



FIRST PLAYABLE

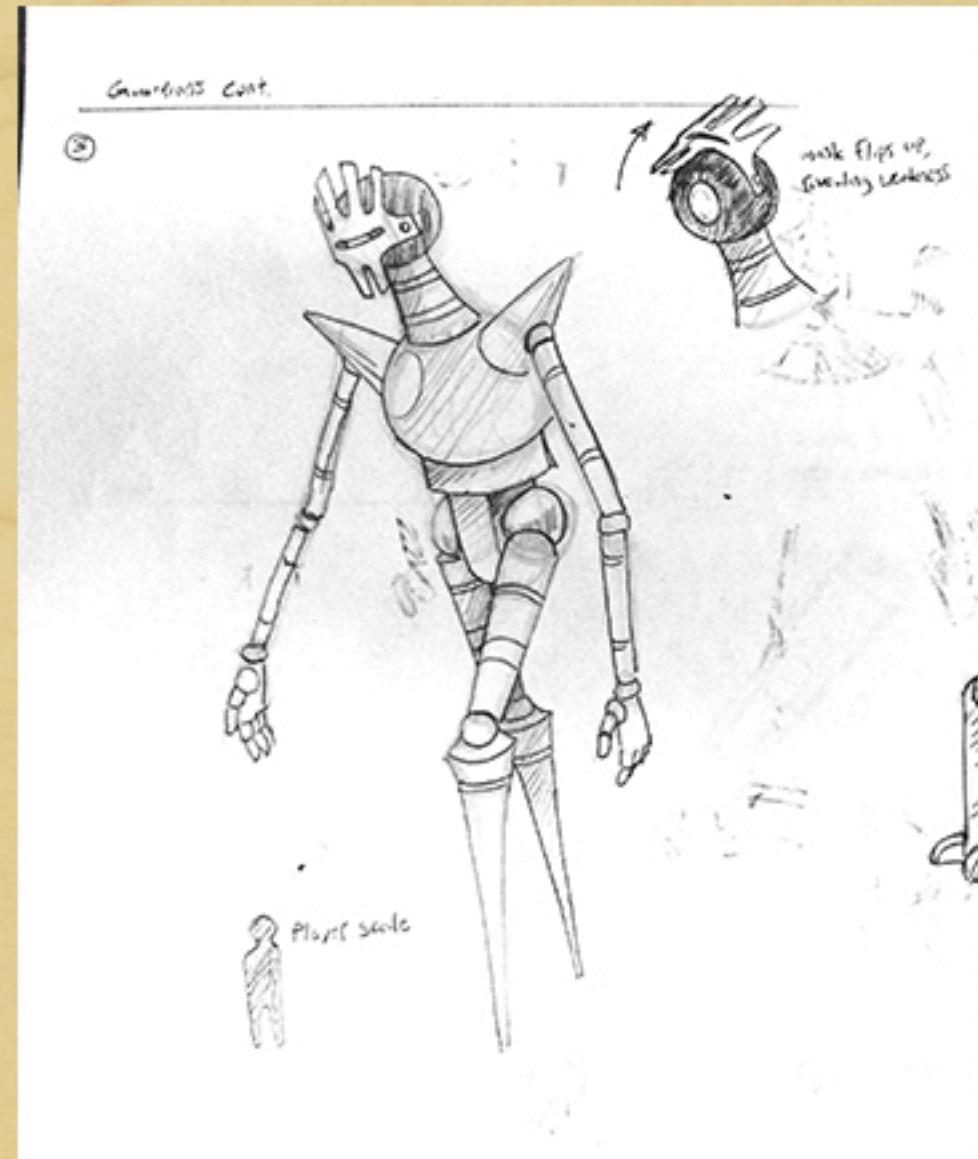
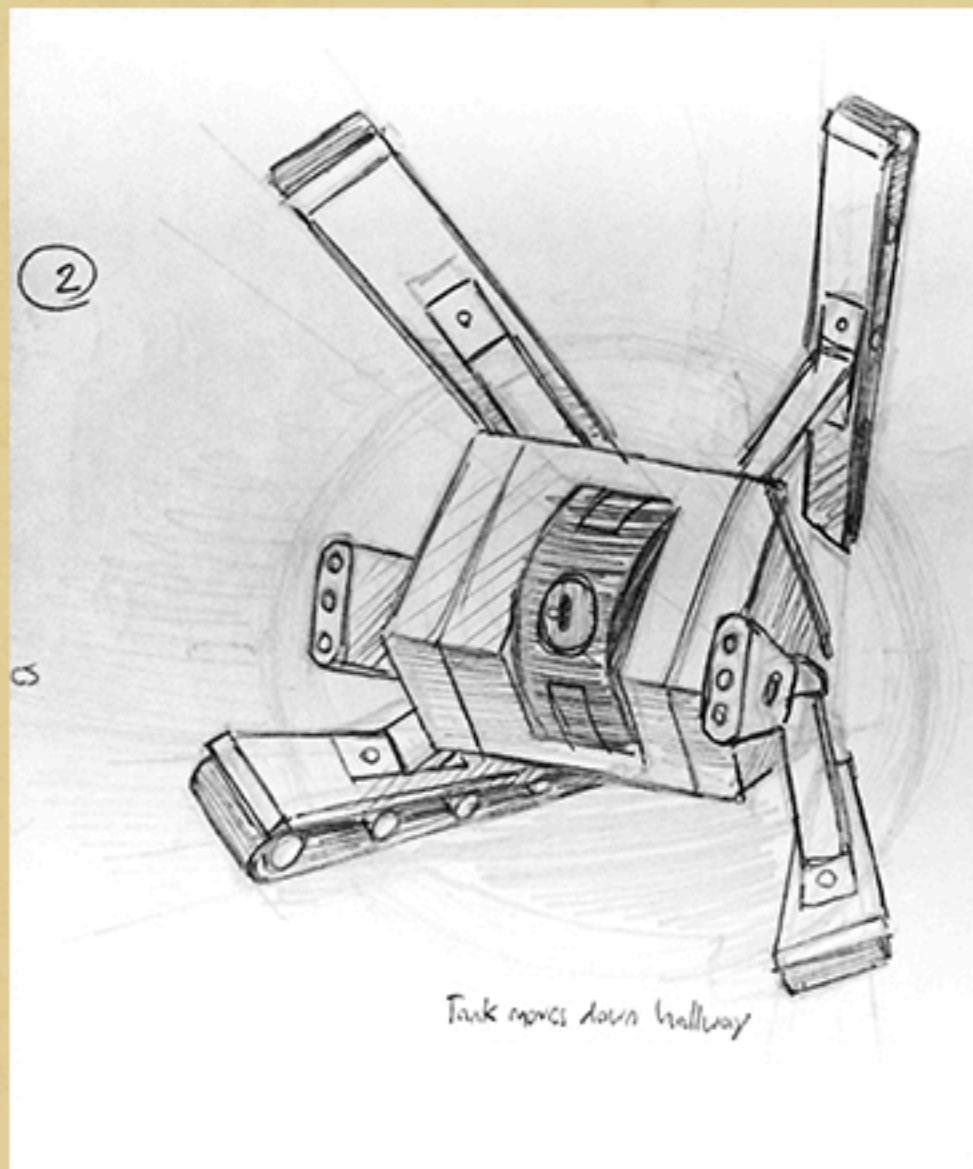
LAST UPDATED: 2/27/17

TABLE OF CONTENTS

	0
Bosses	01
Character	06
Enemies	09
Gun	14
Keys	19
Landmarks	21
Props	31
Sectors	33
UI	49
Upgrades	50

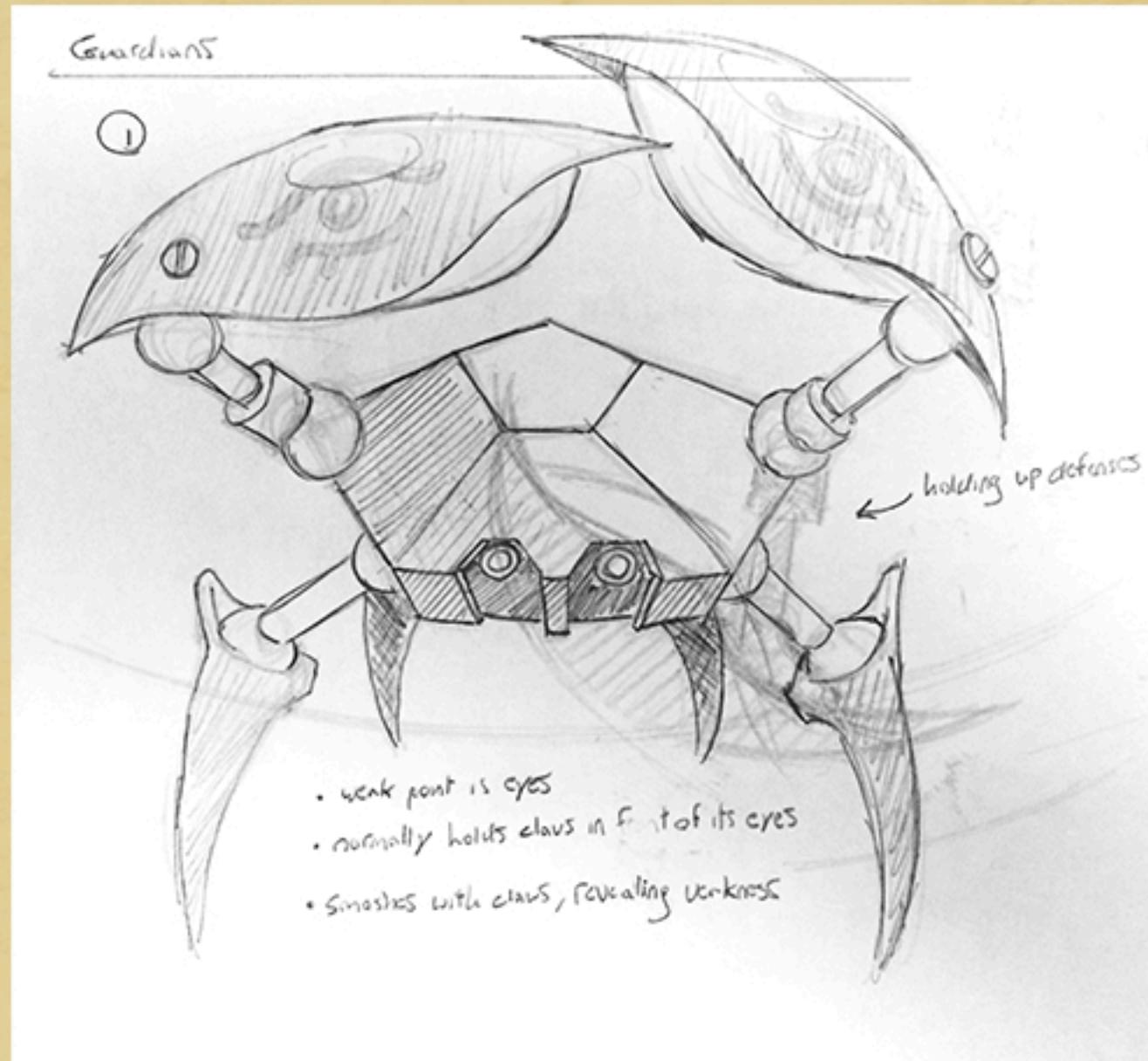
Boss Concept Art

1



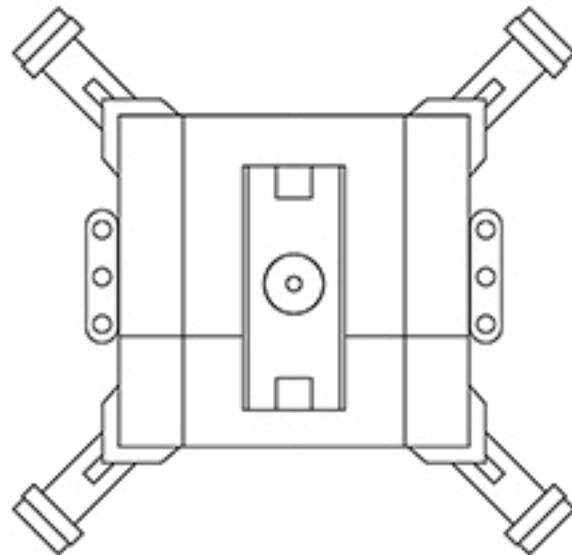
BOSS CONCEPT ART

2

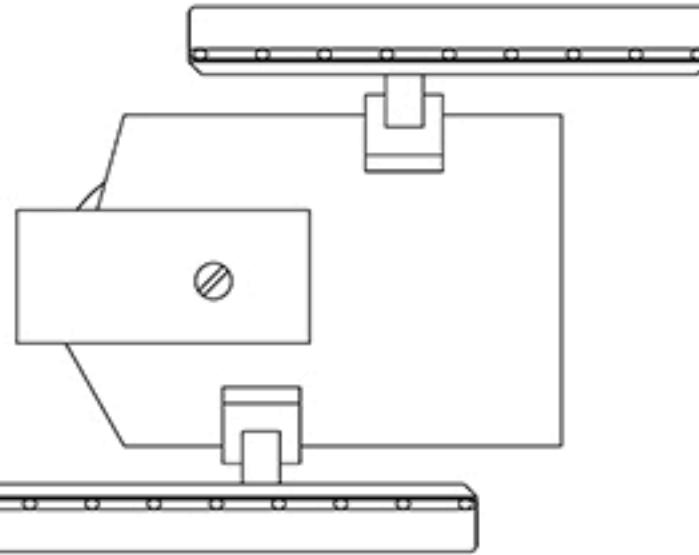


Boss - Sector 1

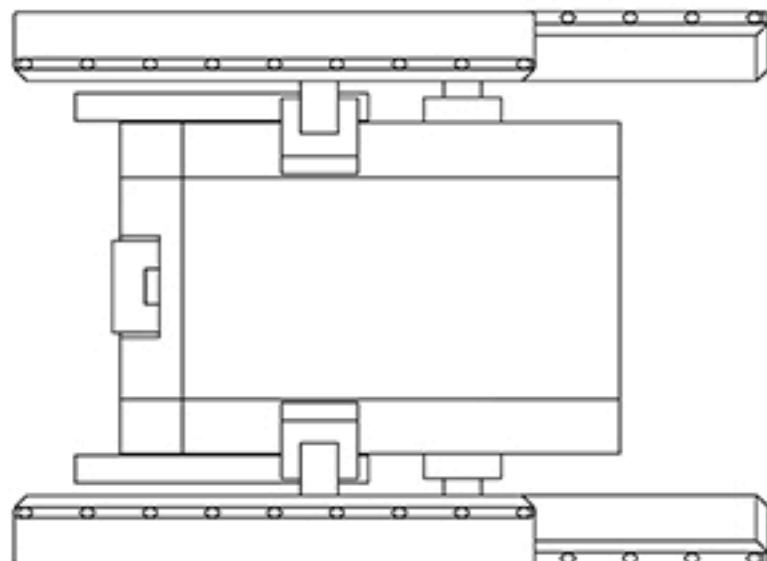
Boss 1 Turnaround



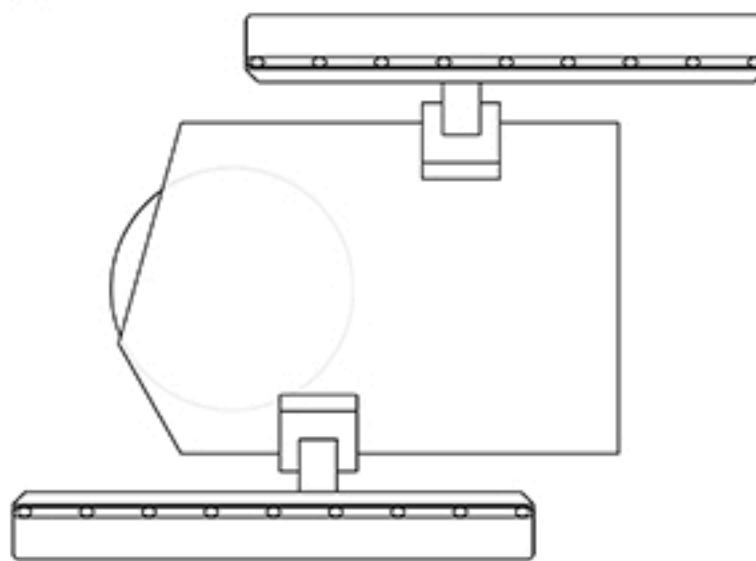
Front



Side

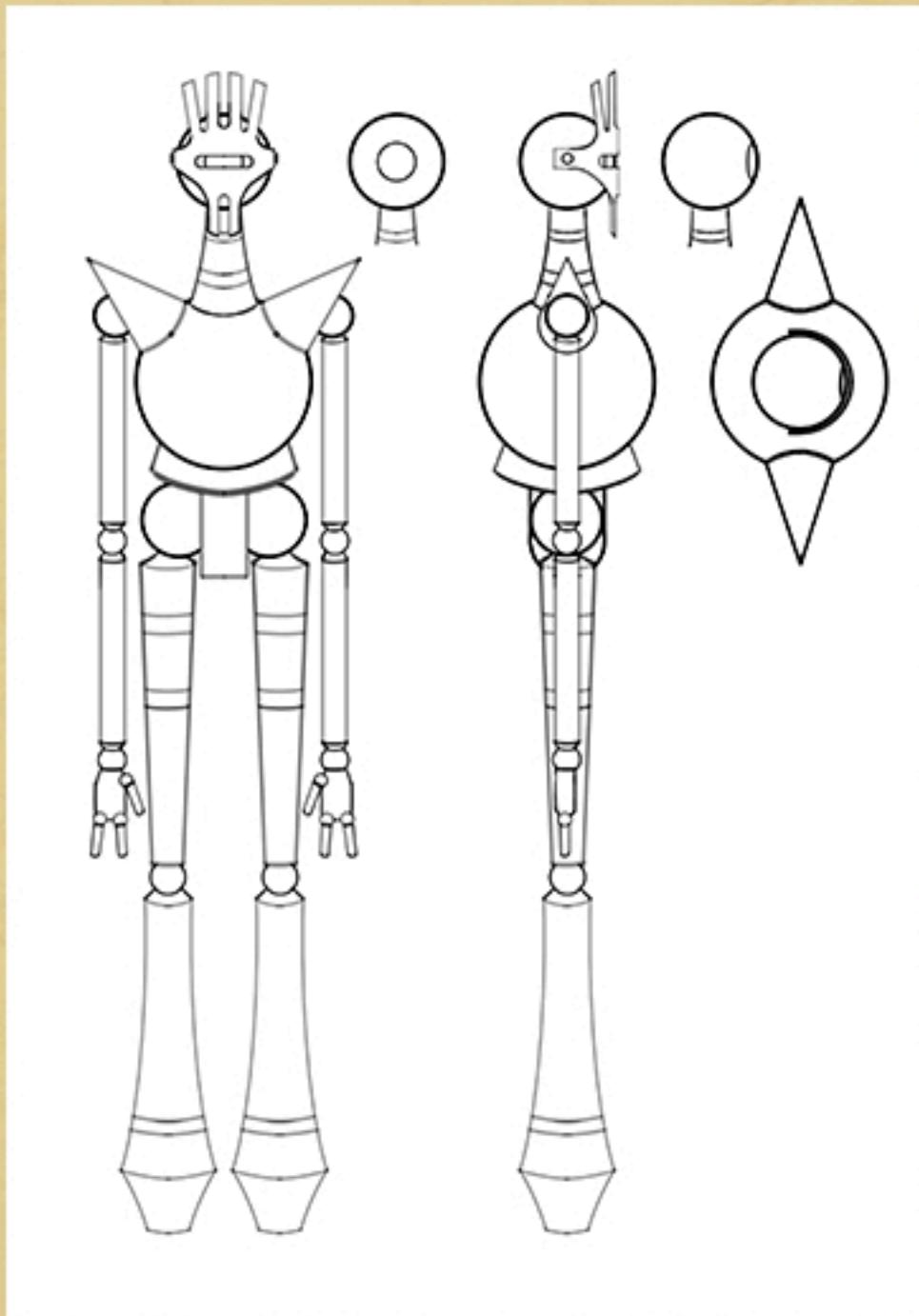


Top

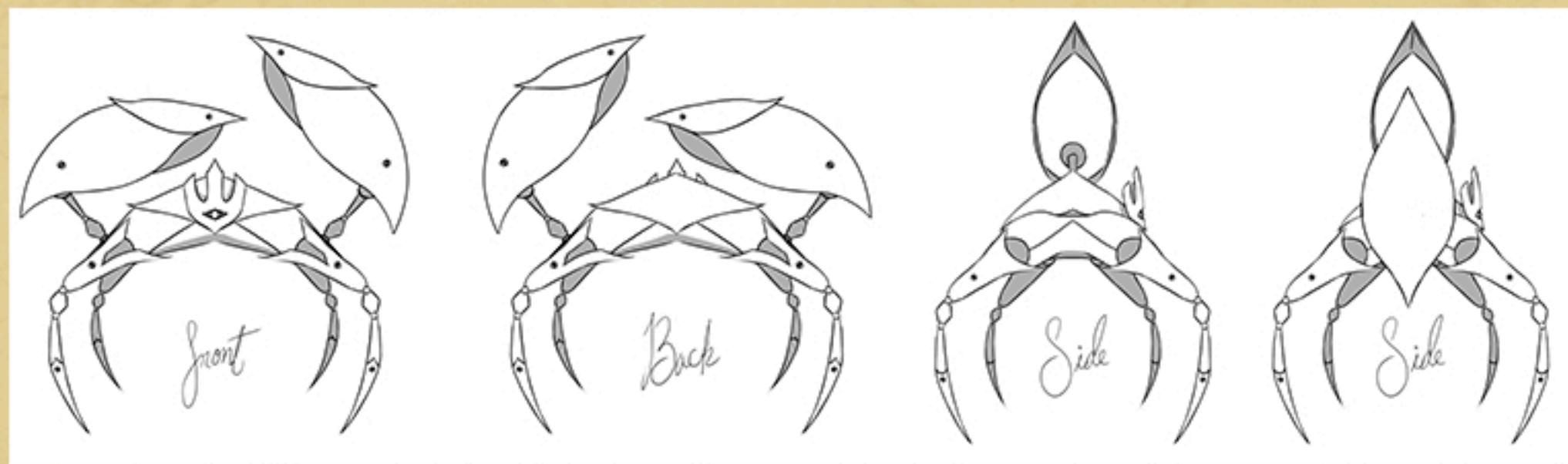


Side (no gun)

