



Asset List and Design Documentation

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<https://linneavisser.com/assets.html>

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Pitch

The goal of the game is to keep the baby sleep asleep so it does not have to face the fact that there is less than 100 pygmy sloths left in the world due to deforestation. Collect the sheep and moons to do so, but avoid the fires and axes as you will lose a life if you click them.

Design Documentation



BACKGROUND INSPIRATION

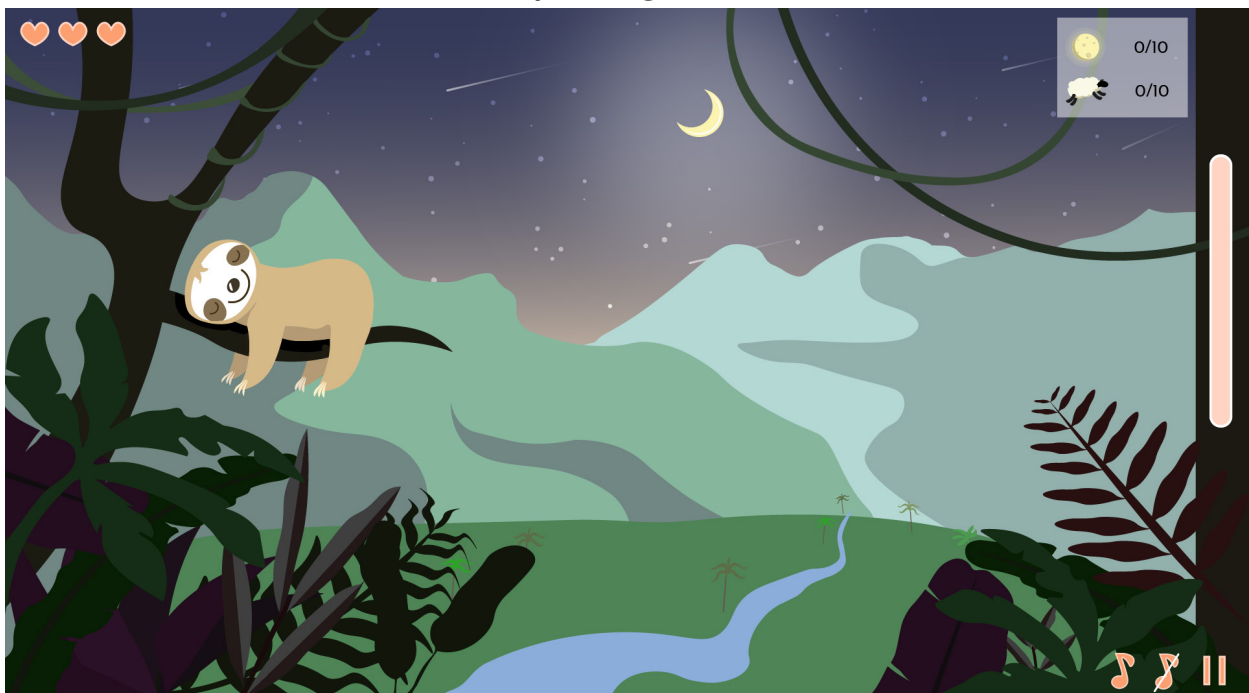


CHARACTER INSPIRATION



When I searched for inspiration I mainly looked on Pinterest where I found a few different illustrations of rainforests that I based the layout of my game screen on. For the actual style I did not look at games really, instead I was mainly inspired by Quentin Monge, a French graphic designer. His style of block illustrations really appeals to me and I thought it would be nice for my background. I was also inspired by Tove Janssons drawings and based my colour palette on one of her drawings, as shown.

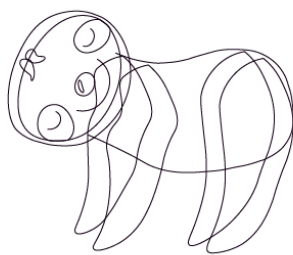
My background



For my main character I wanted to focus on making them as round as possible to communicate that it was a good character. The shapes I used for my character were mainly circles that I manipulated in different ways to not make it too symmetrical and to give it some dimension.

