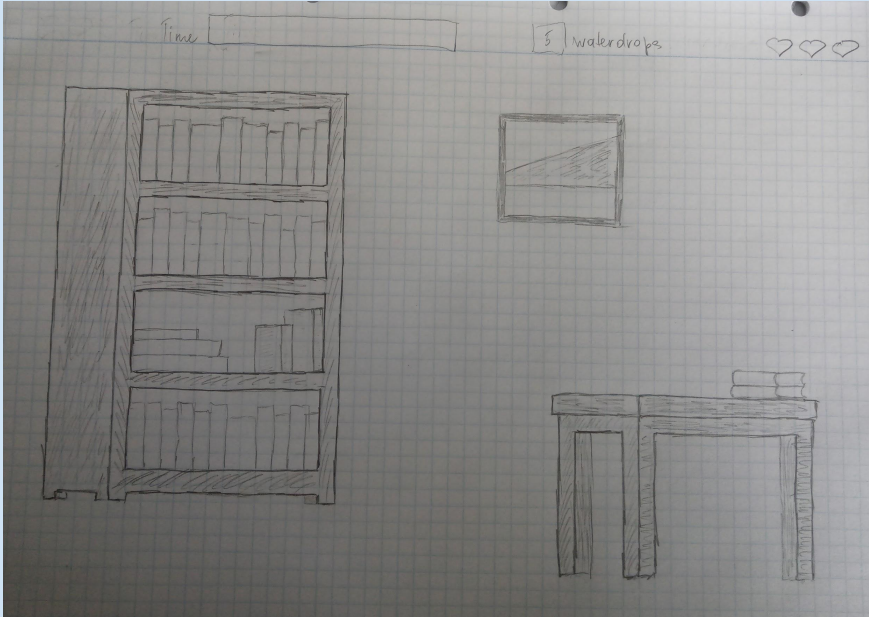
UI Elements

Time



Documentation of the process

Study of style

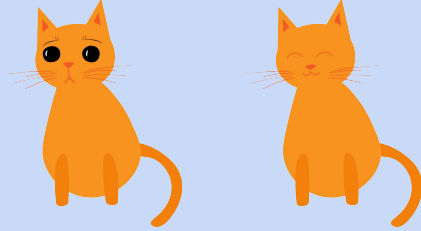
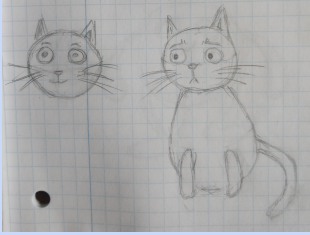


Sketch of the background that has been changed based on flat design illustration to the right



Development of the game elements

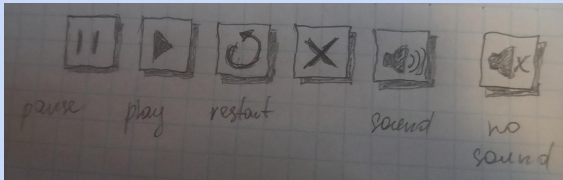
The character



The sprites



The UI elements



Storyboard