Boss - Sector 3



Boss - Sector 4

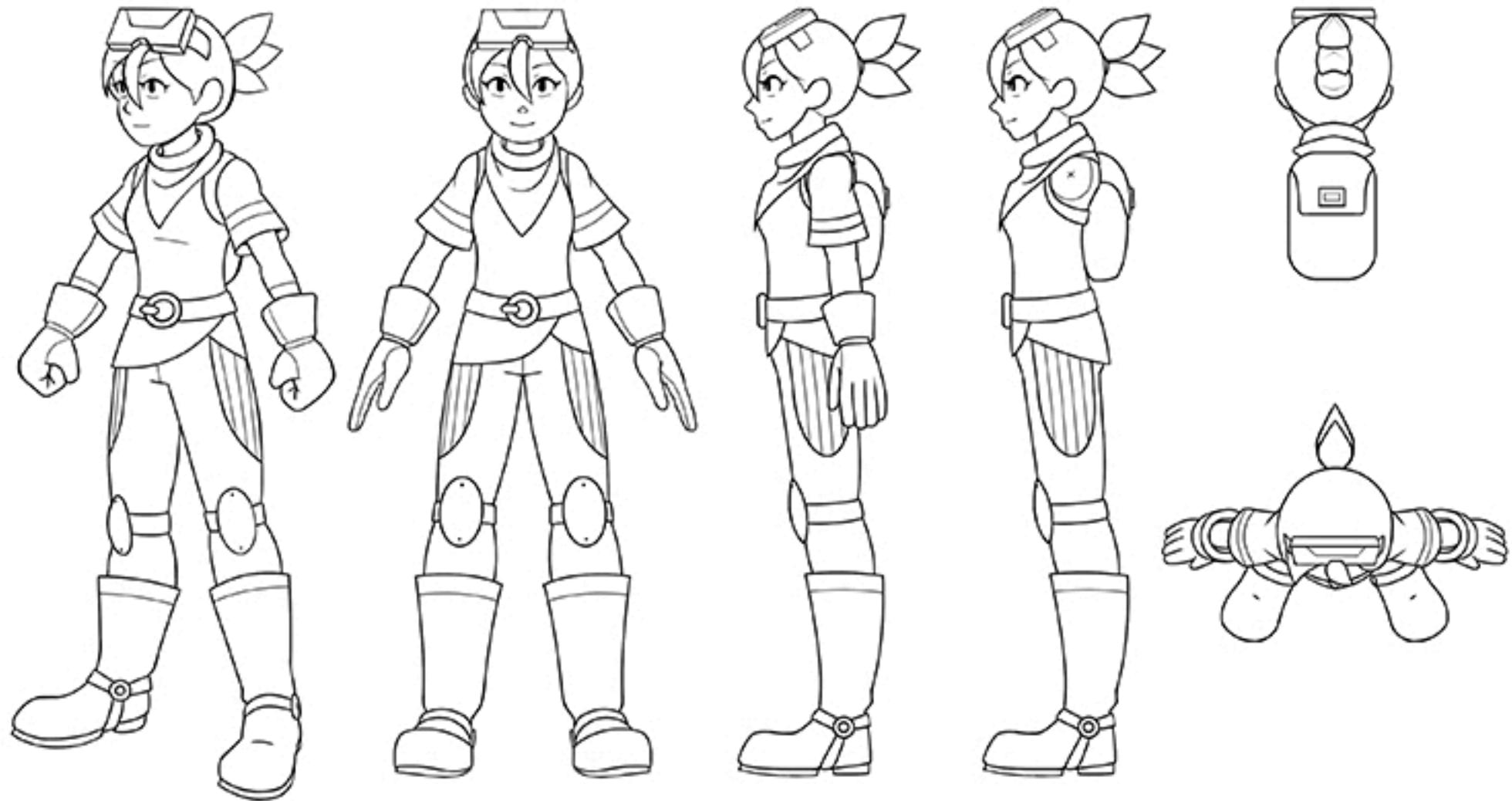


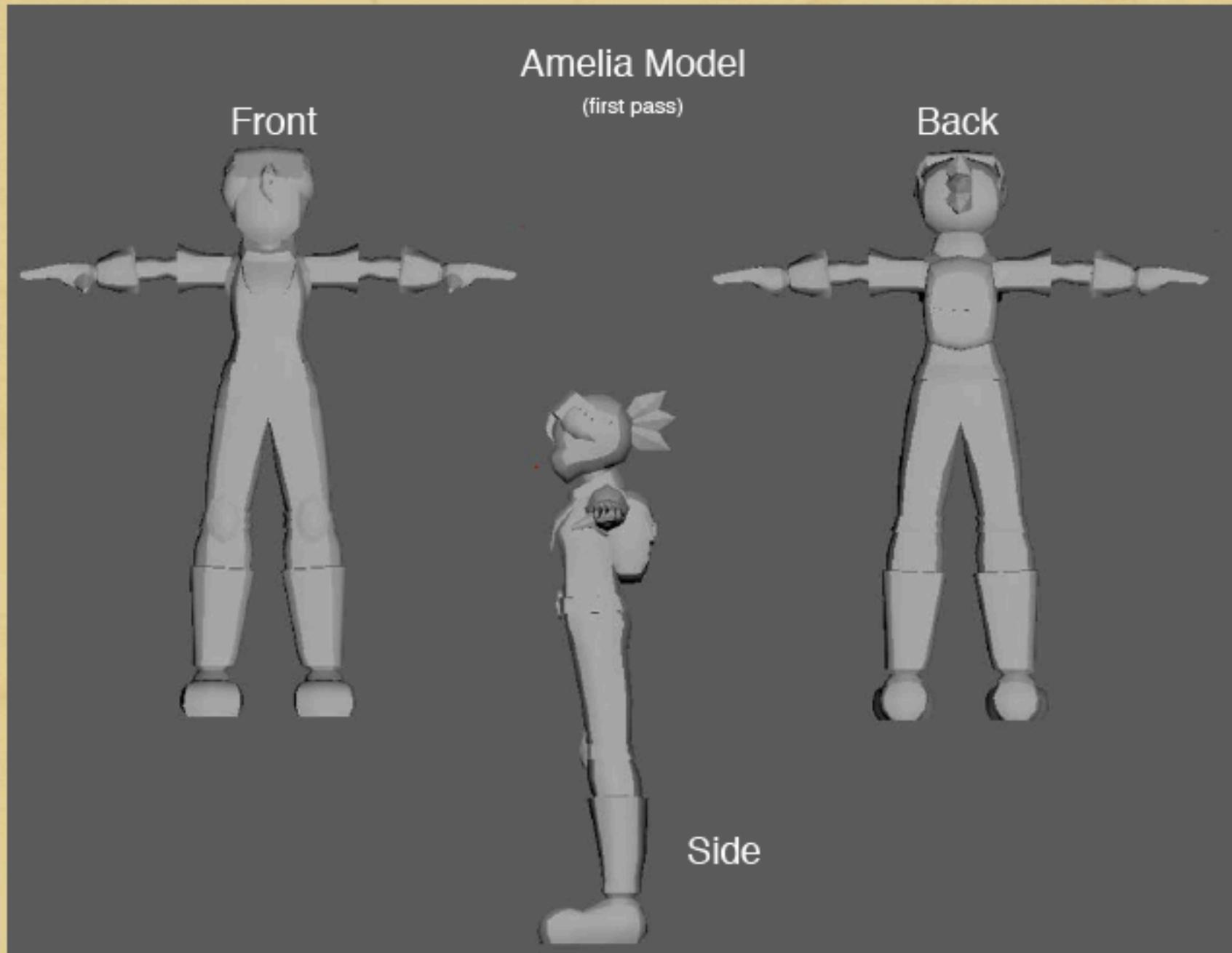
AMELIA CONCEPT ART

6

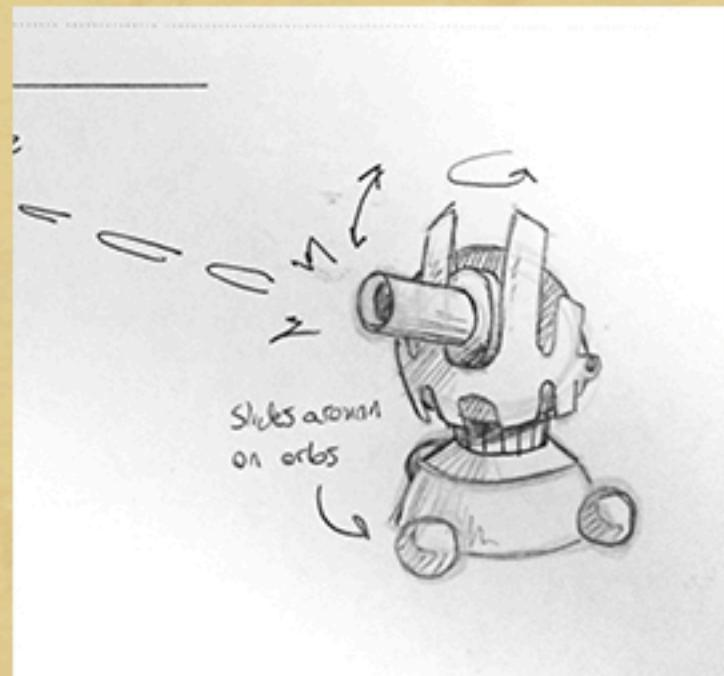
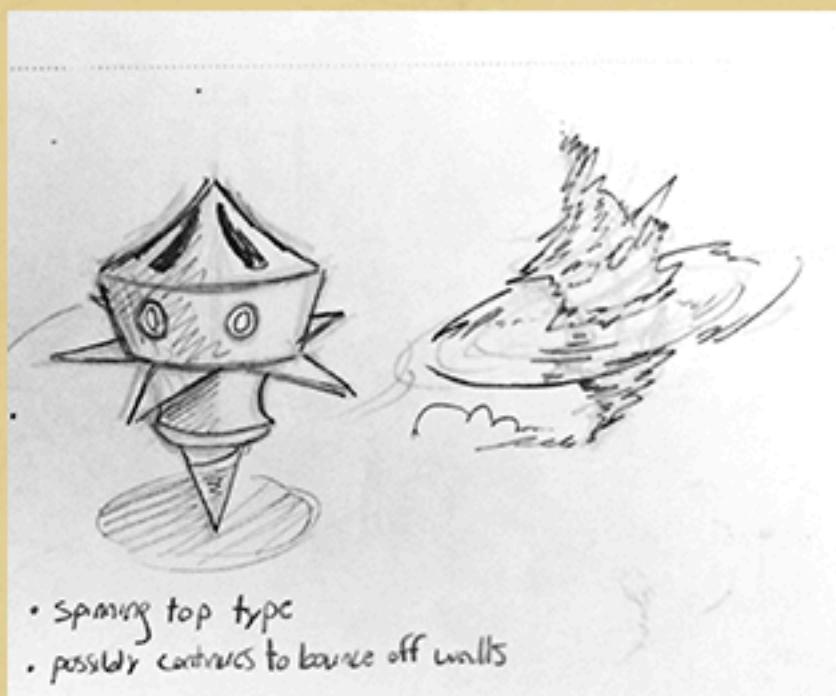
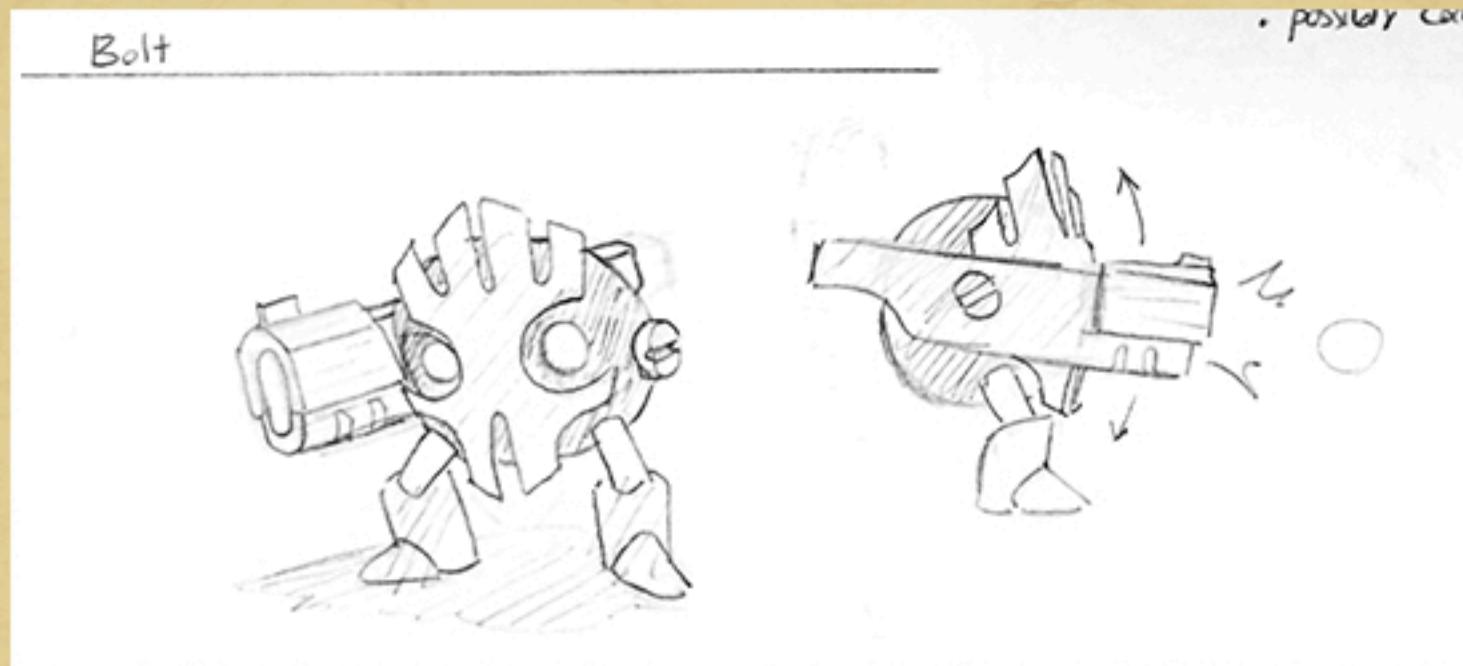


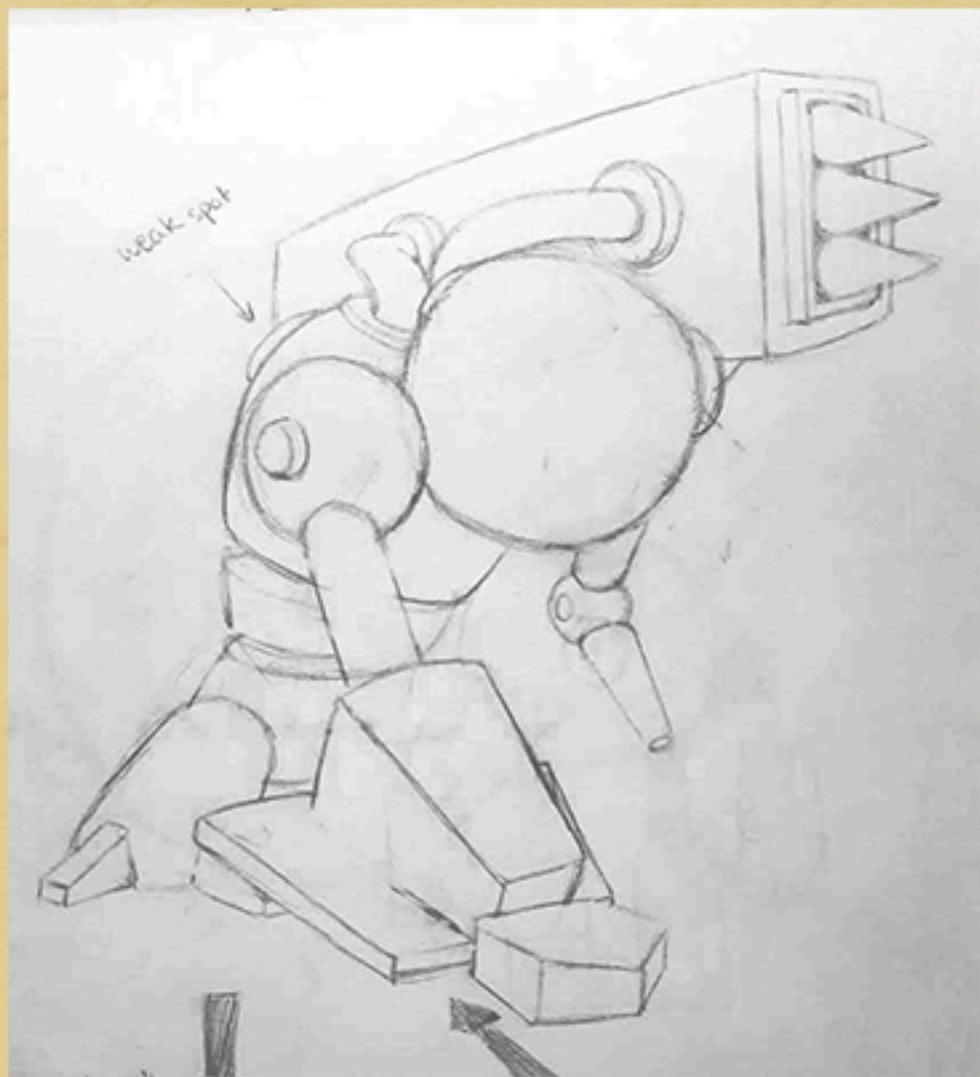
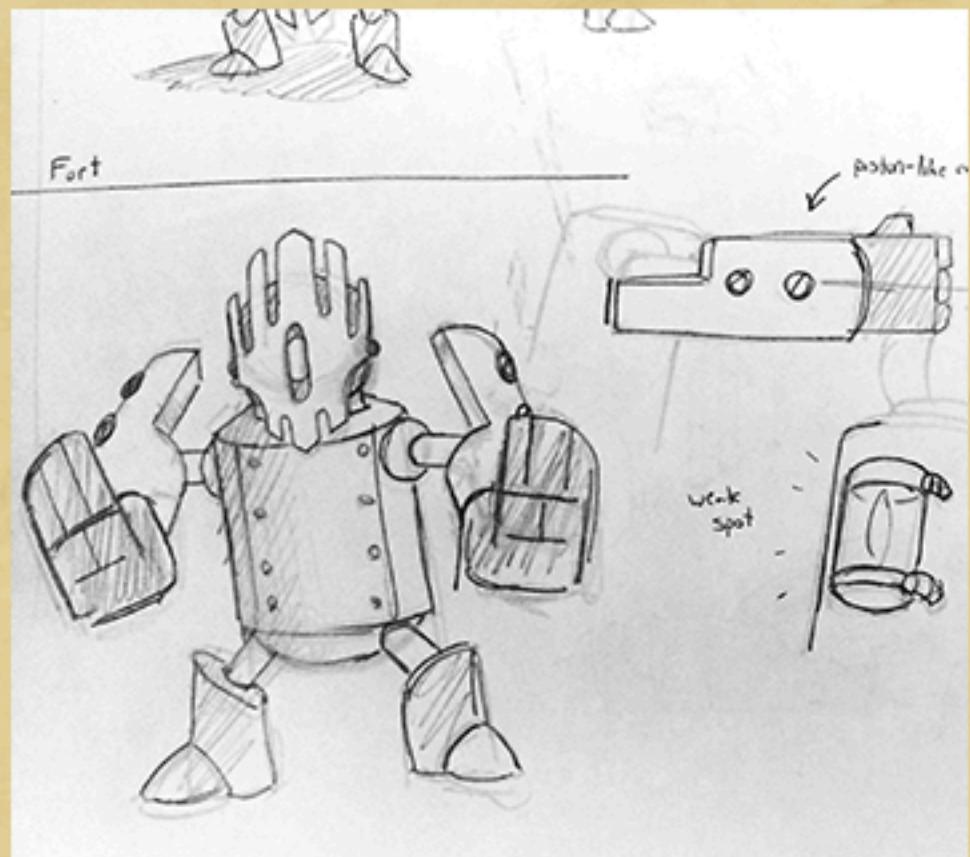
Amelia Reference





ENEMY CONCEPT ART

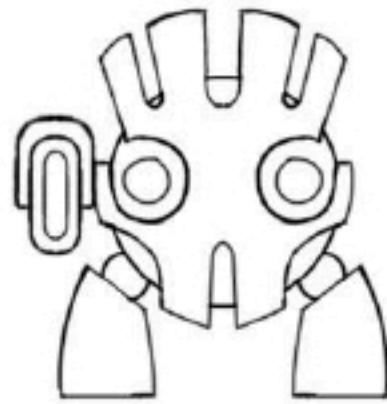




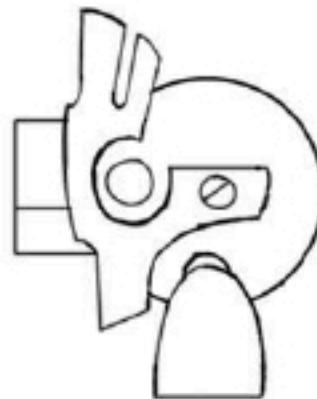
Bolt



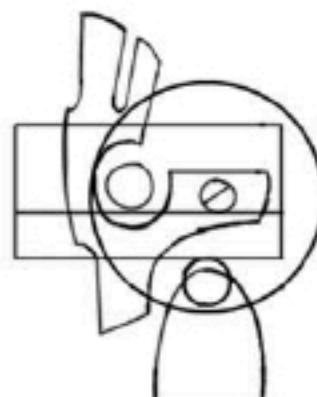
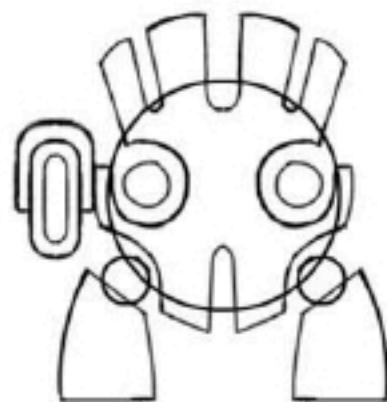
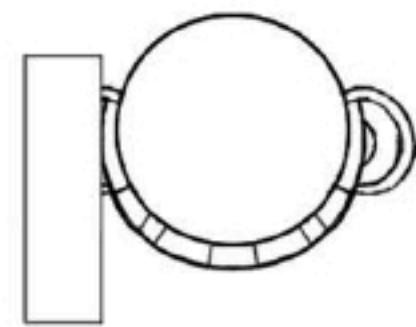
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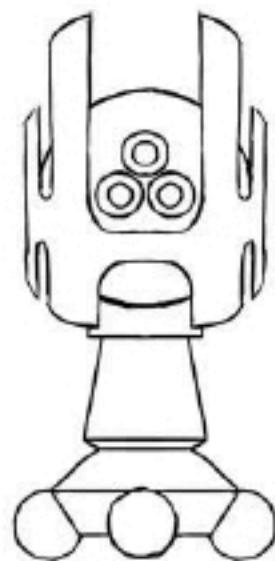
Top



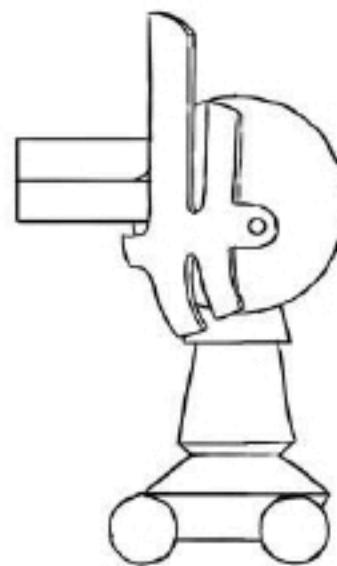
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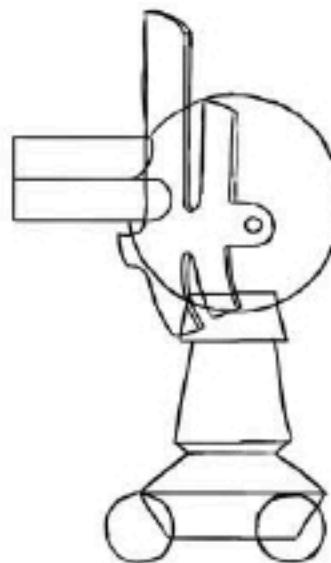
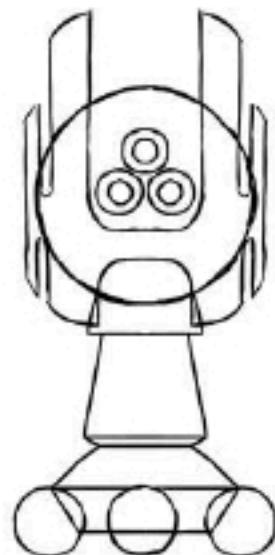
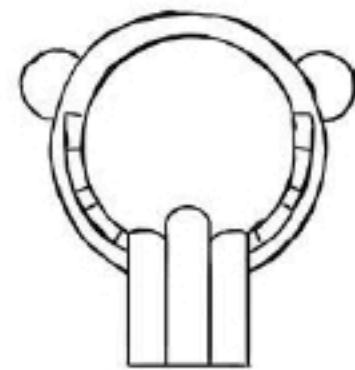
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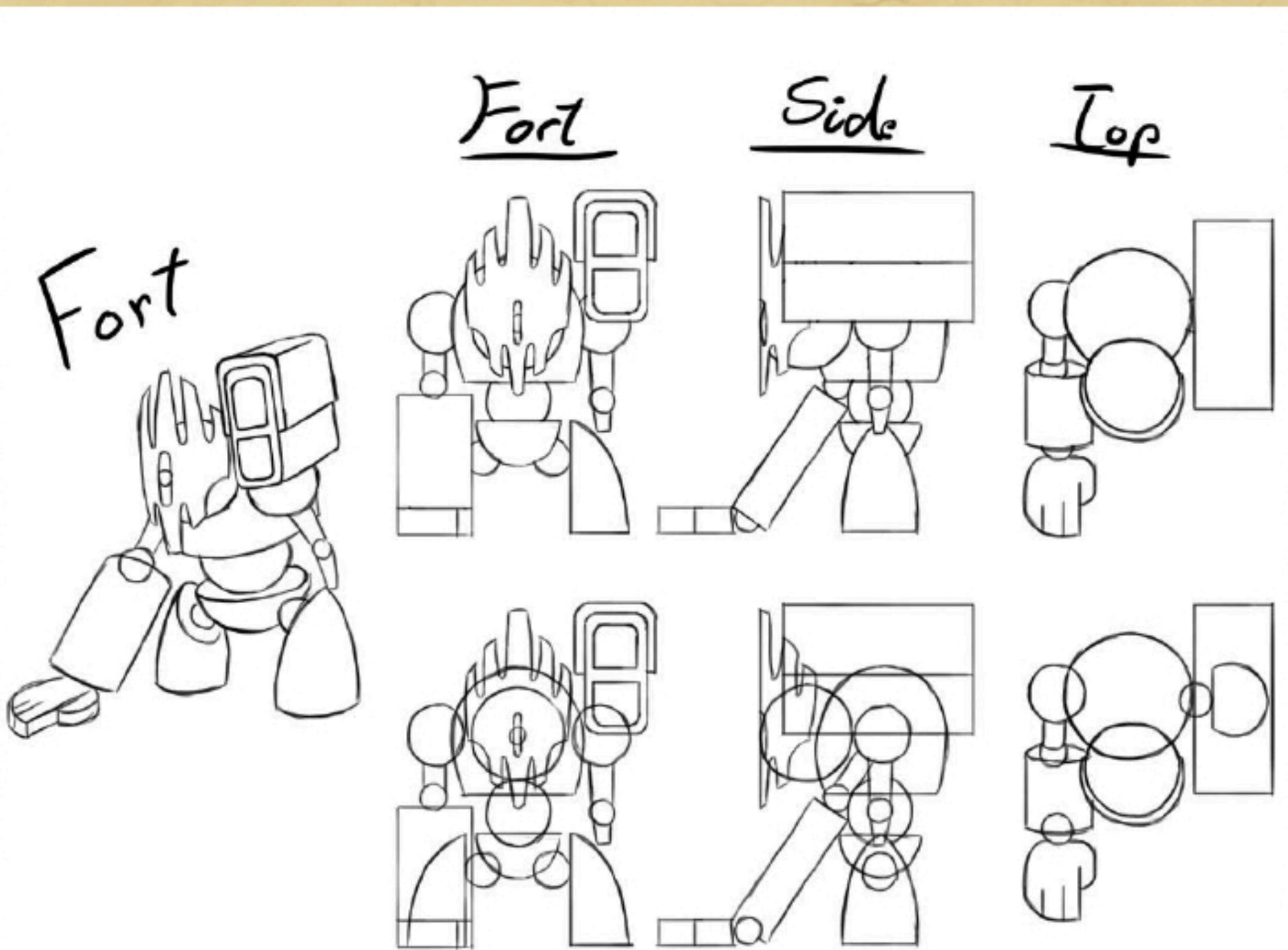