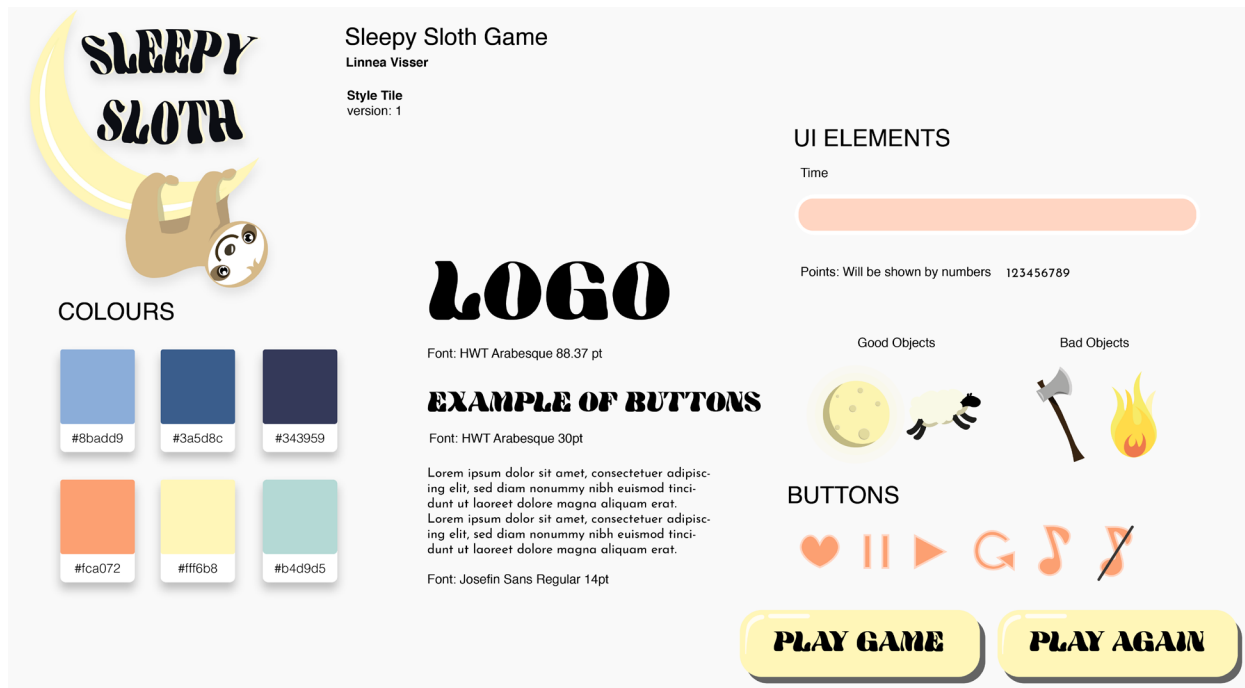
I also designed it with the baby bias in mind by making its face and eyes slightly larger than its body. This was done with the intention of making the user of the game empathise with the character even more.

Initial sketches



I made the character with three different facial expressions - awake and happy, asleep and happy and sad. For my start screen I decided to design the sloth hanging on a crescent moon instead of a branch to tie in with the theme of the game.

Style Tile



Typography: I looked through Adobe Fonts for my main font and decided on HWT Arabesque in the end. I wanted a rounded, playful font that would mesh nicely with the style of the game. I used a warp effect on the logo to make it sort of follow the lines of the moon.

Colour palette: As mentioned I based my colour palette on a drawing by Tove Jansson. I added different shades of green to my finished background to highlight that the game takes place in a rainforest. As the orange is not that visible on the game screen I decided to do my icons in that colour as I think it looked nice having a bright colour as the rest of the ones I used are pretty faded so as to not overwhelm the user.

UI elements

I designed my good and bad objects with the bouba/kiki effect in mind.

The good objects are both made out of a bunch of circles and my bad ones have a lot more sharp edges to emphasize that they are evil.

I initially designed the moon, which is one of the good objects, as a crescent moon but by making it as a full moon instead I eliminated any sharp edges and therefore making it more obvious that it is a good object.