Side



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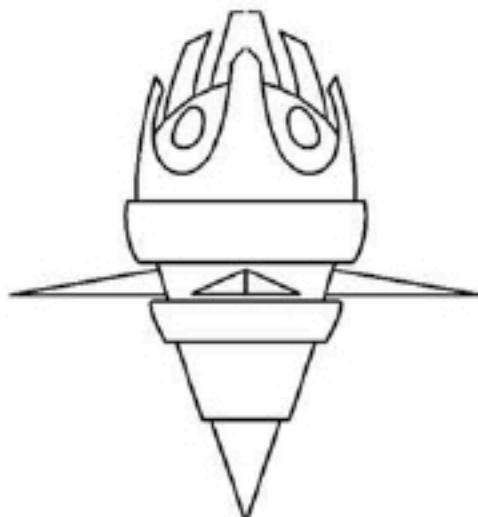




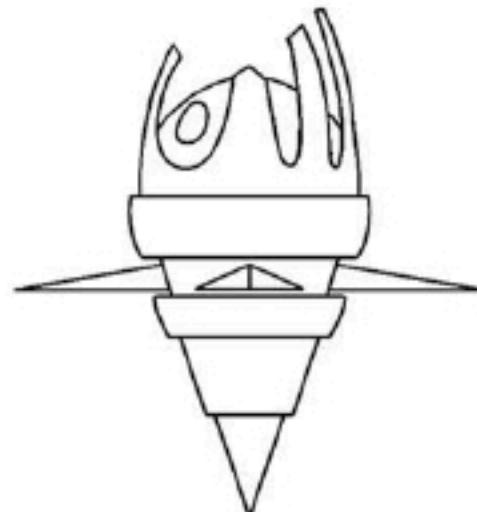
Charger



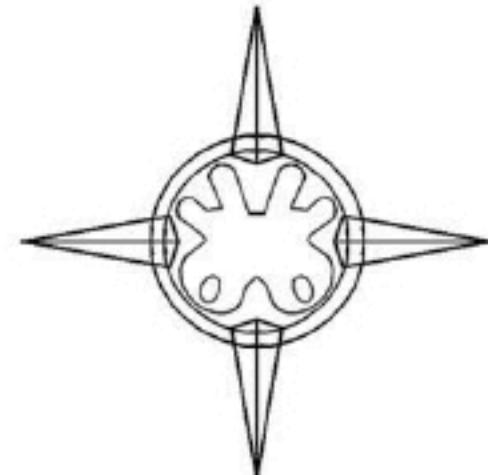
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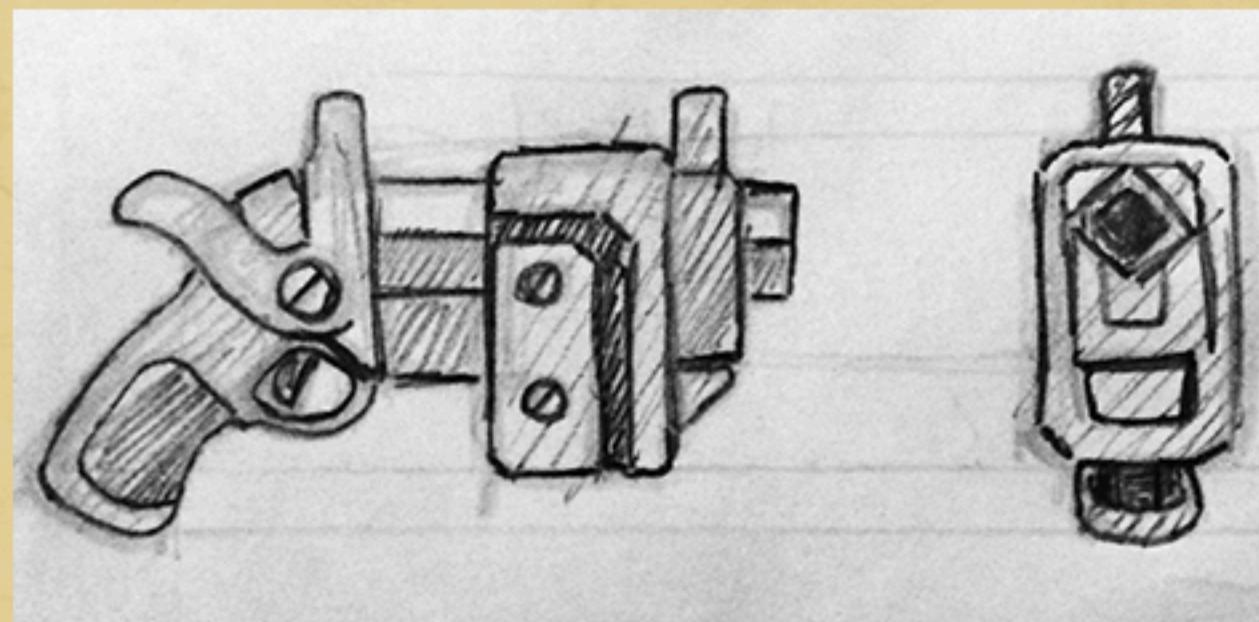
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Top

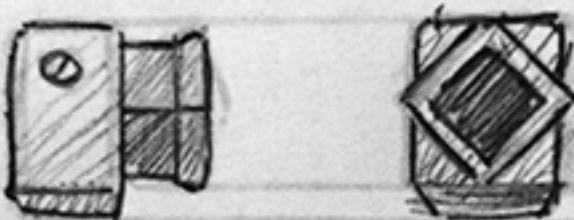


GUN AND UPGRADES CONCEPT ART

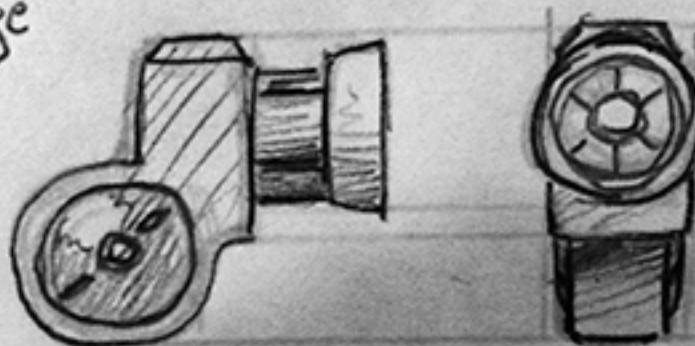


Weapon Upgrades

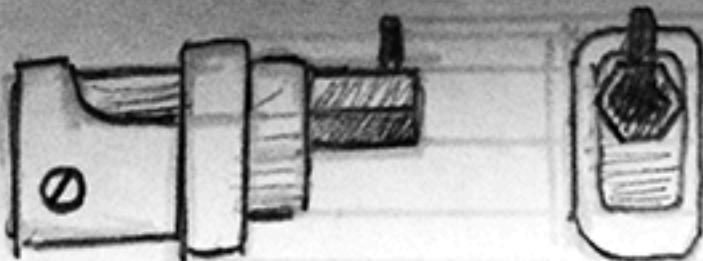
wide

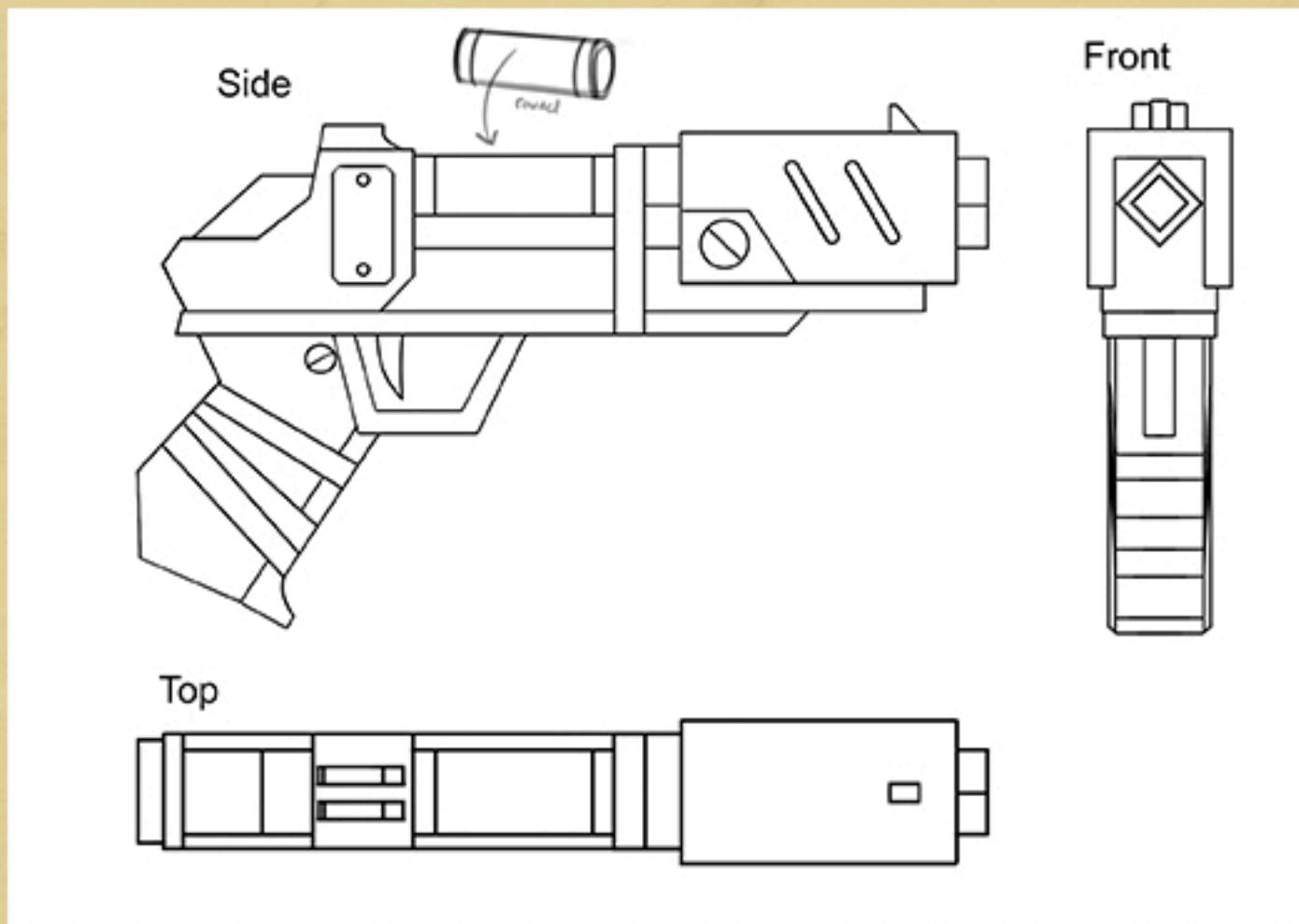


charge



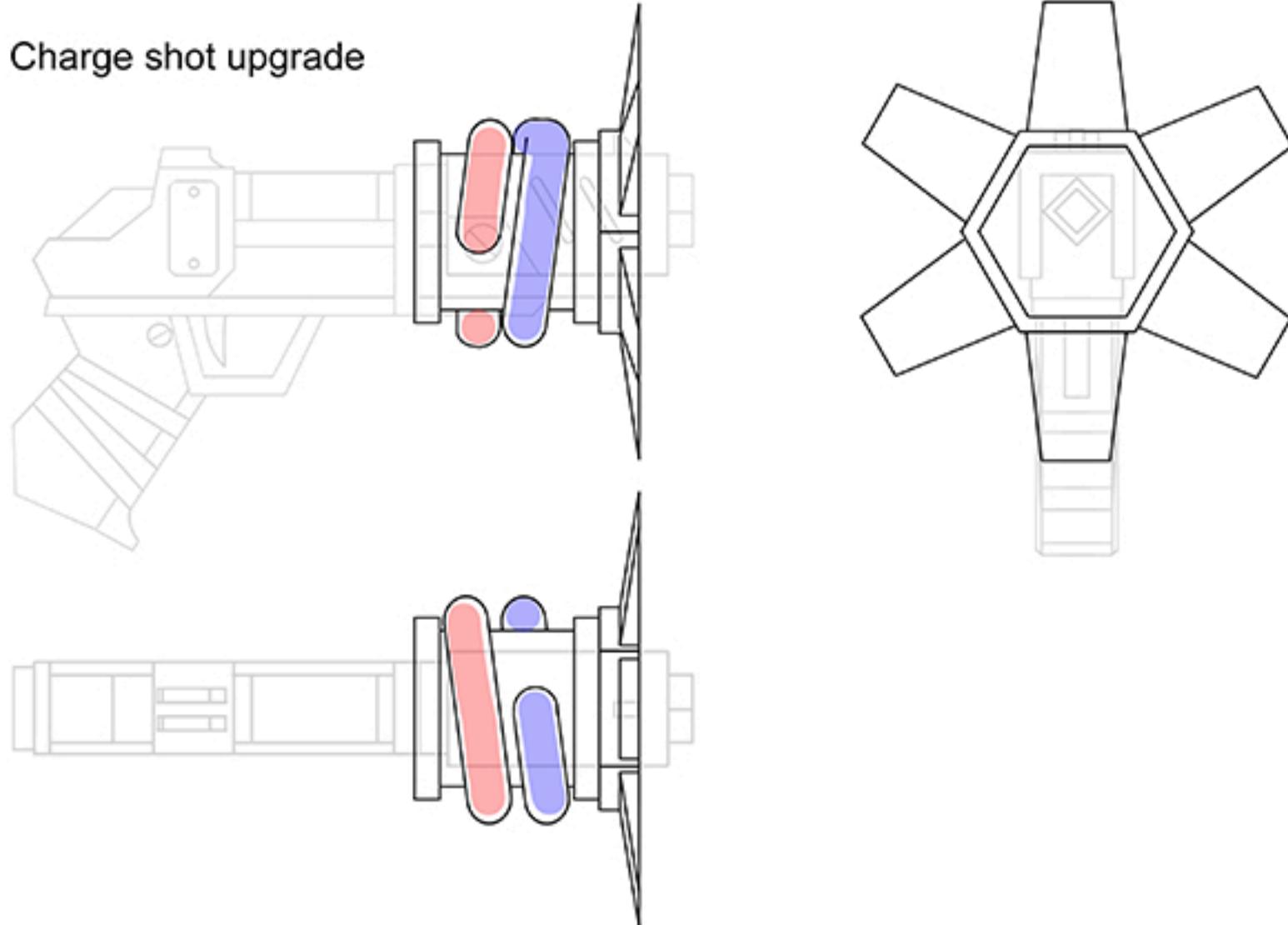
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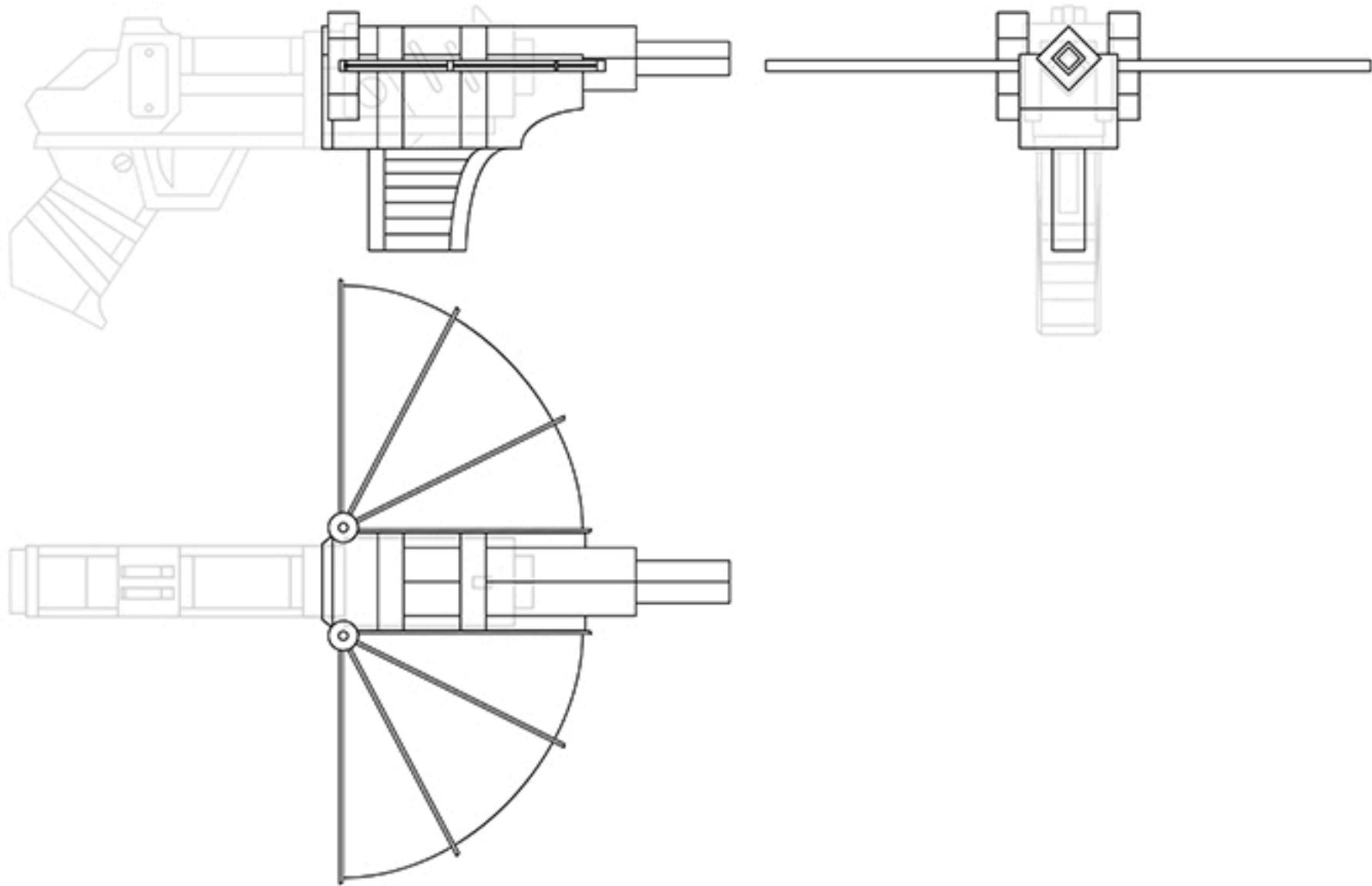


Charge Shot

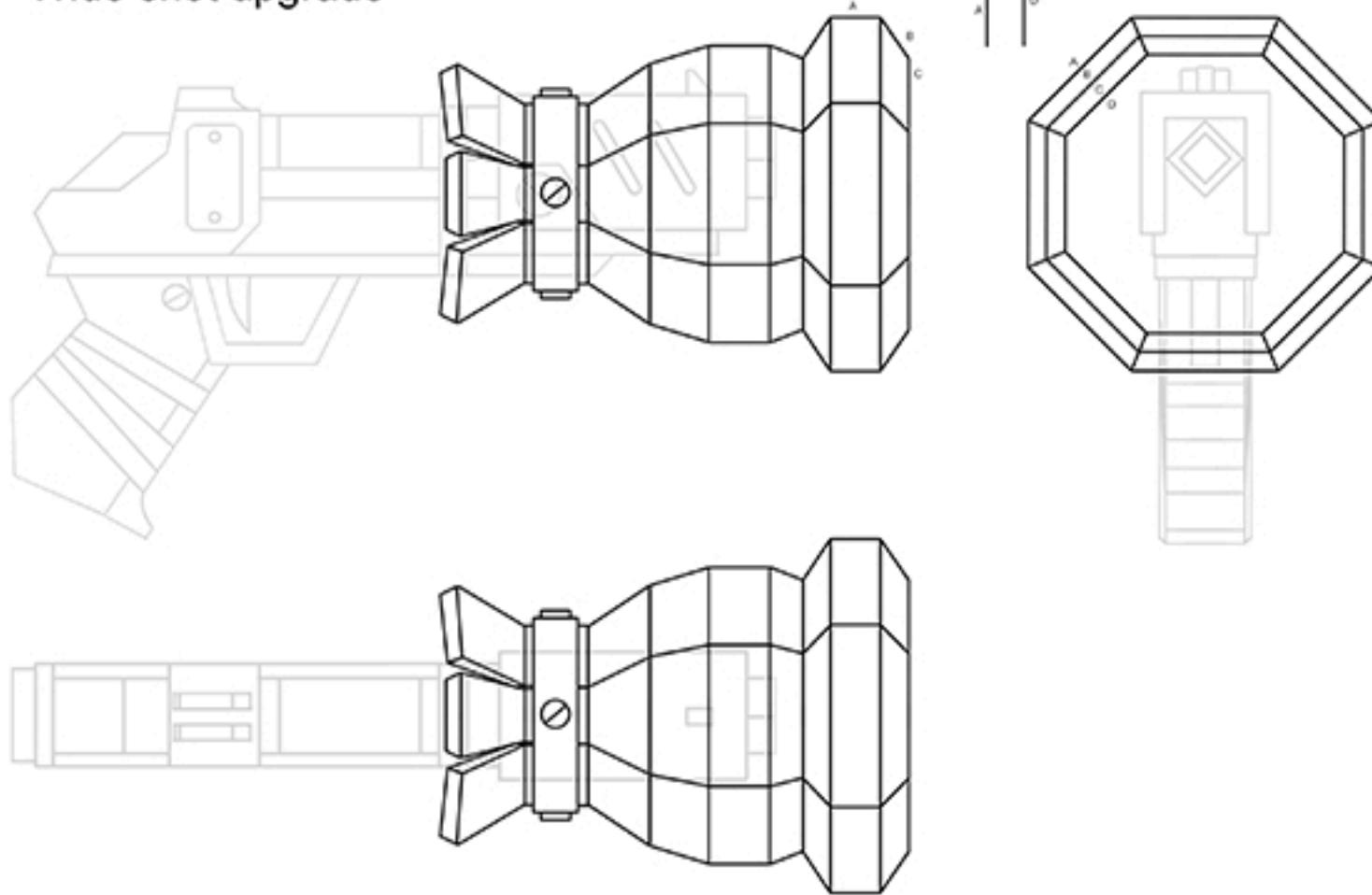
Charge shot upgrade



Rapid shot upgrade

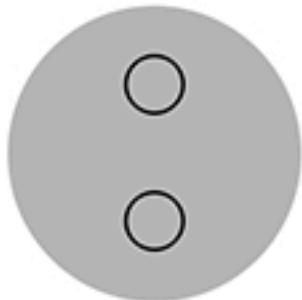
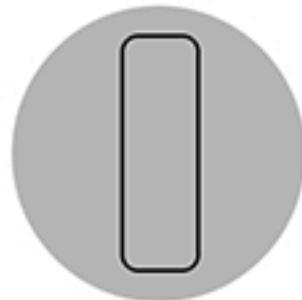
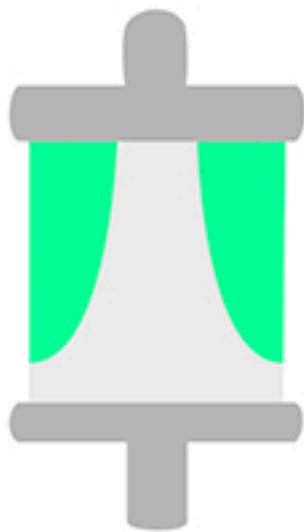
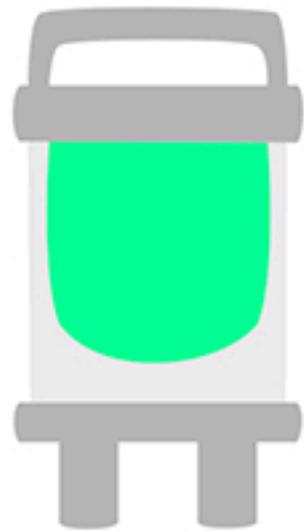


Wide shot upgrade



Keys



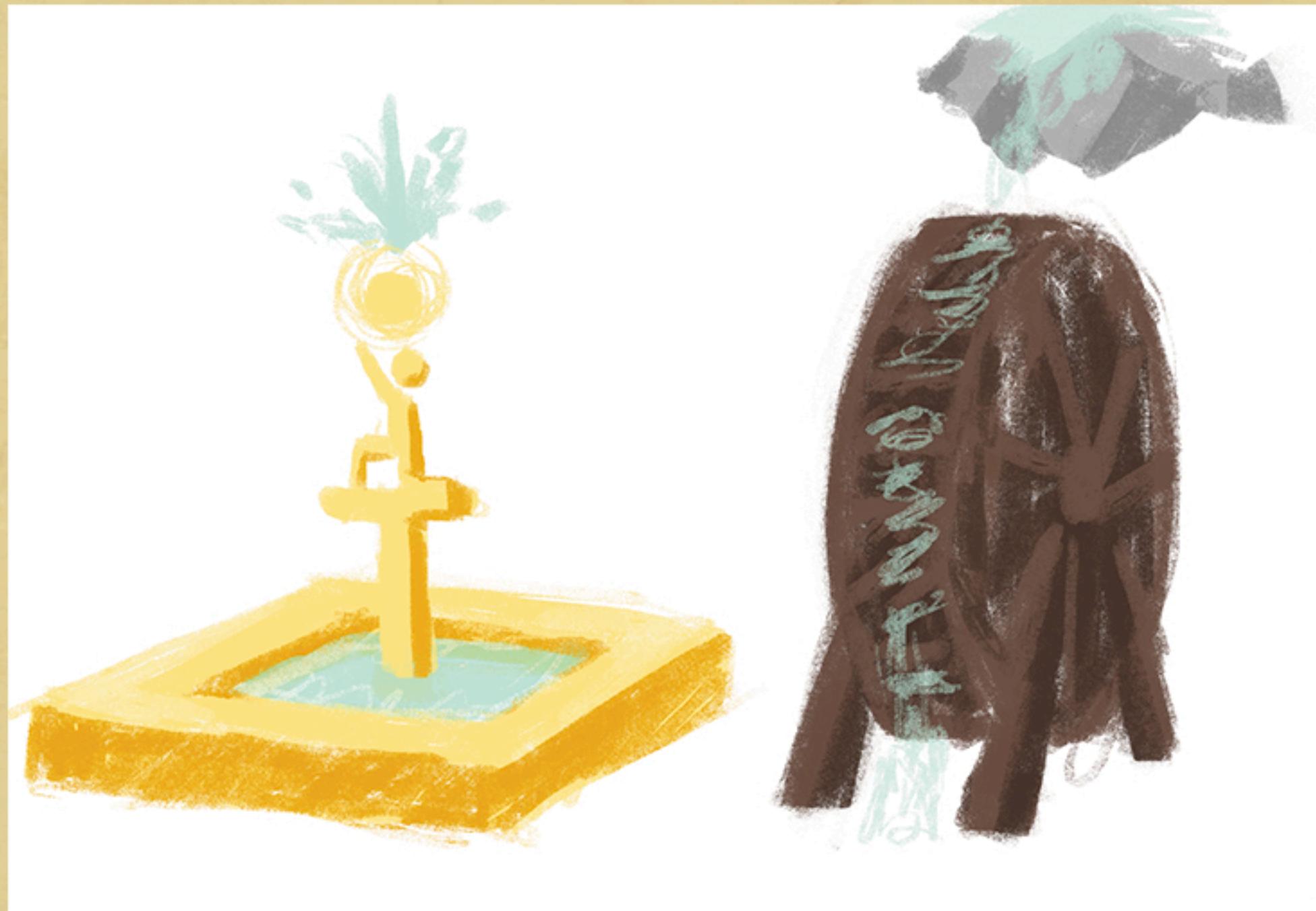


LANDMARK CONCEPT ART

21

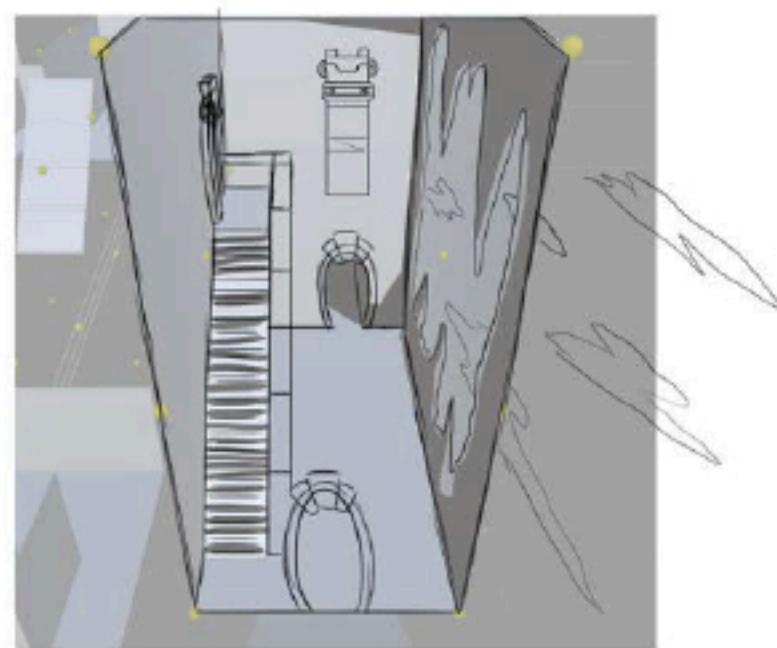
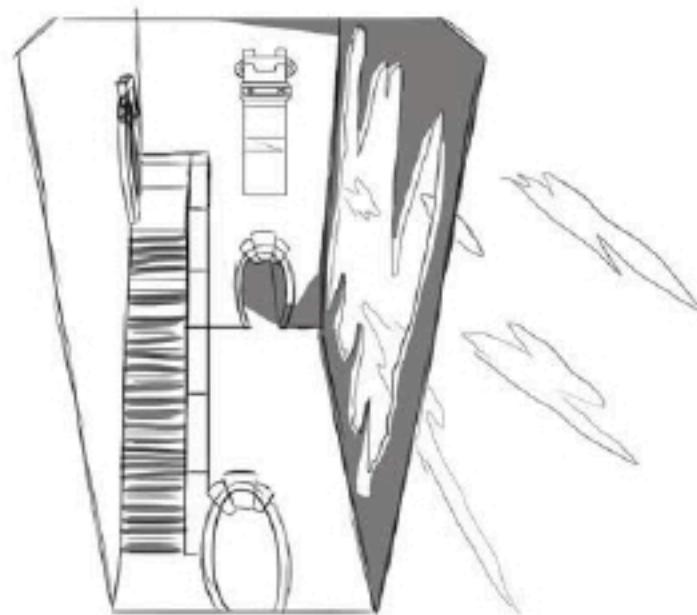
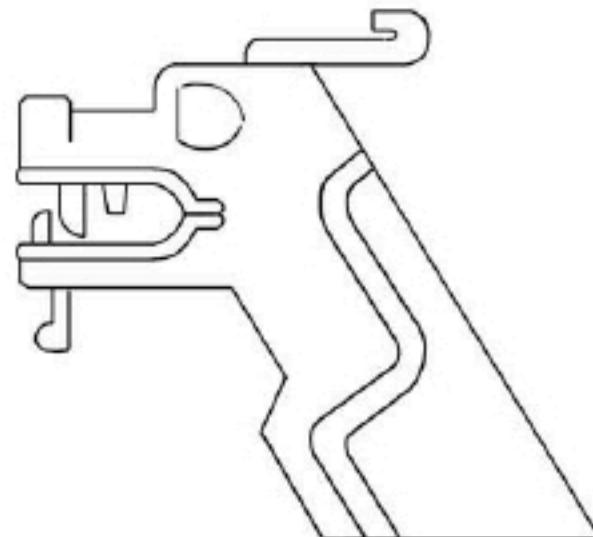
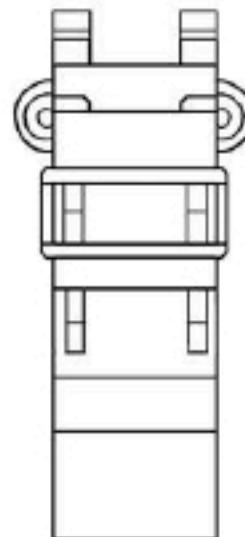


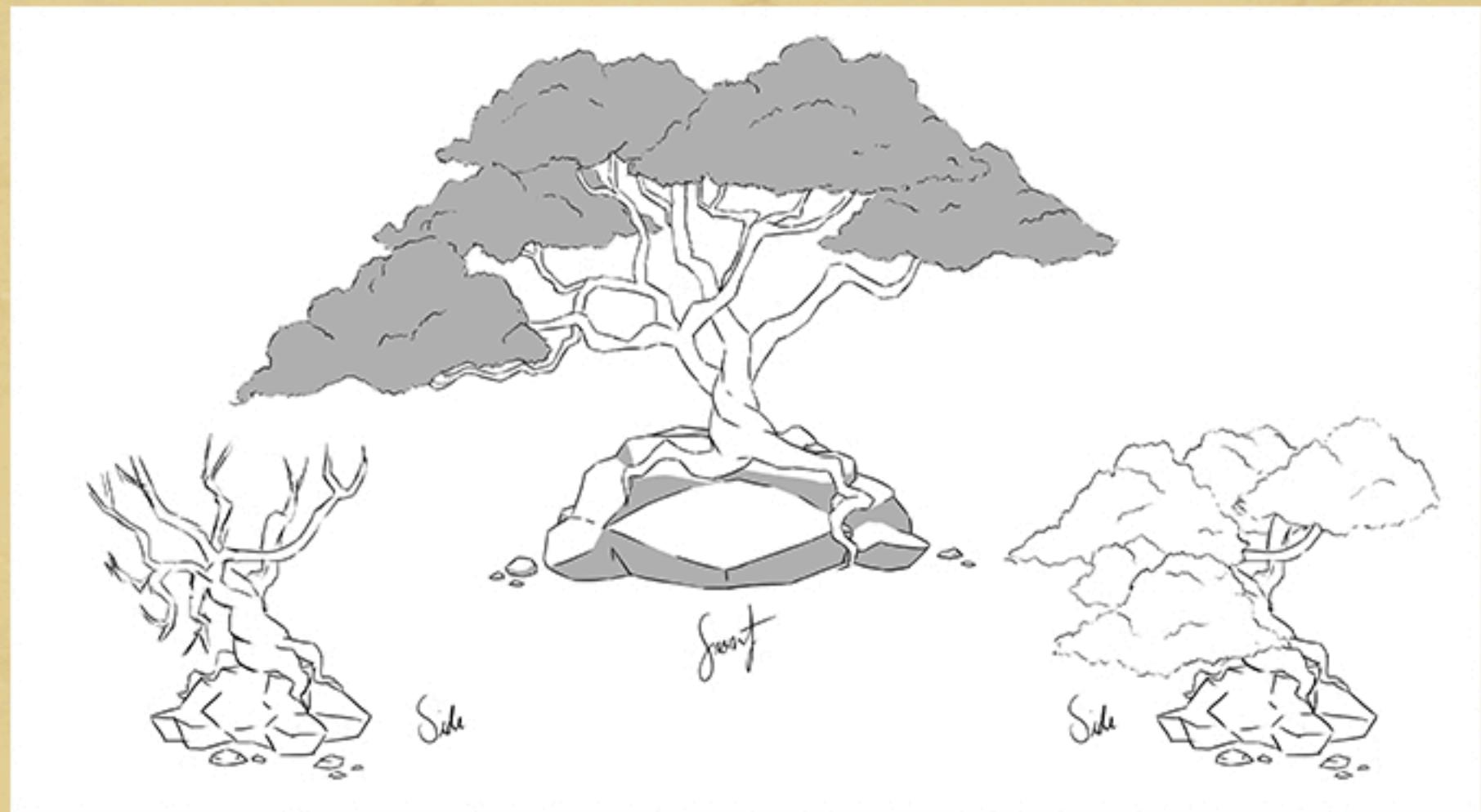


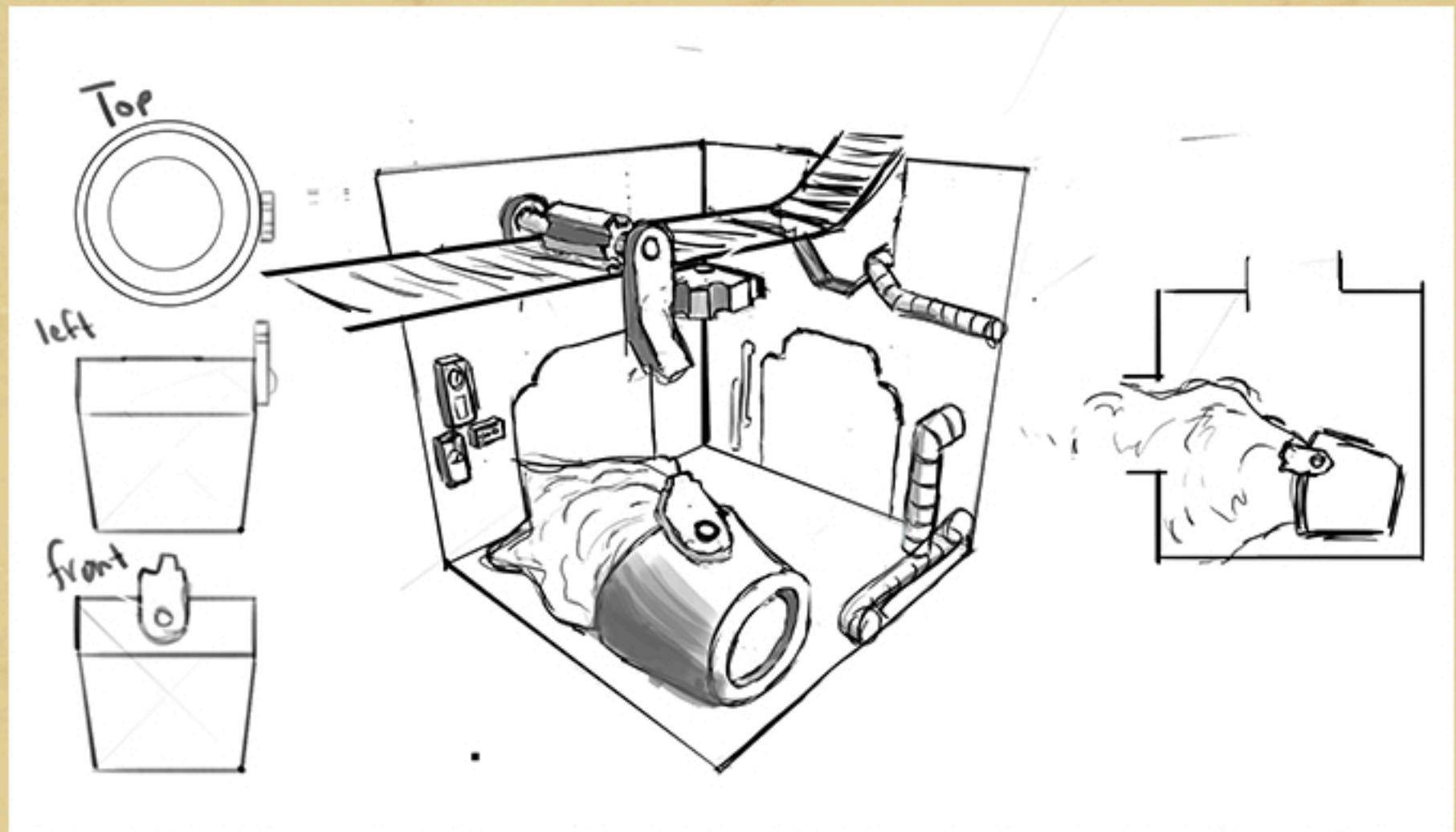


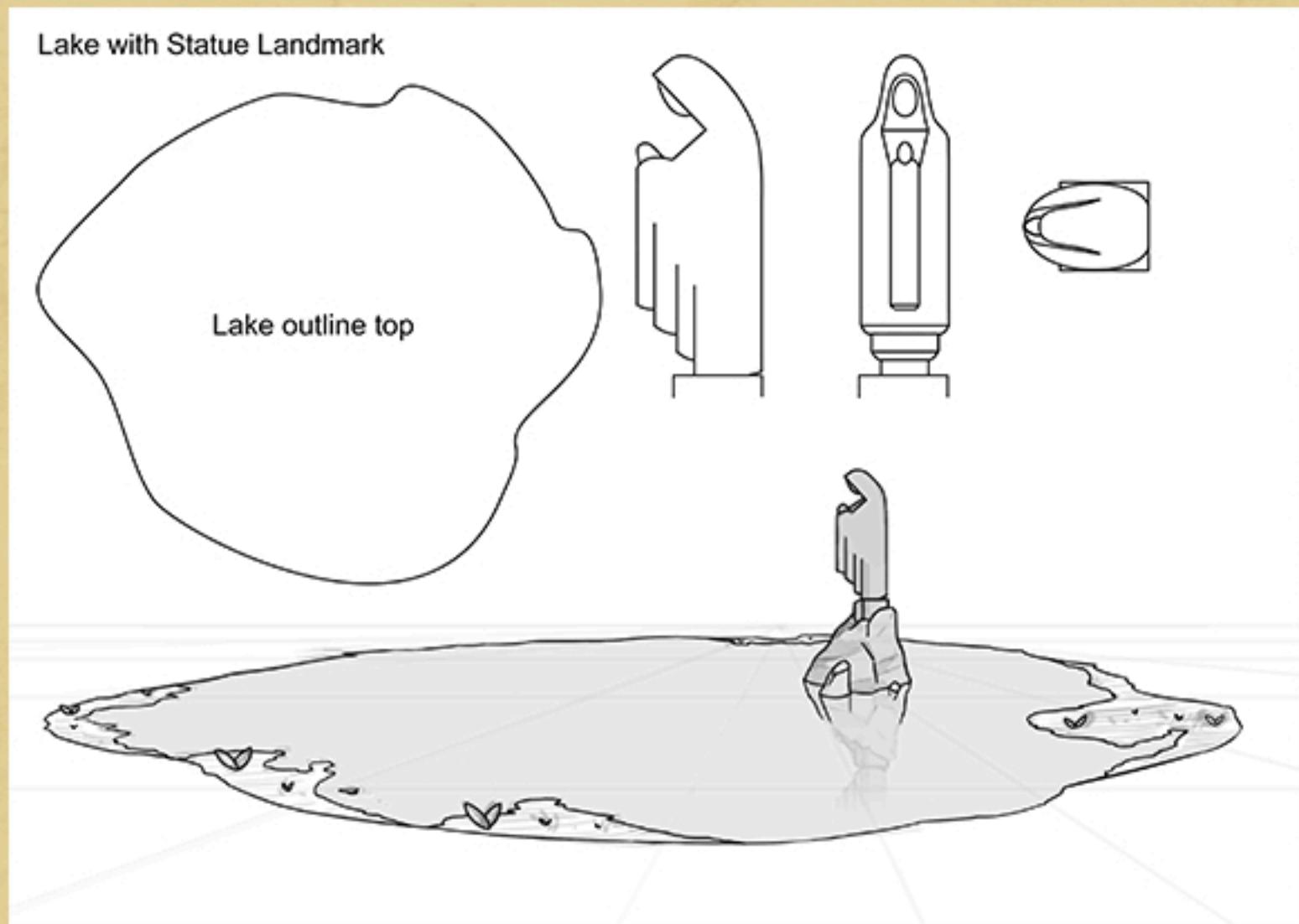


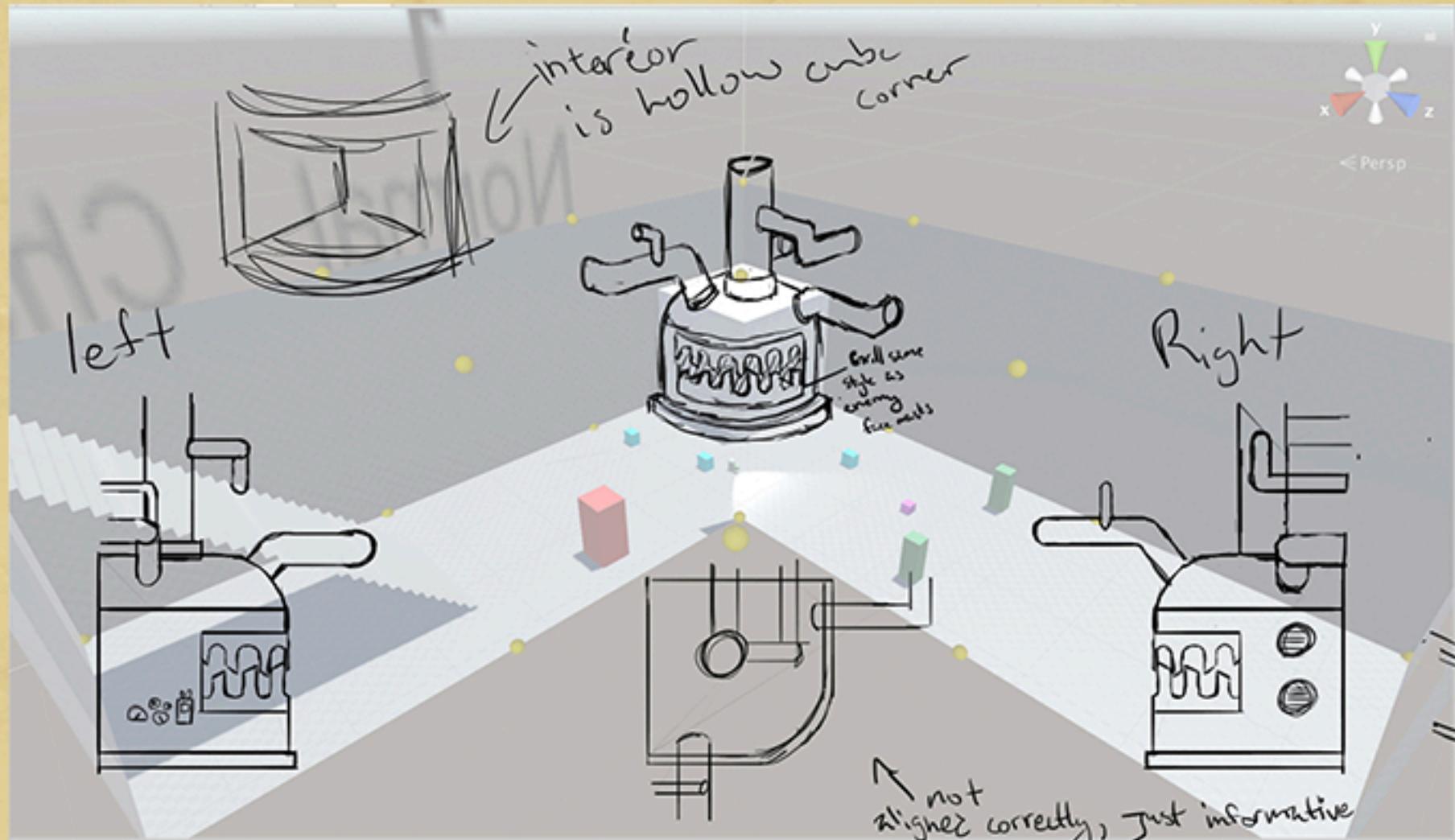
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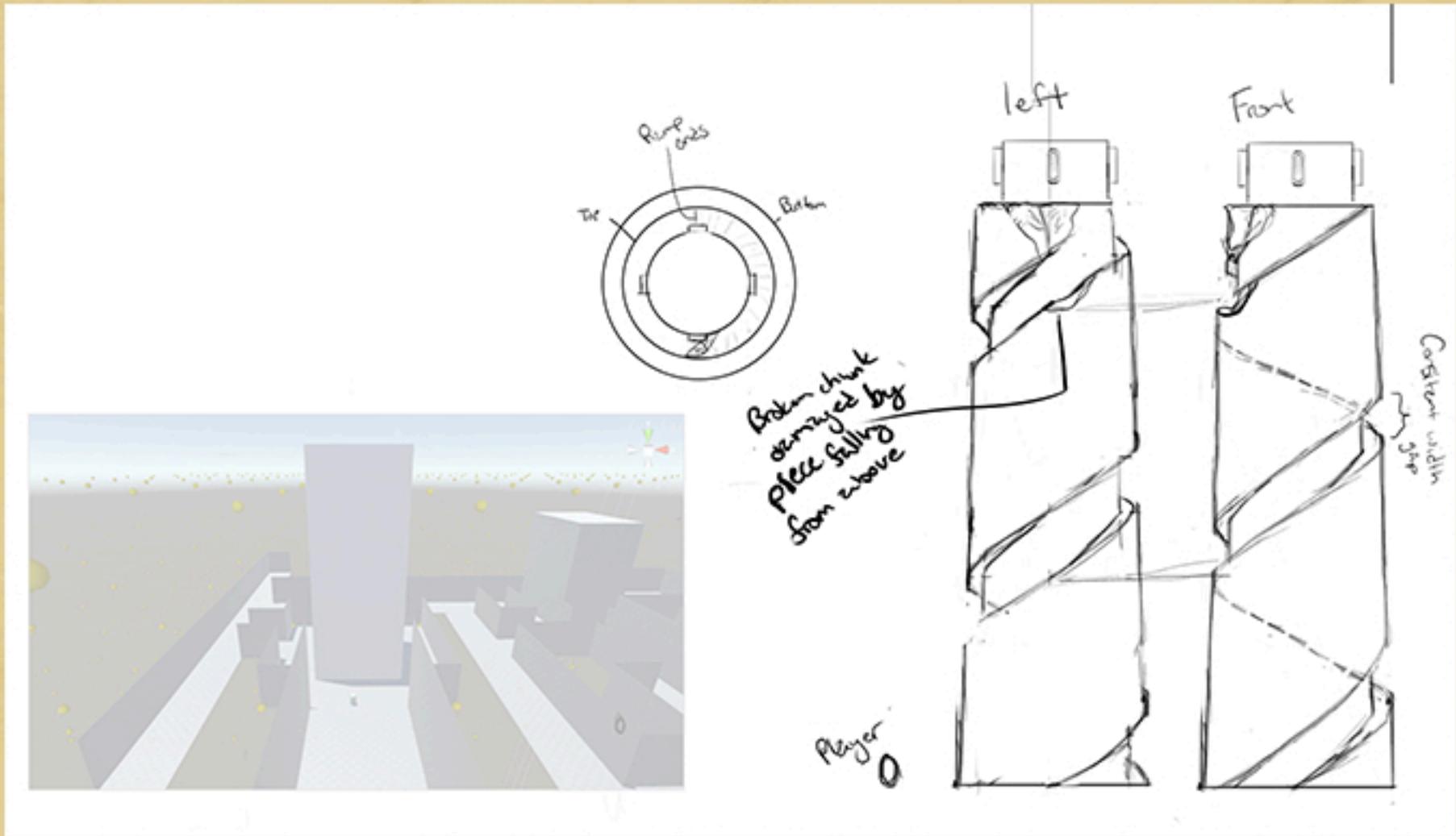










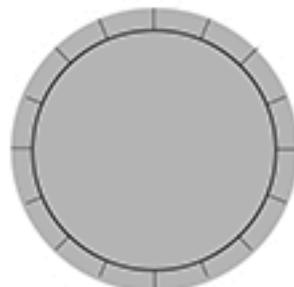
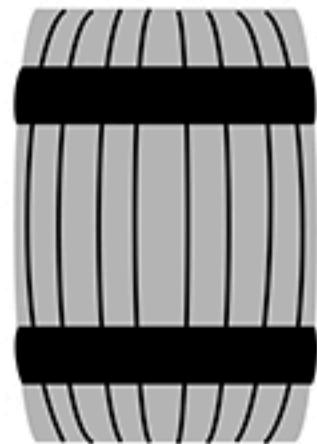
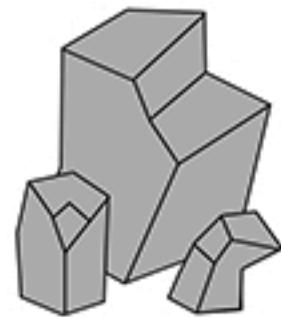
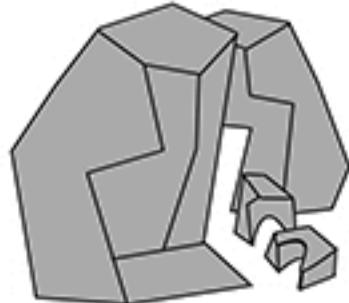
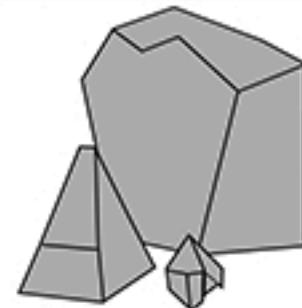
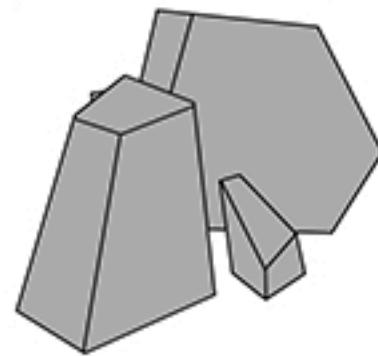
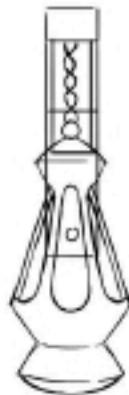


Lantern

Side

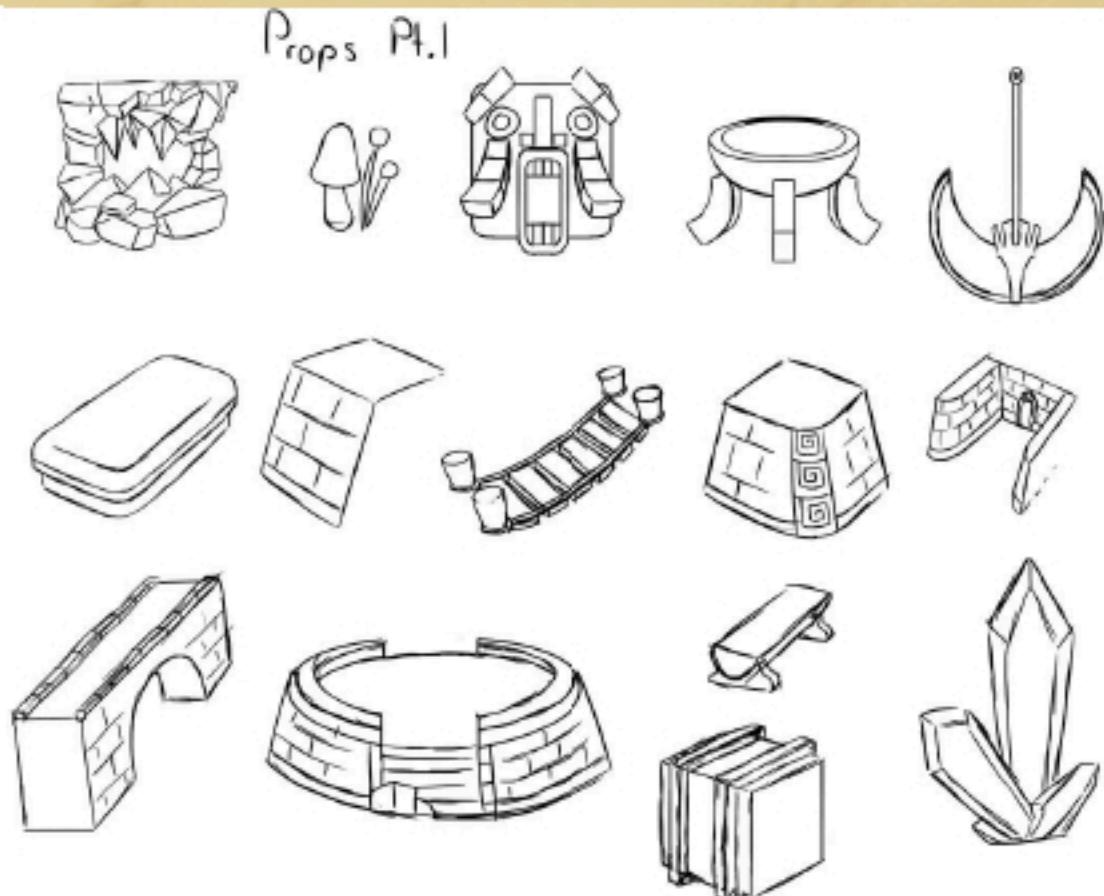
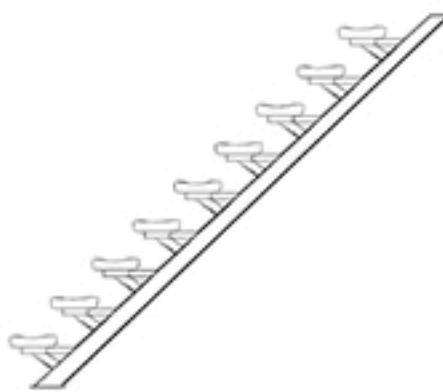
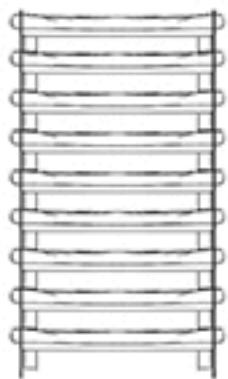
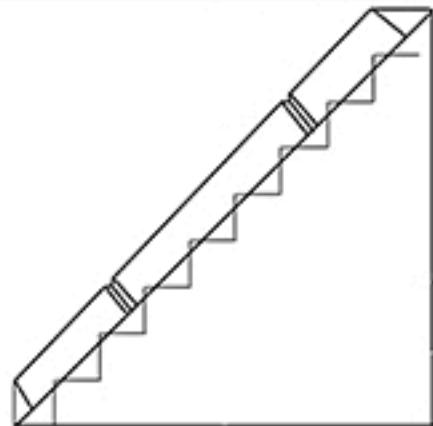
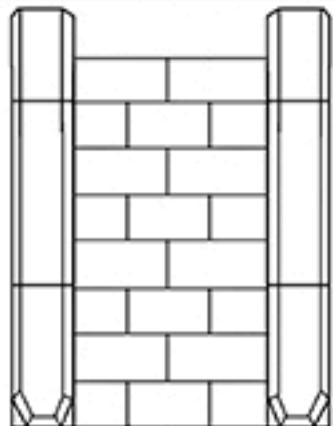


Front



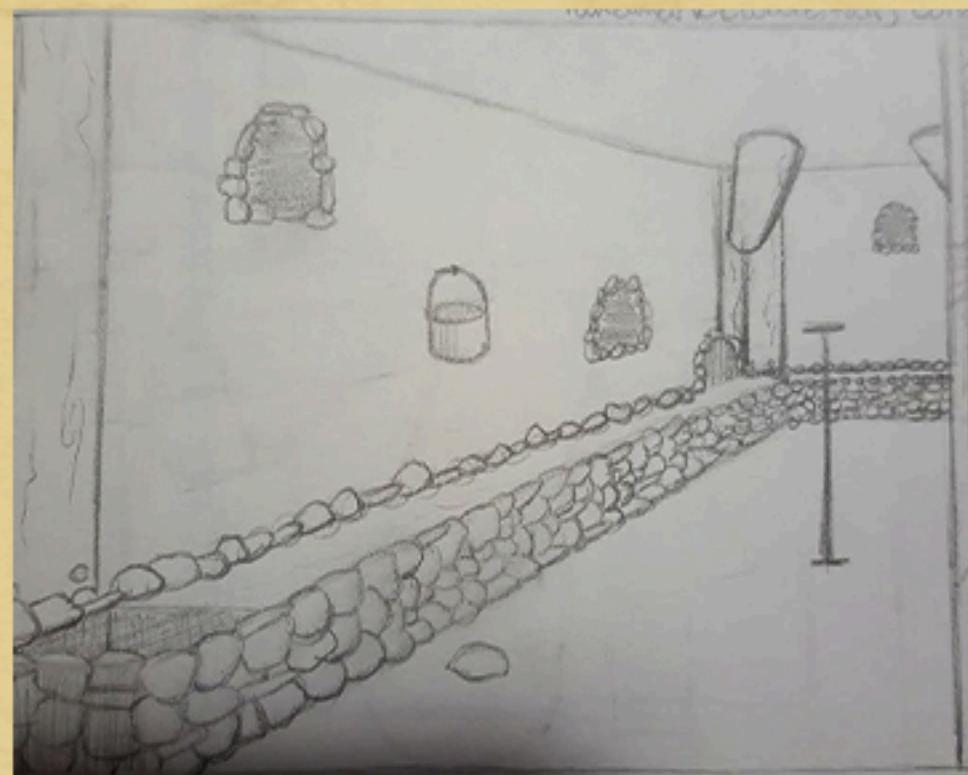
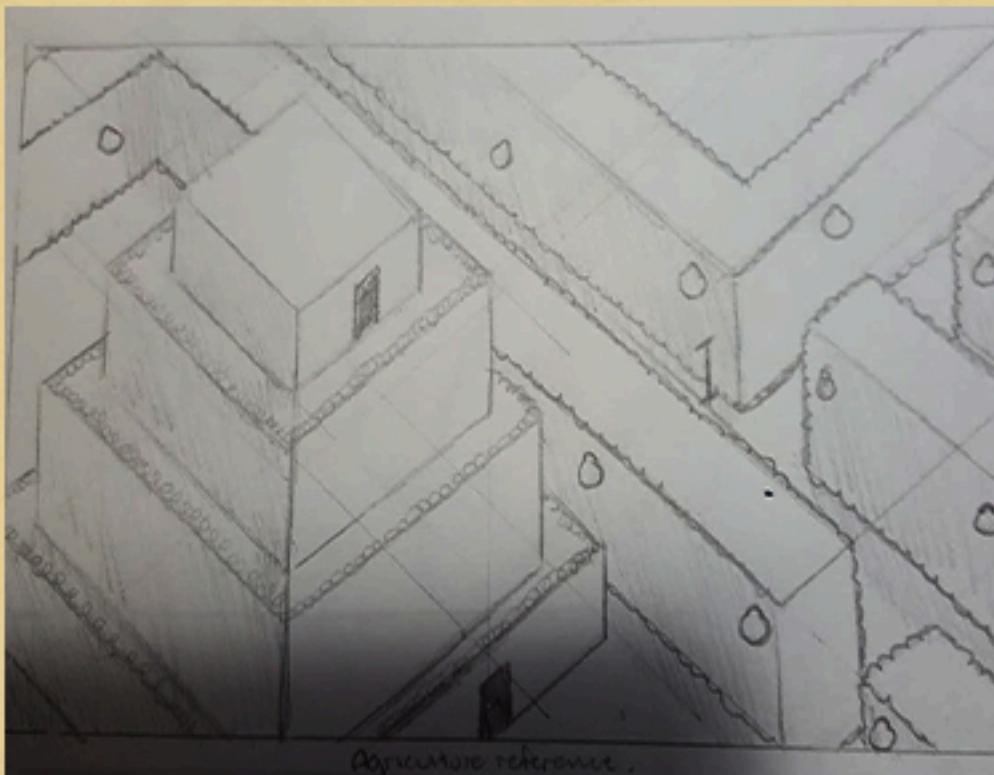
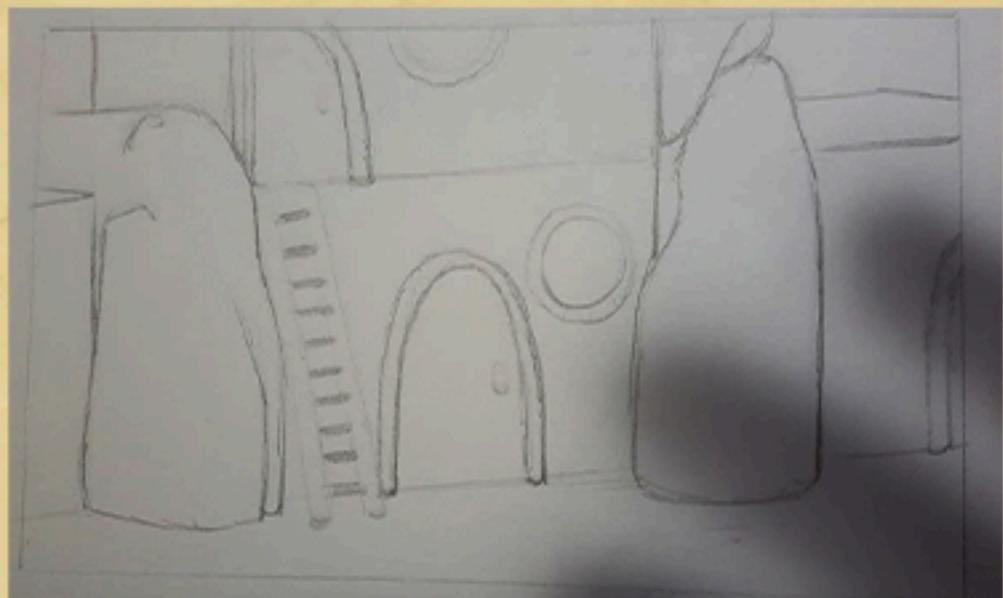
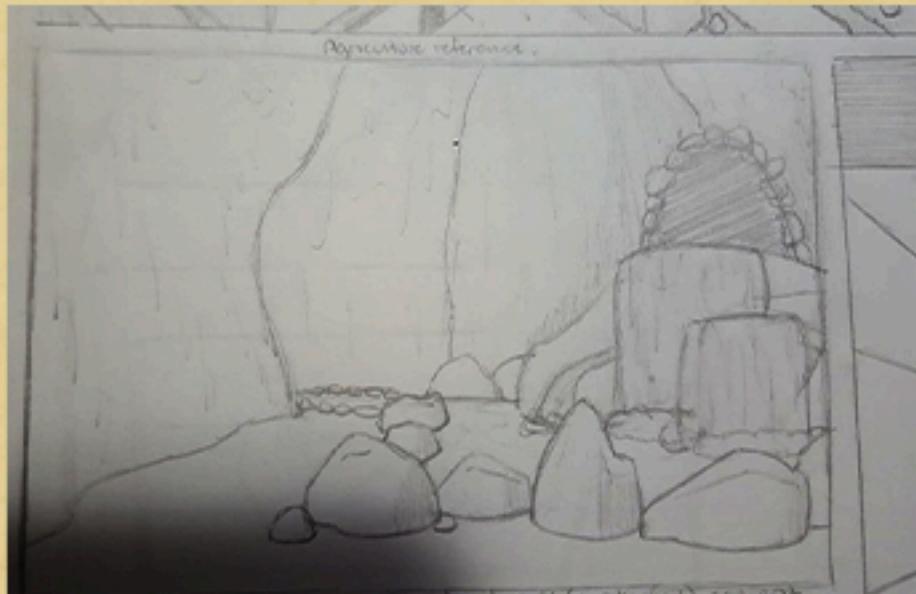
Props

32



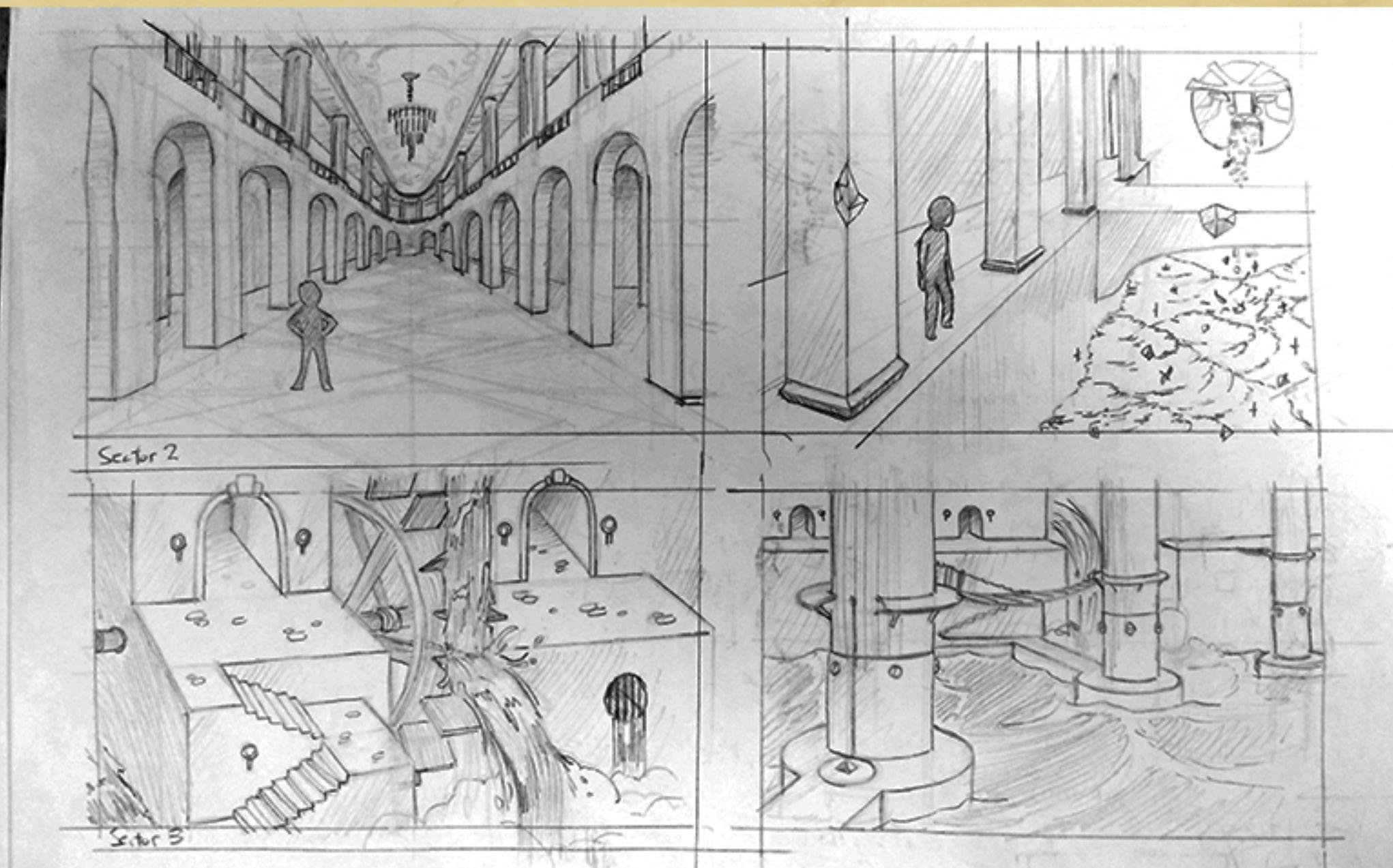
SECTORS CONCEPT ART

33



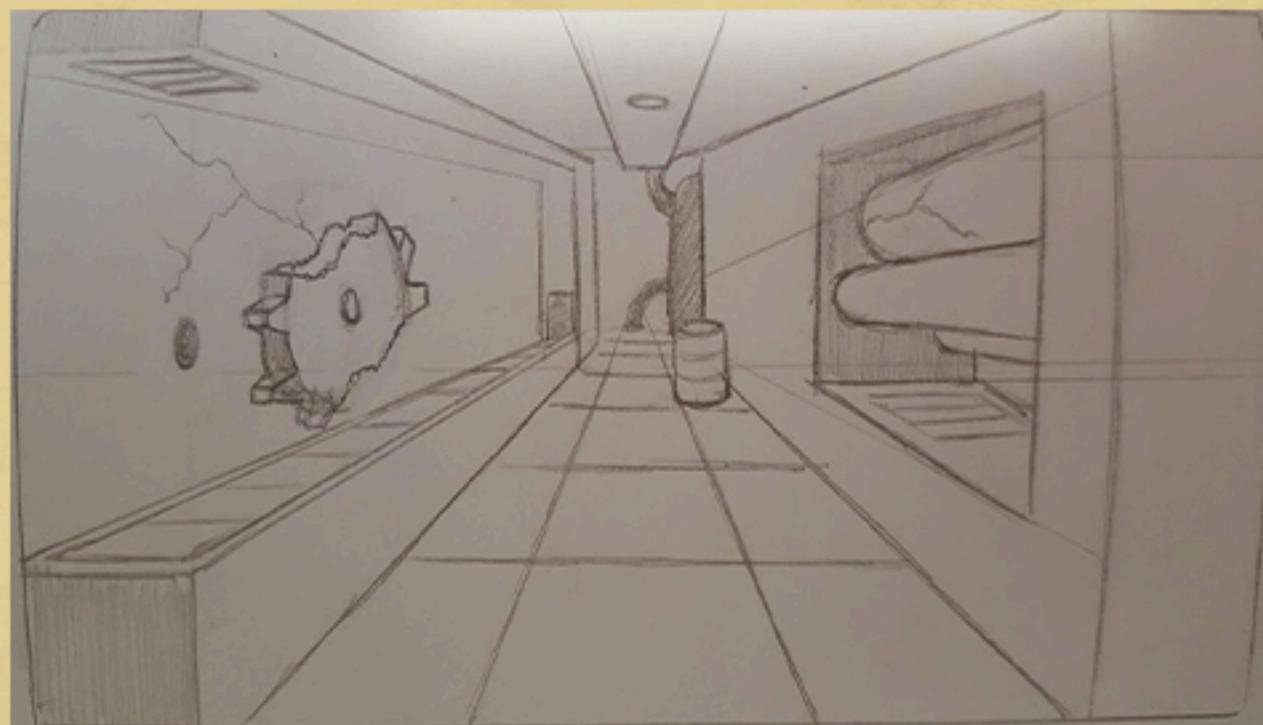
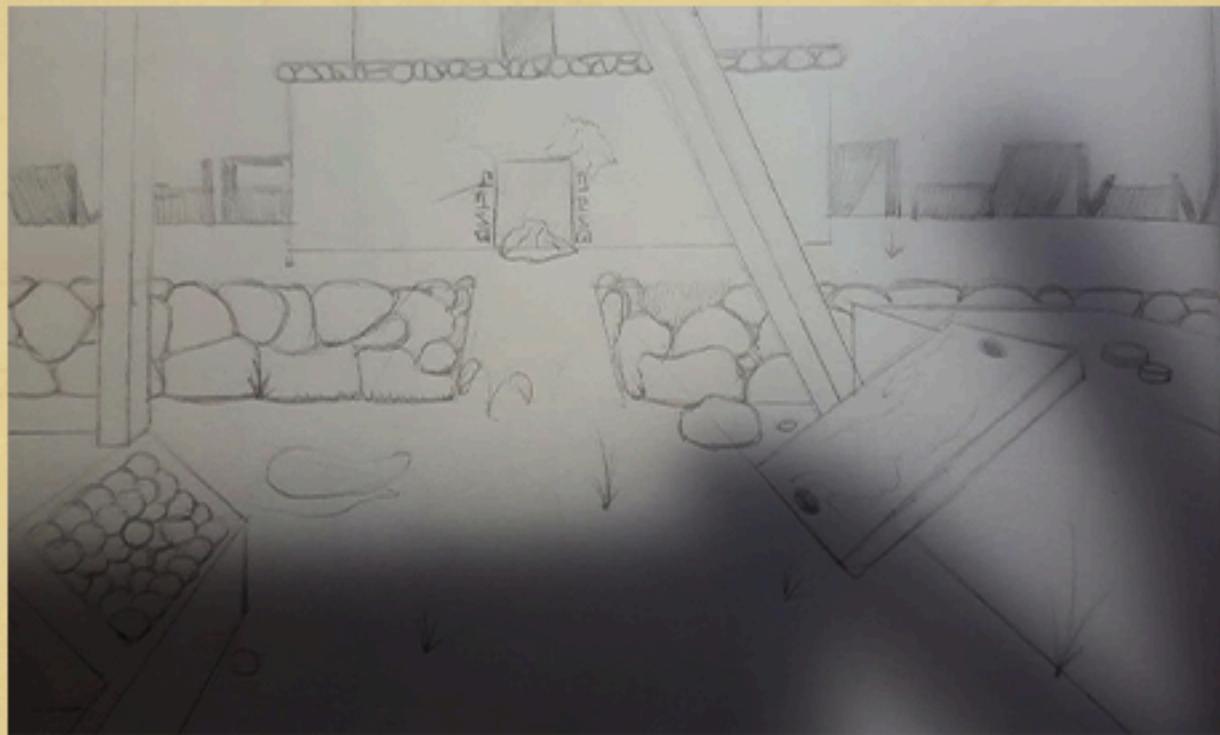
SECTORS CONCEPT ART

34



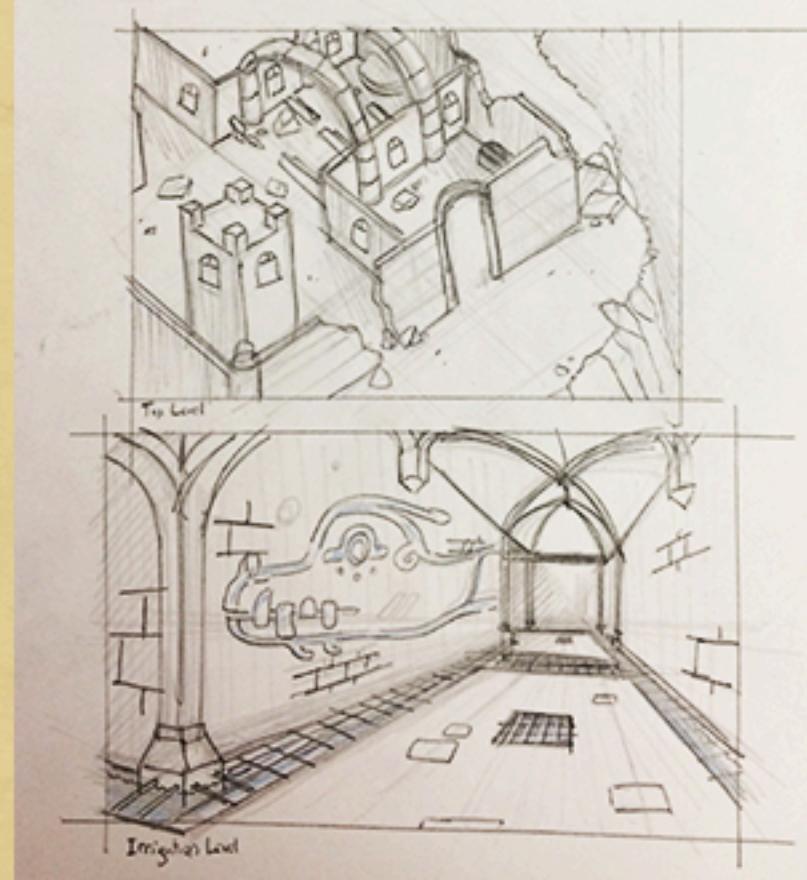
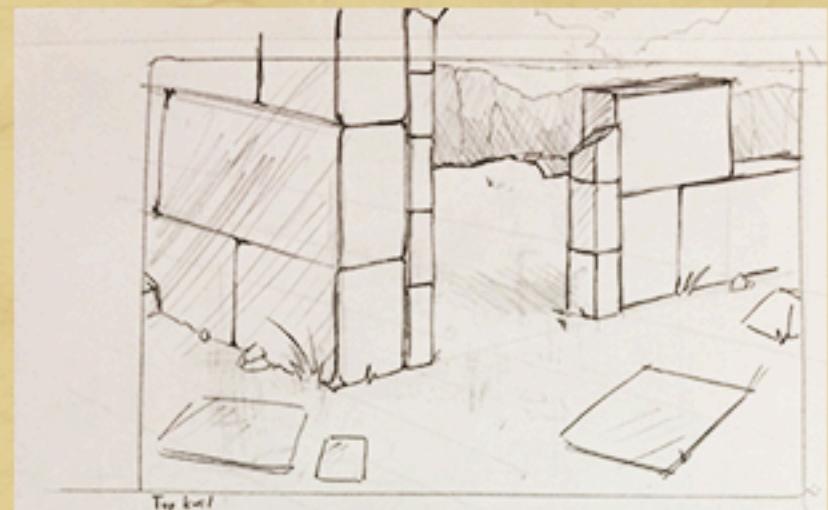
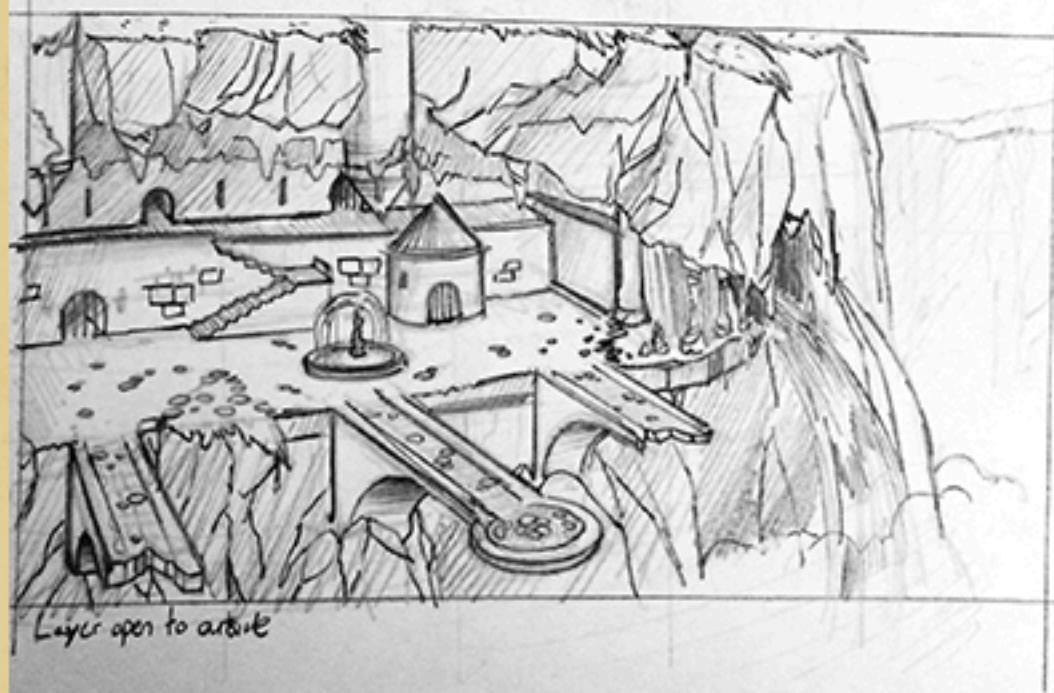
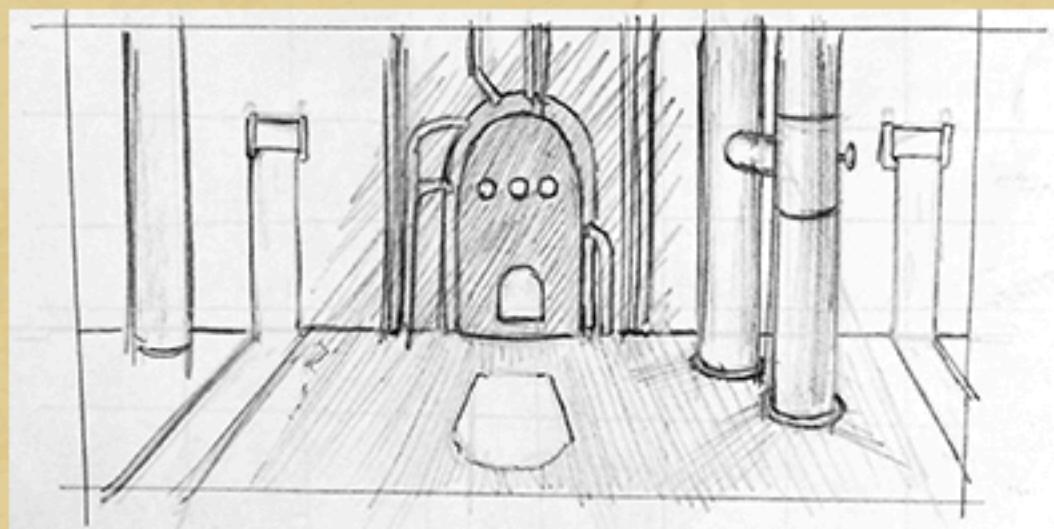
SECTORS CONCEPT ART

35



SECTORS CONCEPT ART

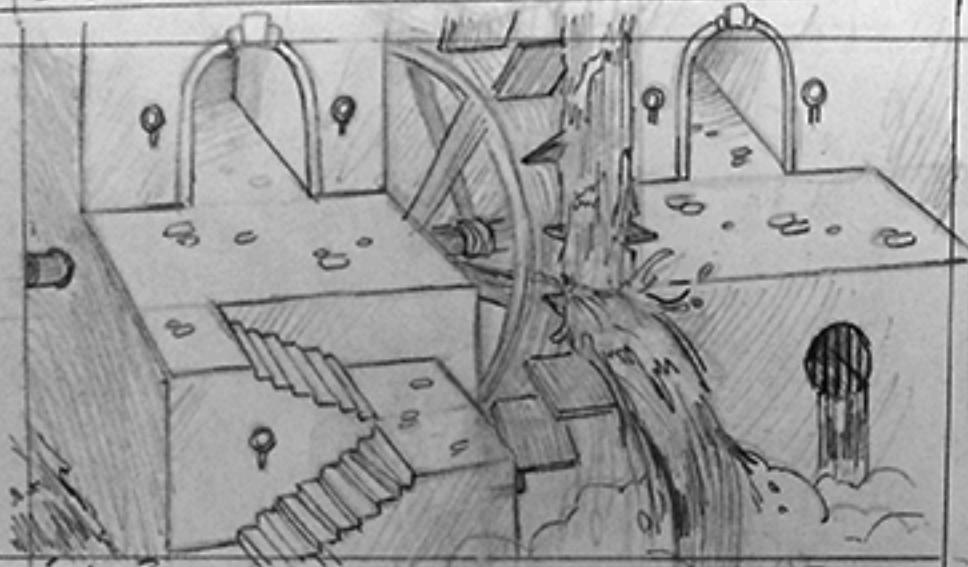
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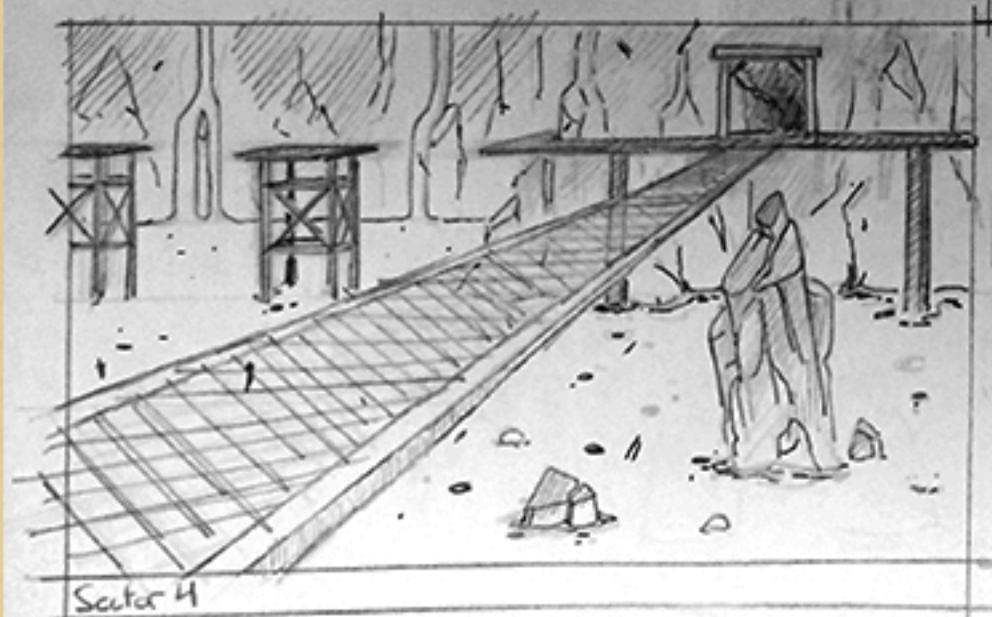
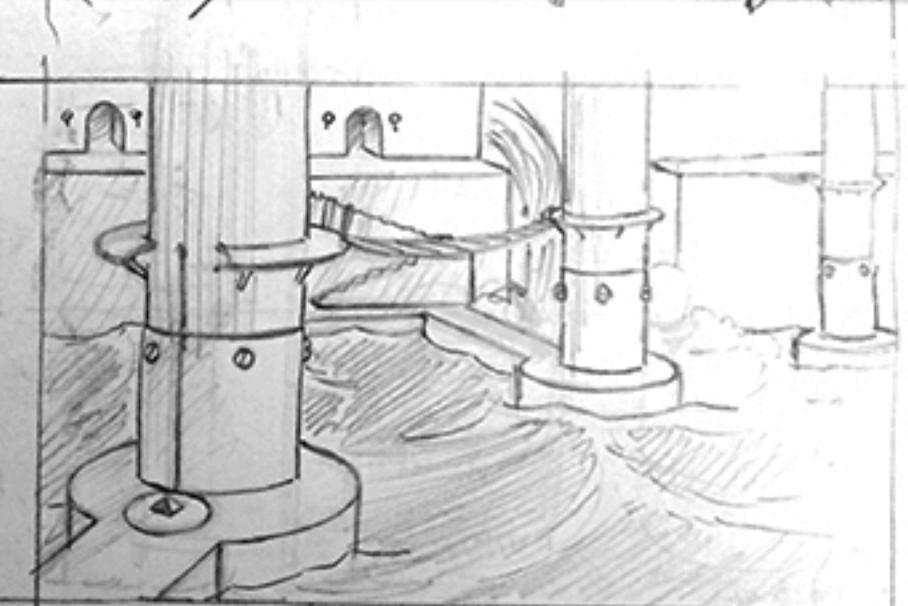
SECTORS CONCEPT ART

36

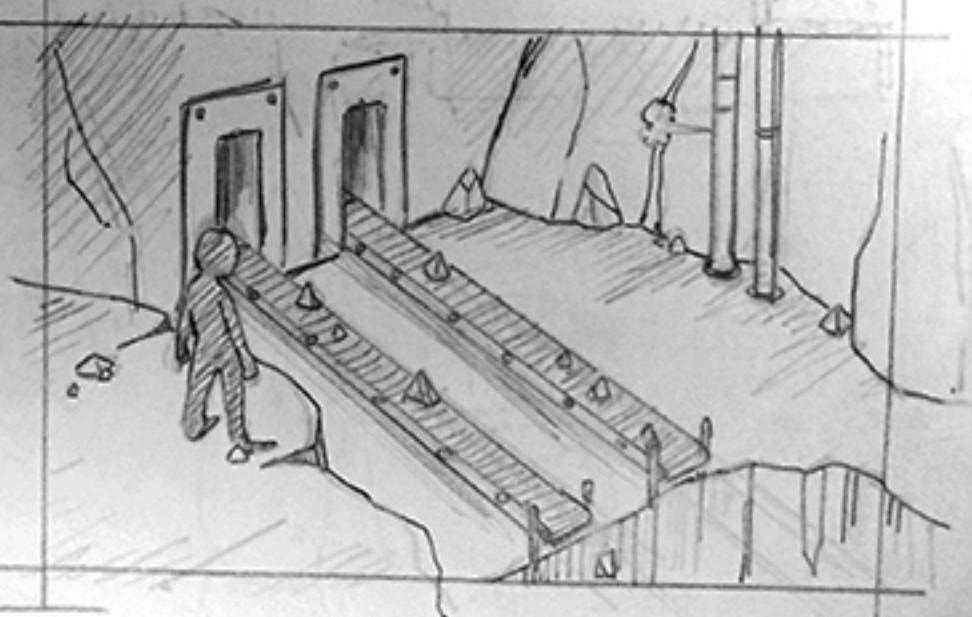
Sector 2



Sector 3

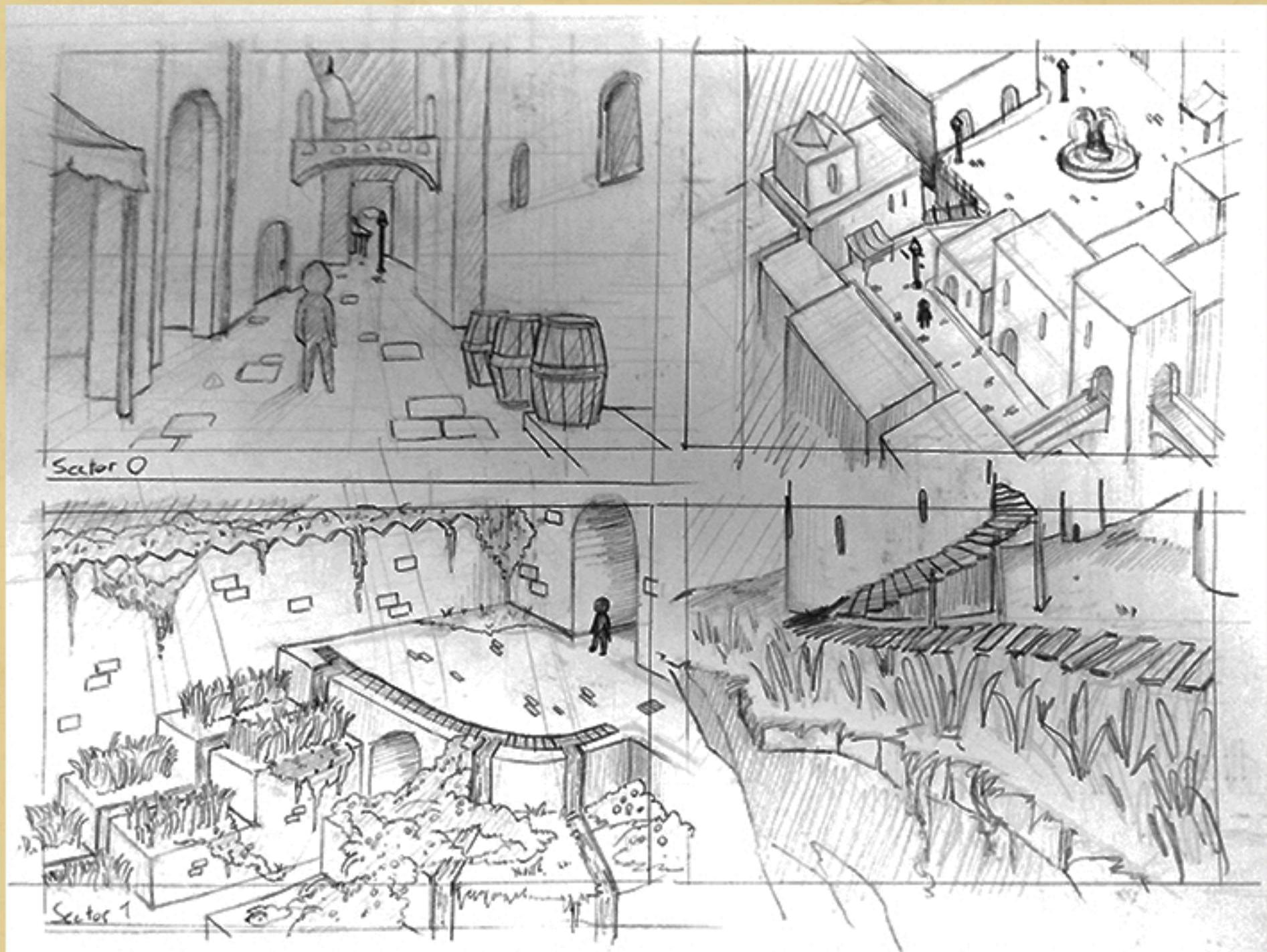


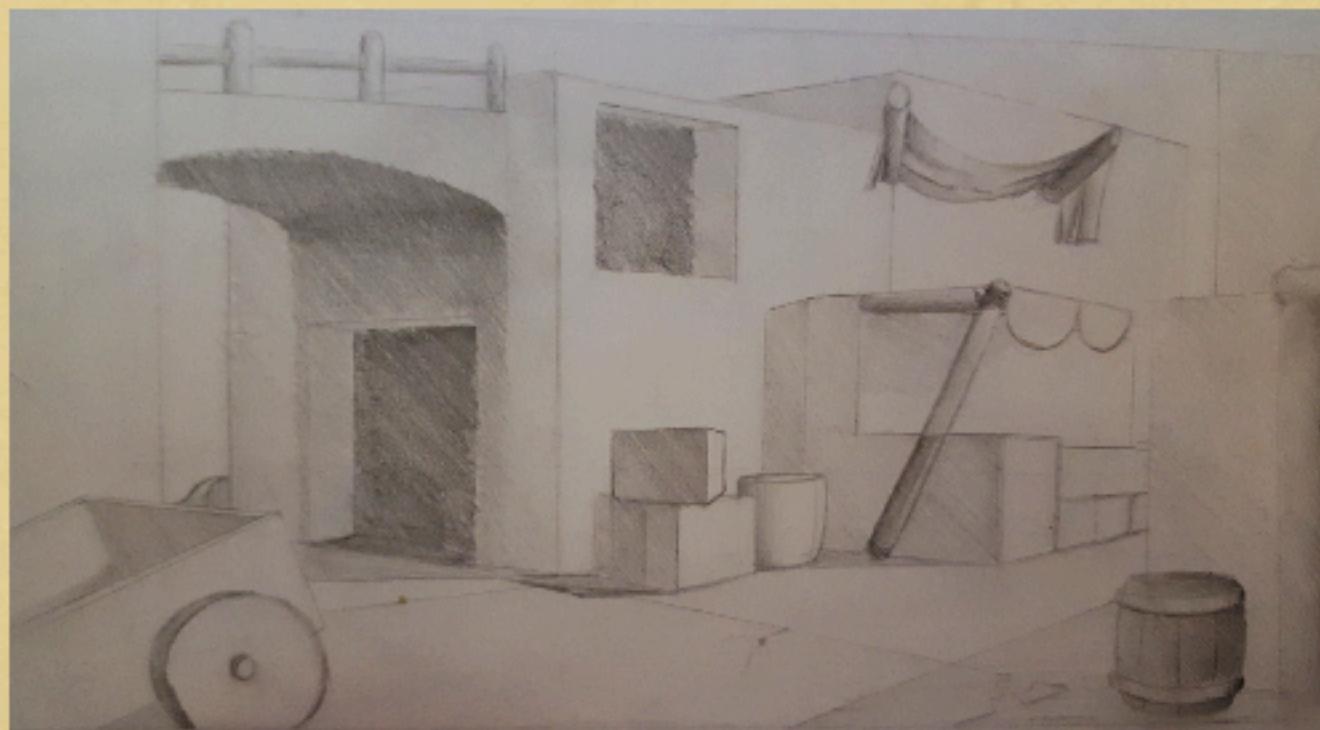
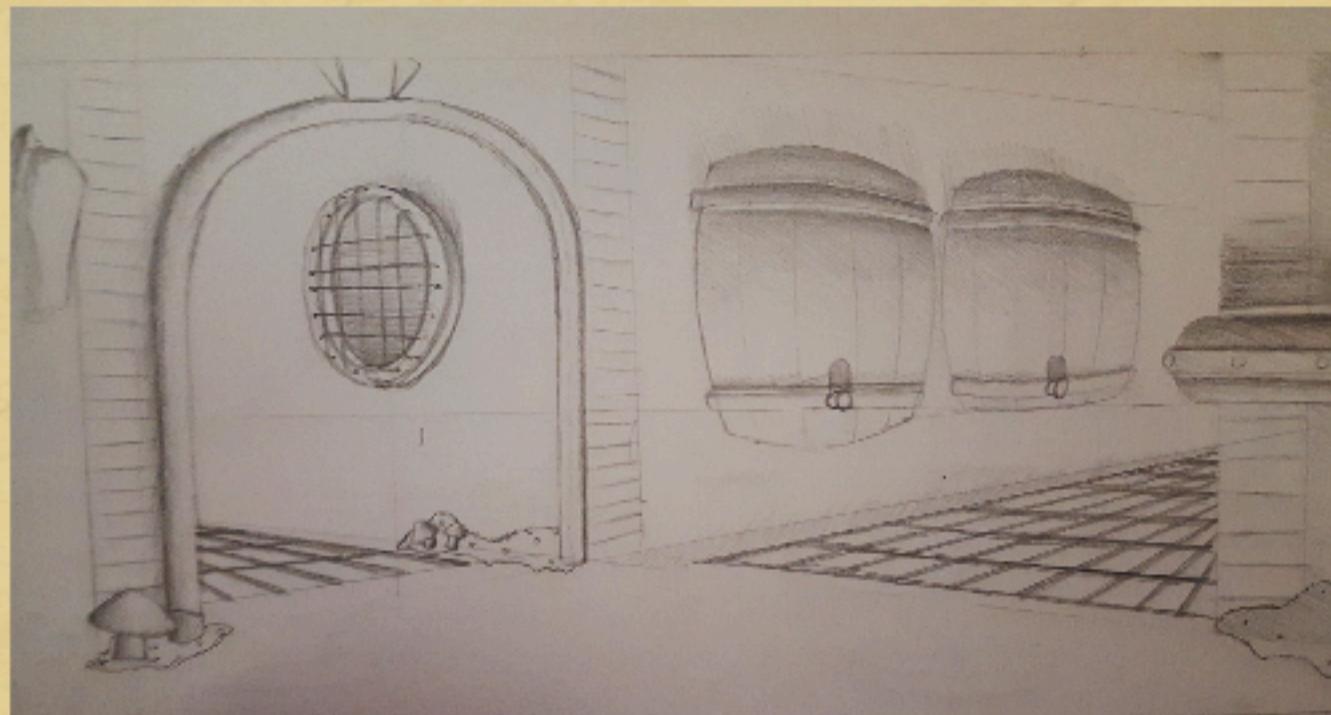
Sector 4

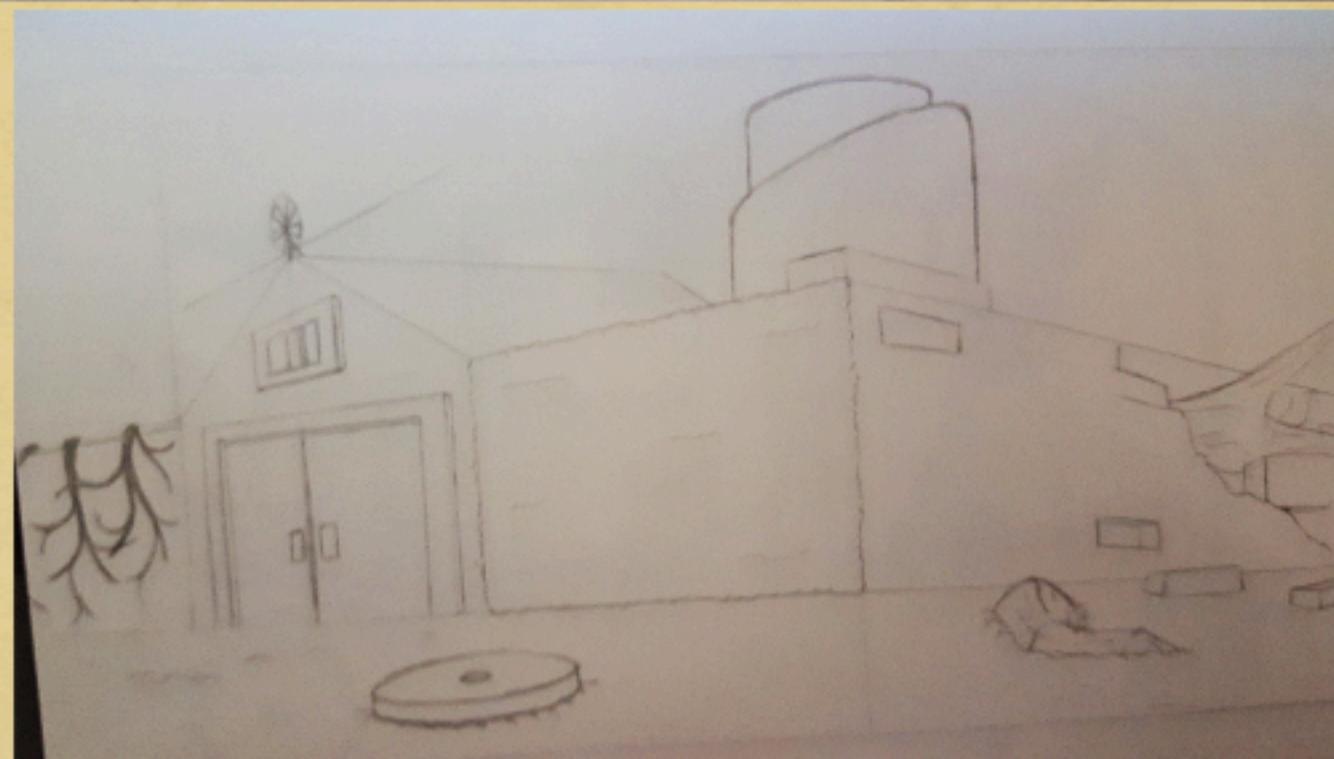
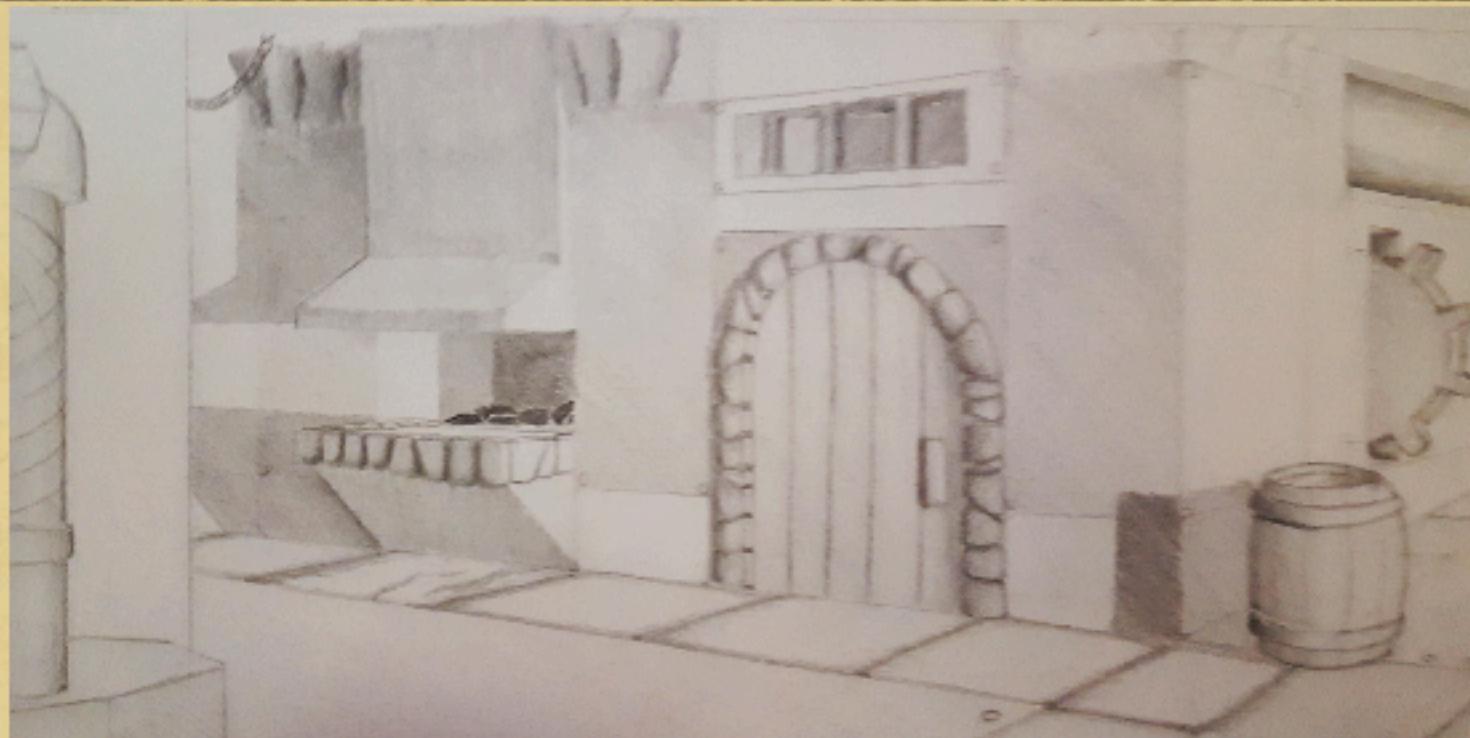


SECTORS CONCEPT ART

37

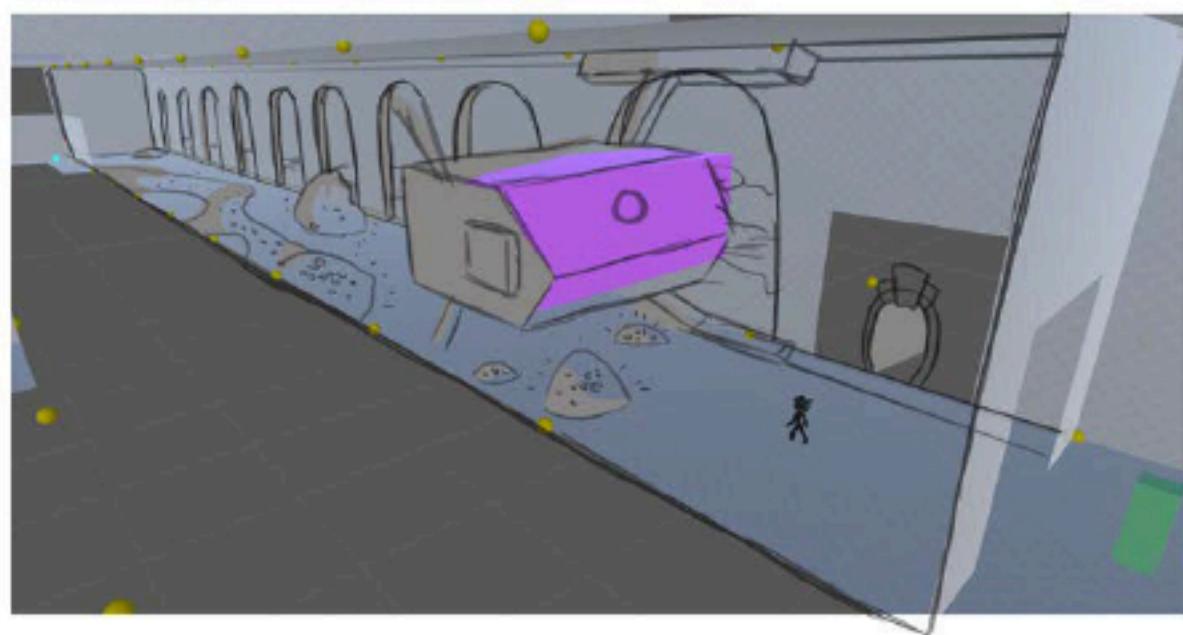
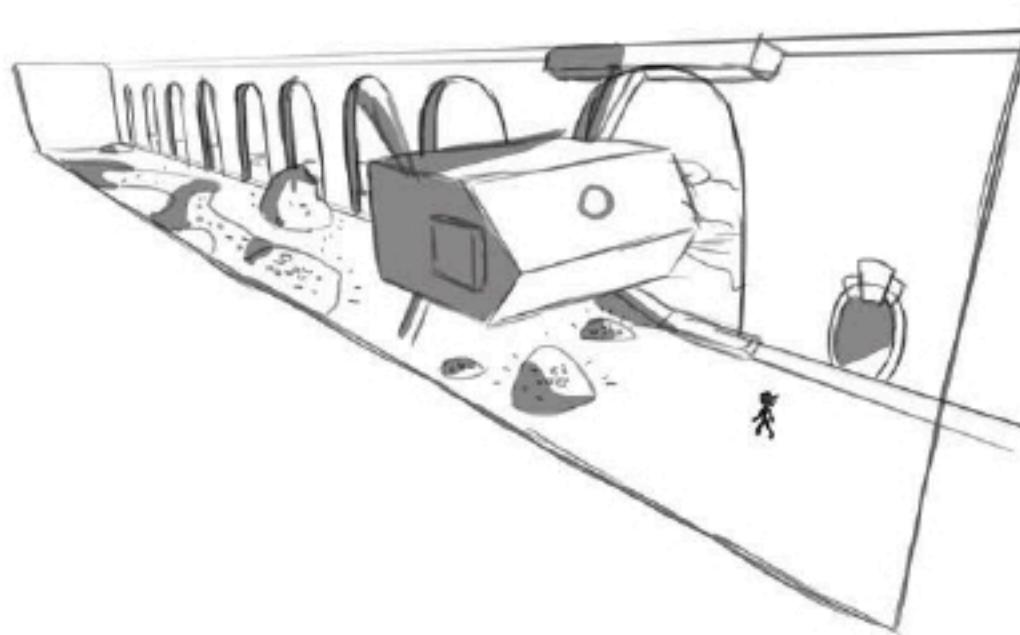






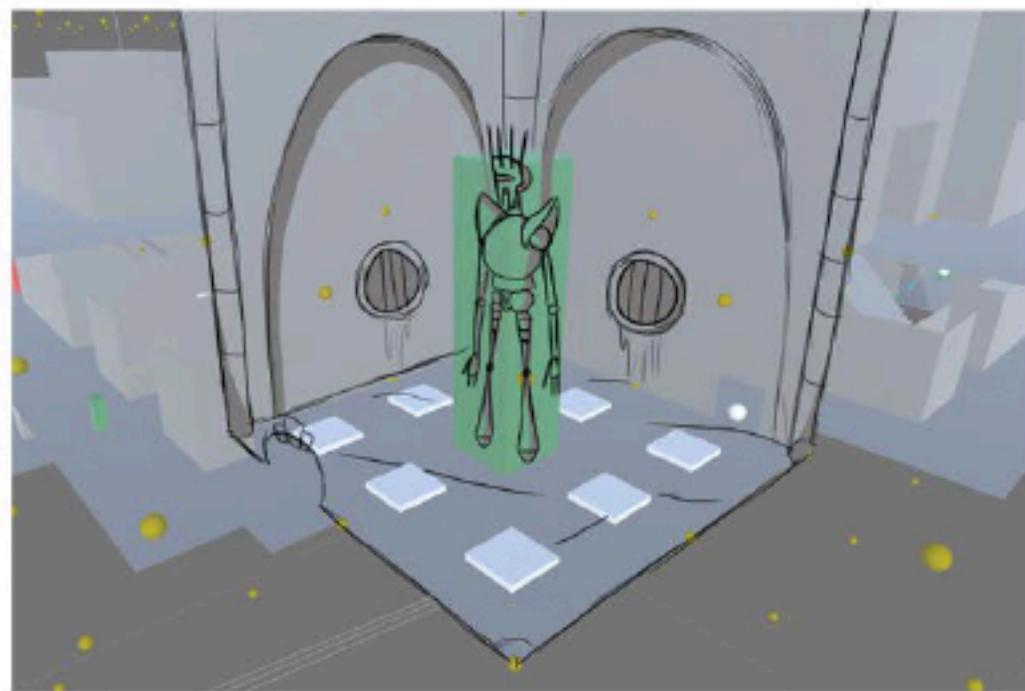
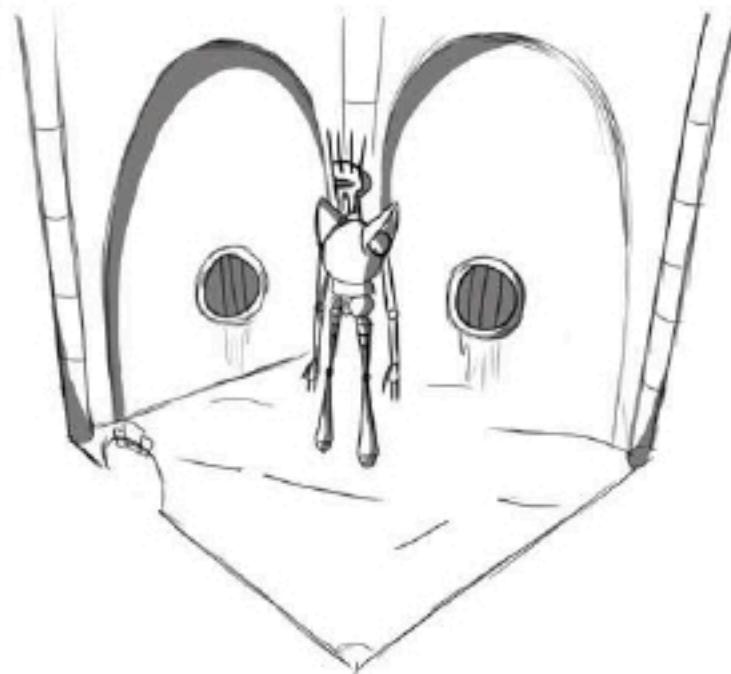
Boss 1

Environment
Sketch



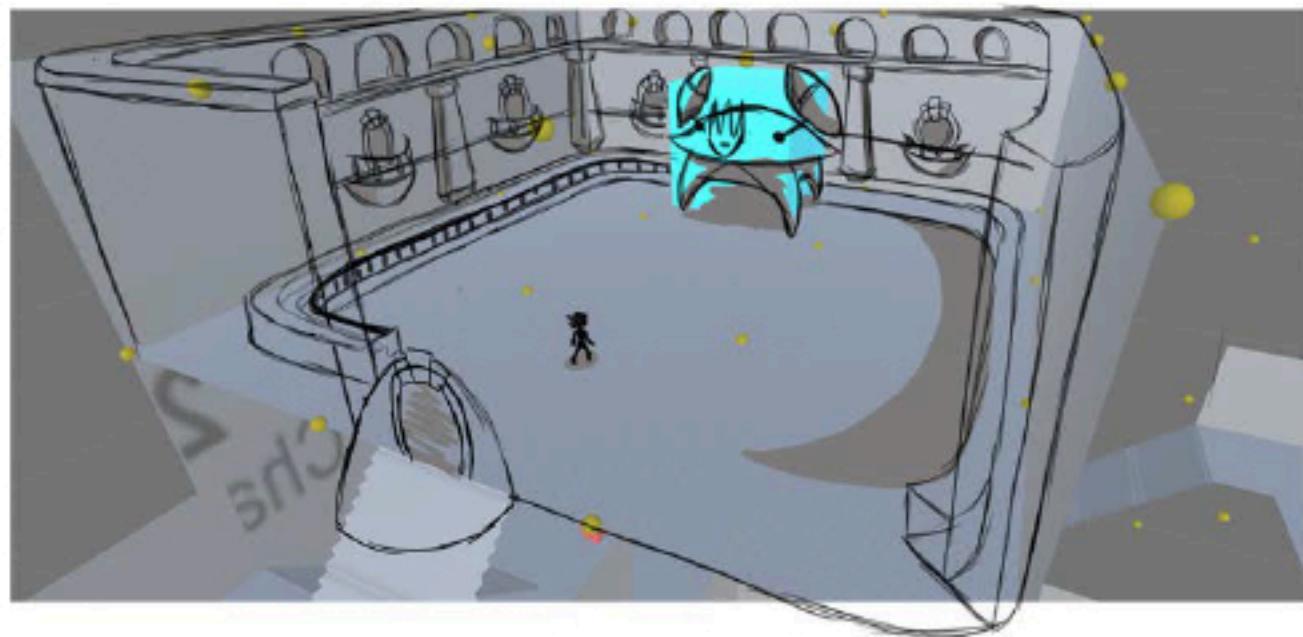
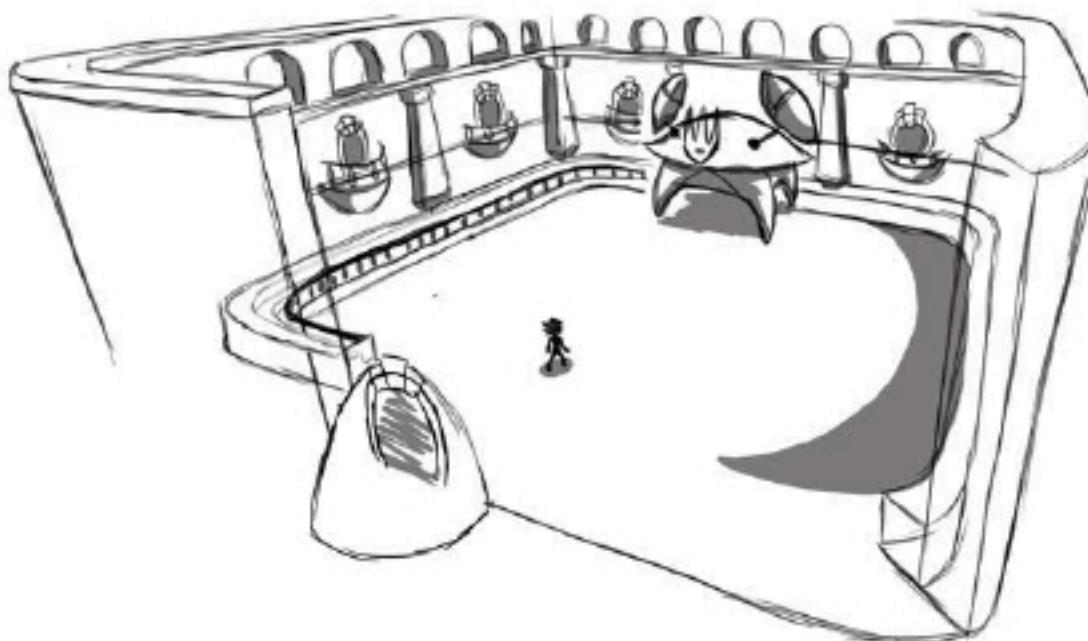
Boss 2

Environment
Sketch



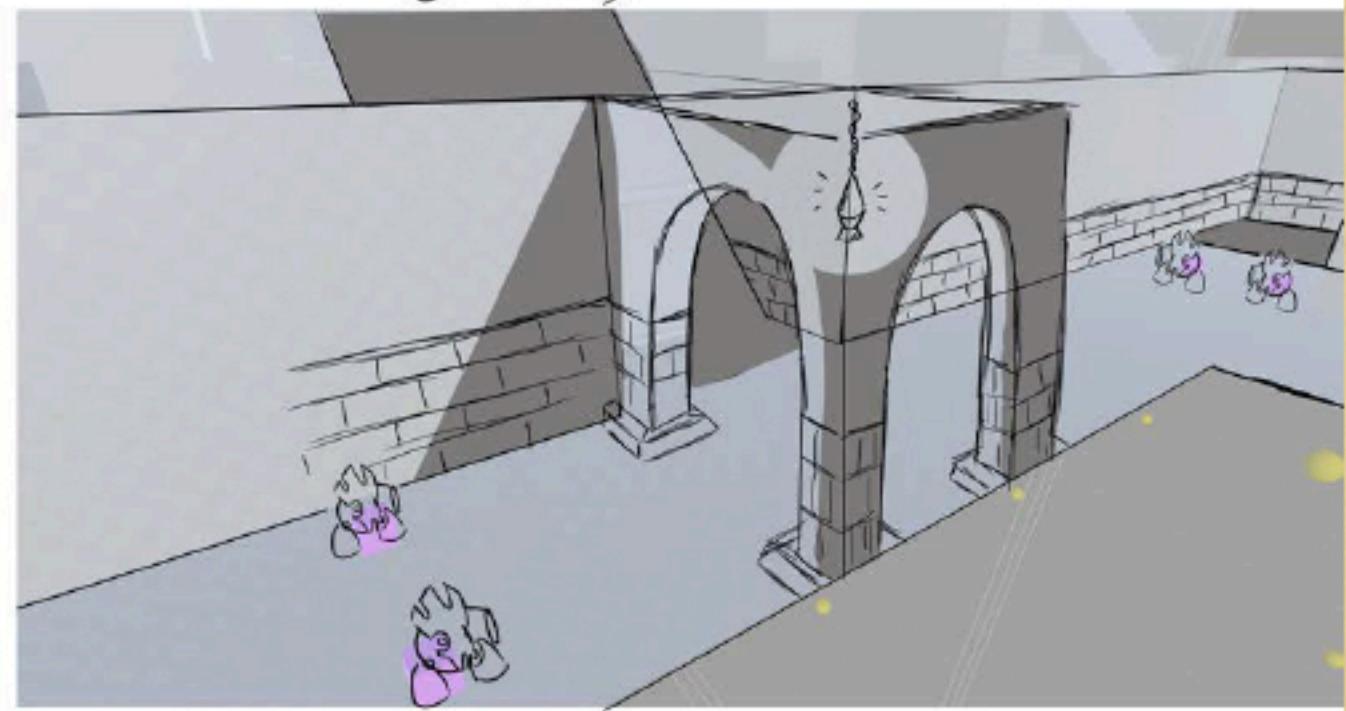
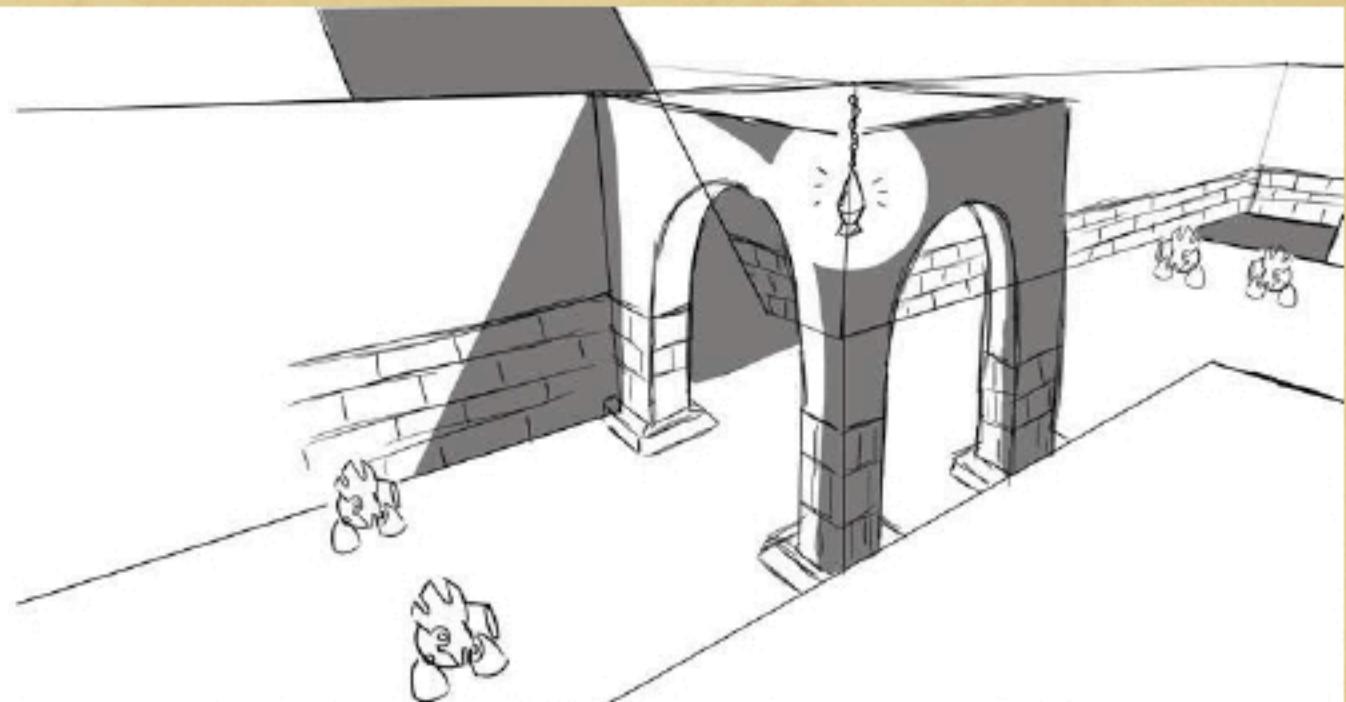
Boss 3

Environment
Sketch



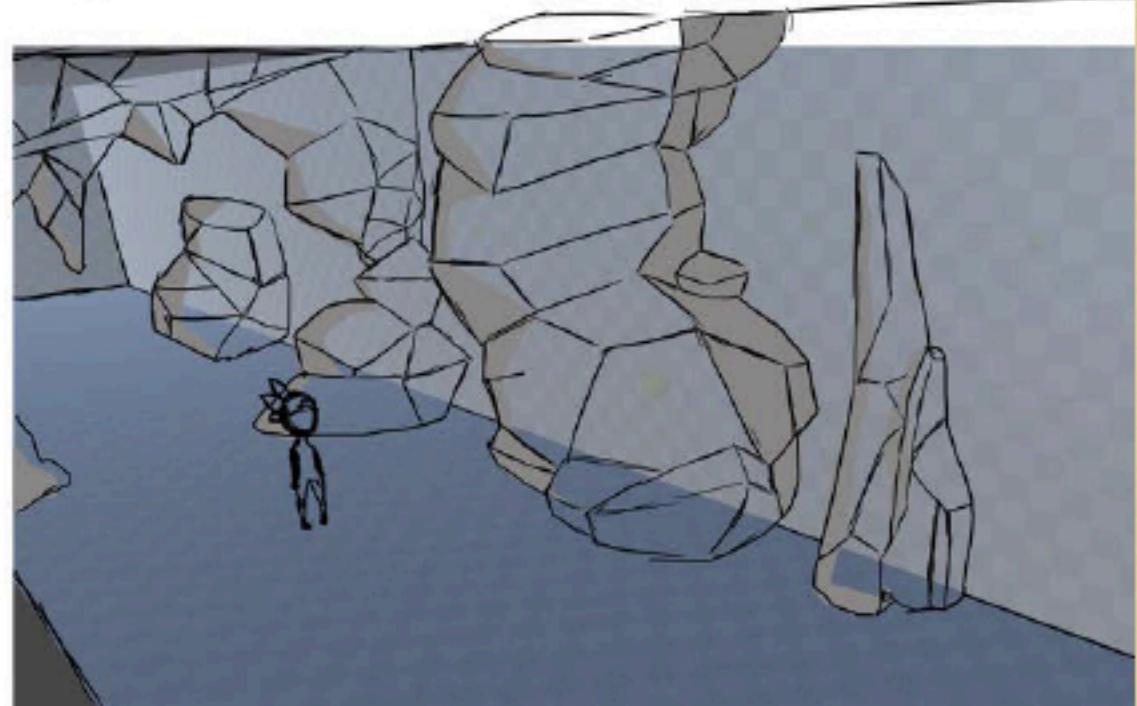
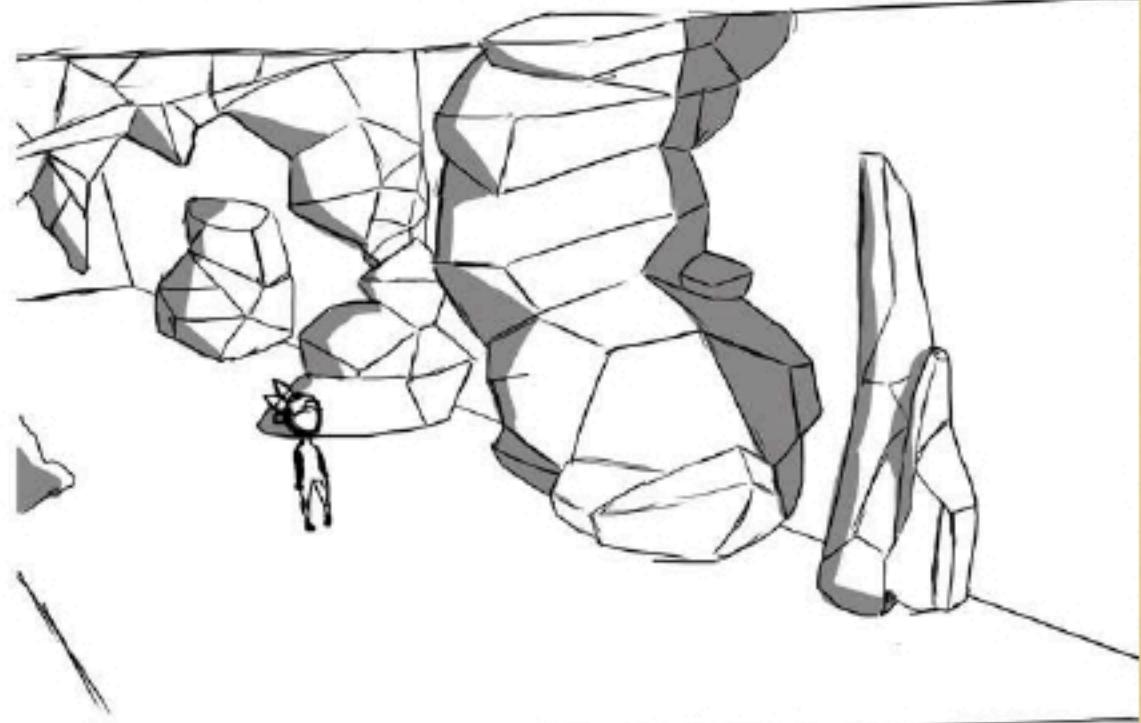
Pincer Attack

Environment Sketch



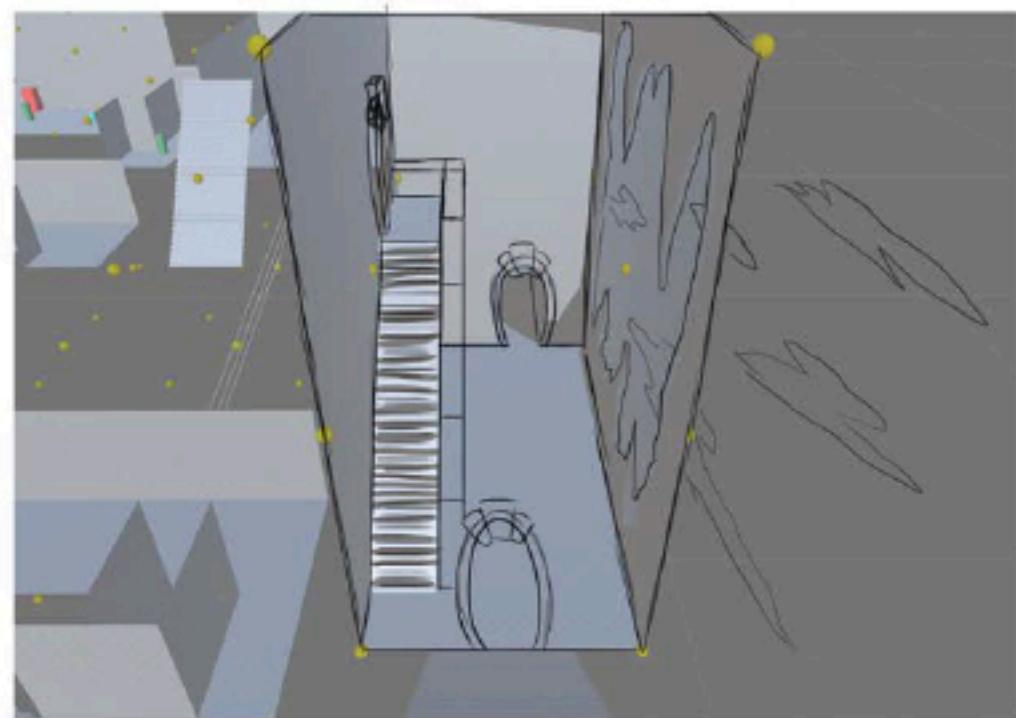
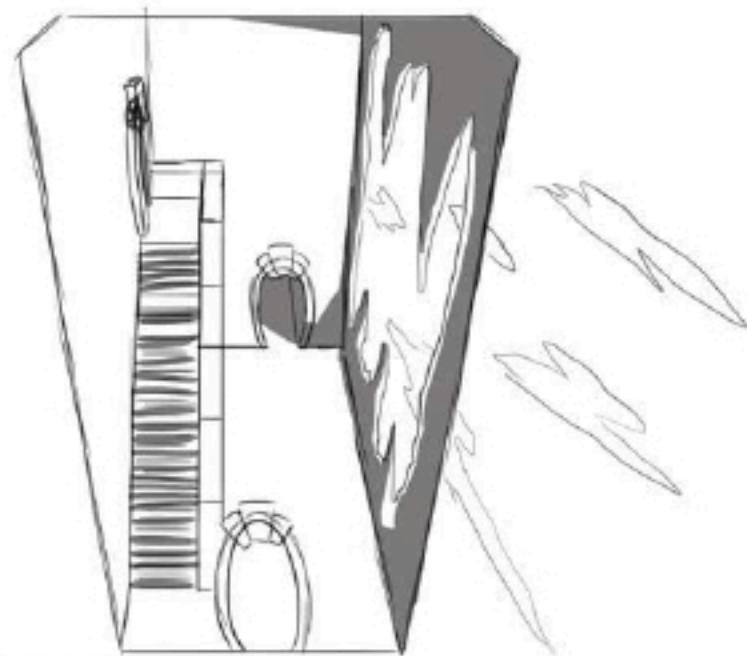
Rock Formations

Environment Sketch

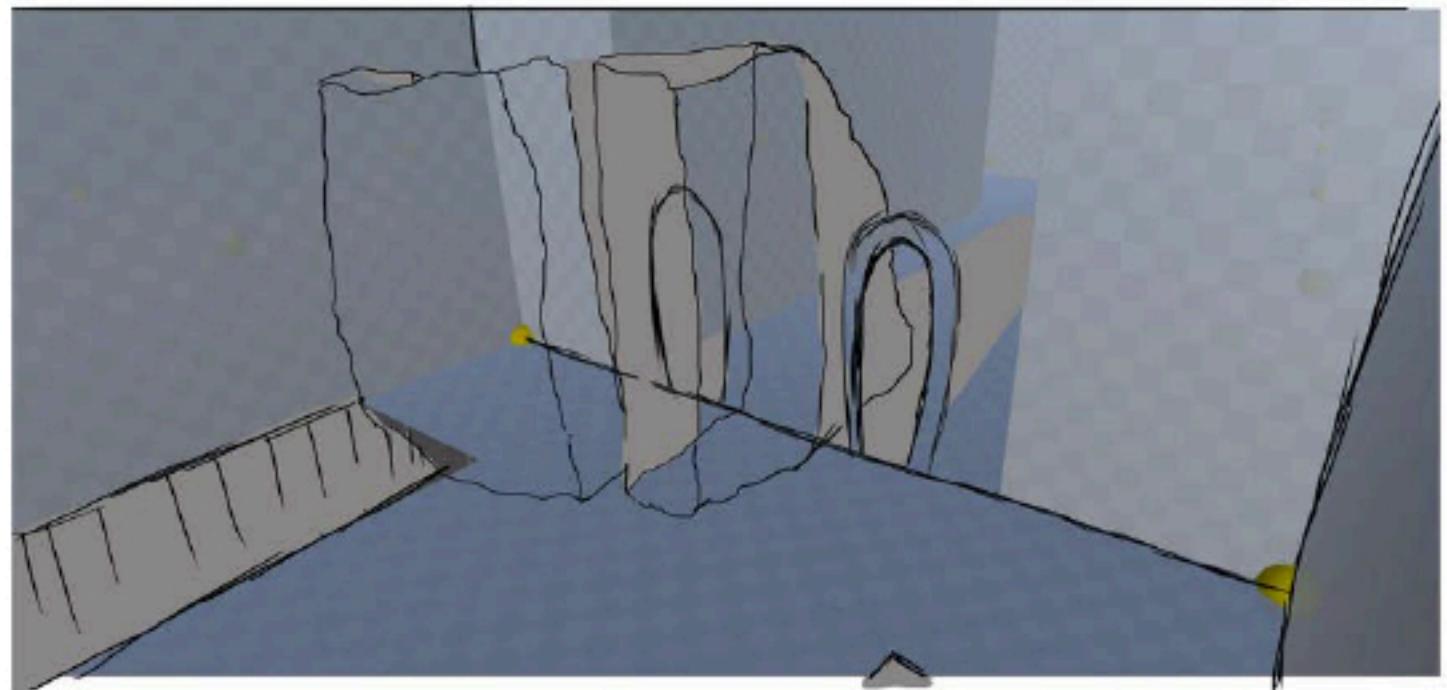
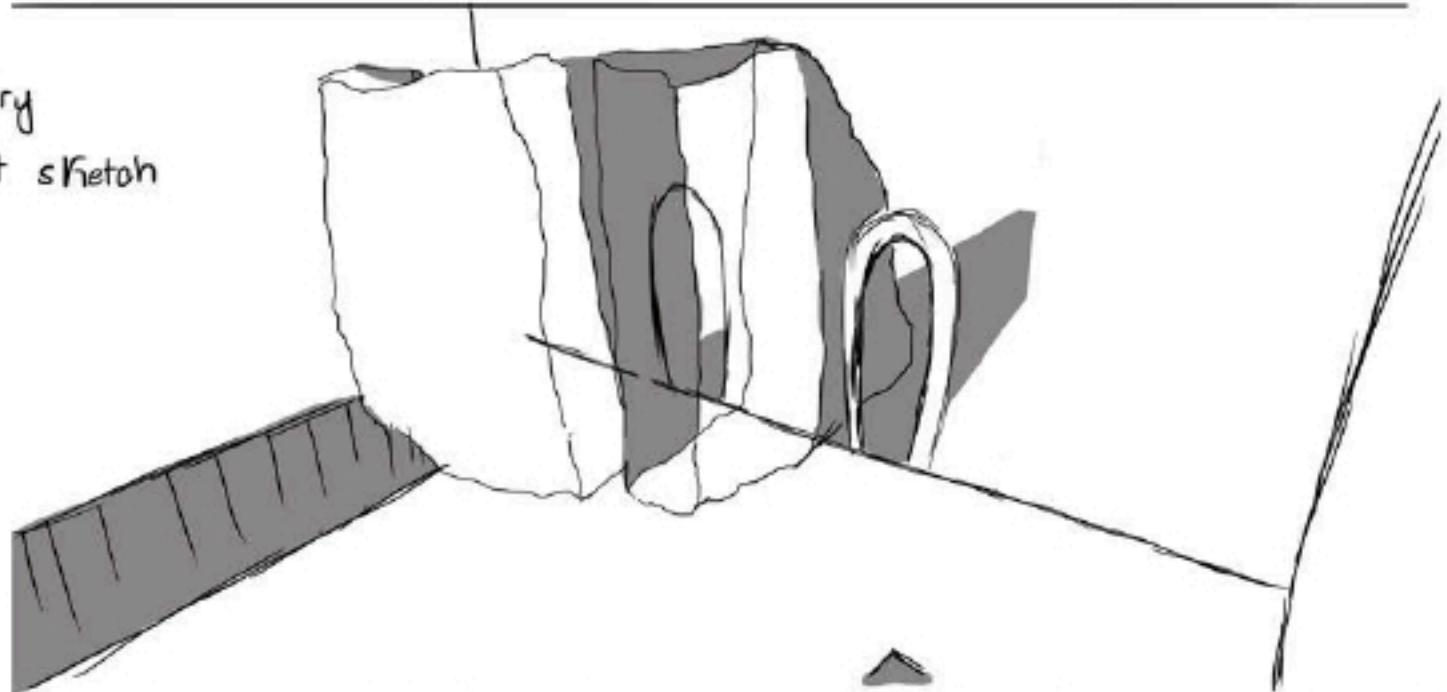


Rooms on the side of a cliff

Environment Sketch

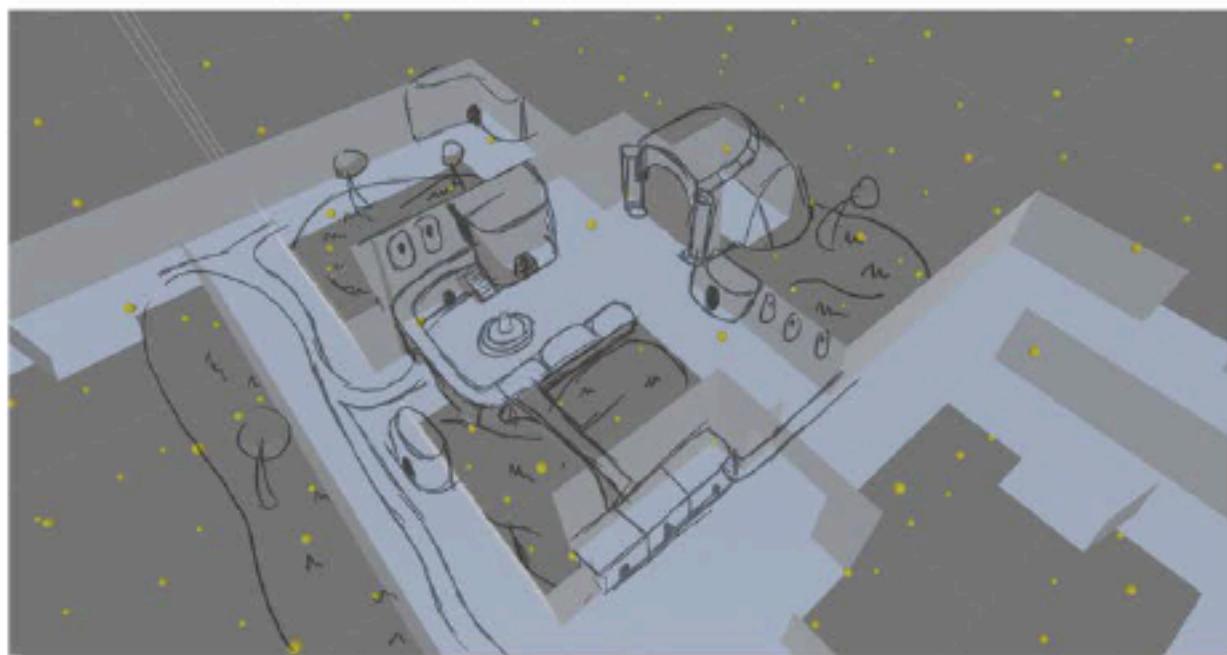


Two door entry
environment sketch



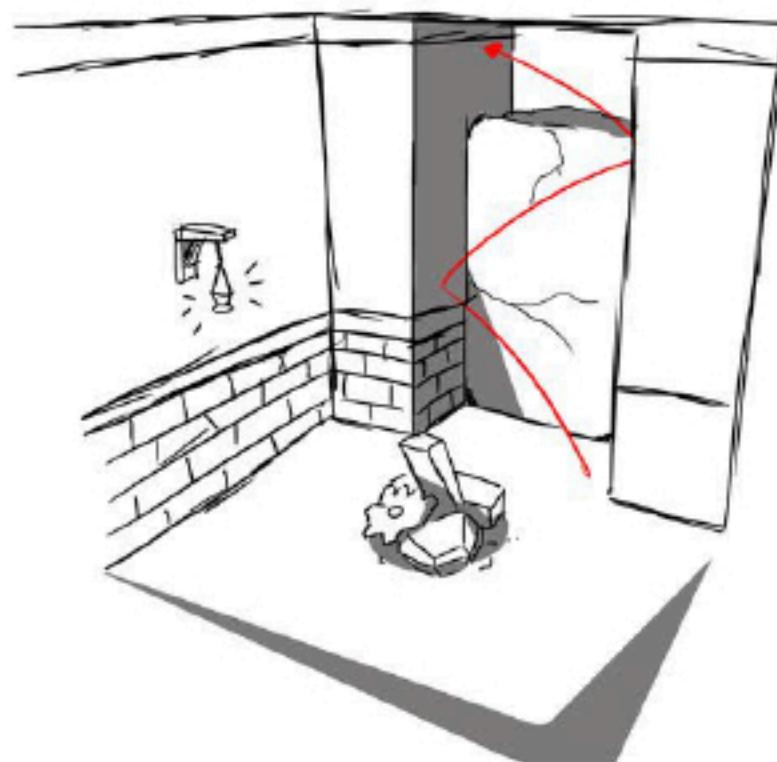
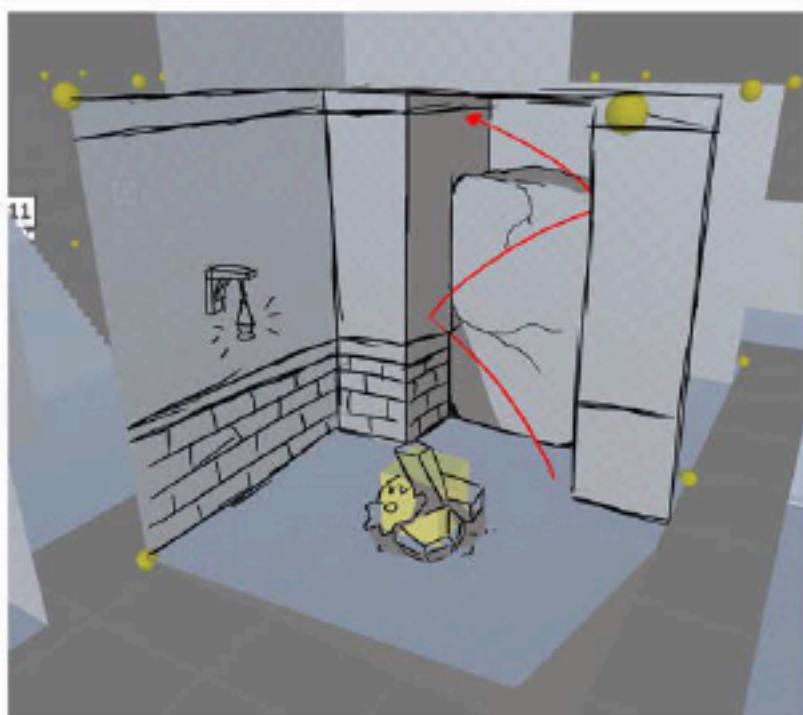
Village

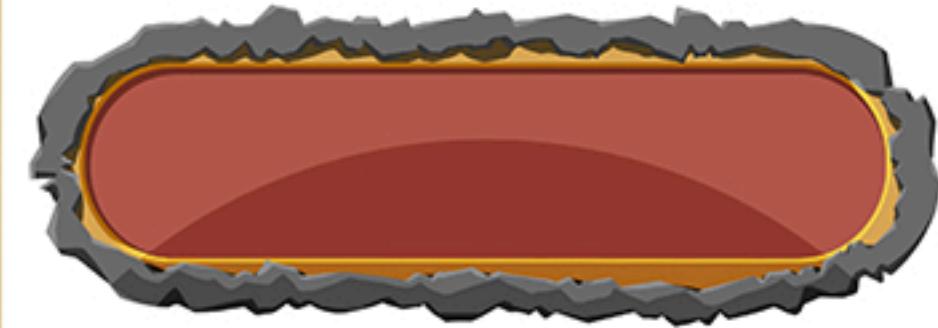
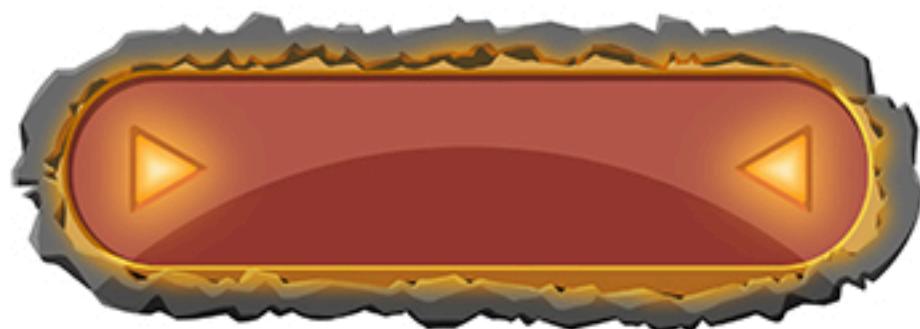
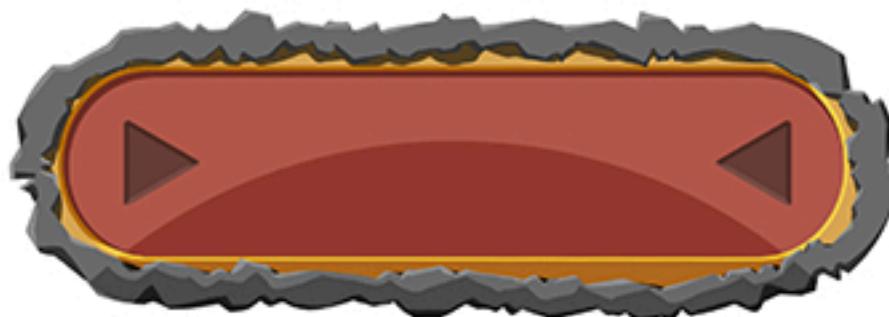
Environment
Sketch



Wall Jump

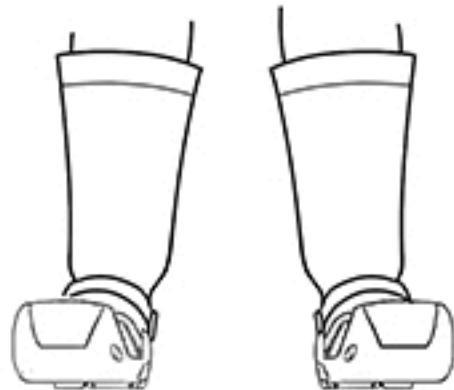
Environment Sketch





Mobility Upgrades

51



Front



Side



Bottom



Bulk



Front



Side



front



Bulk

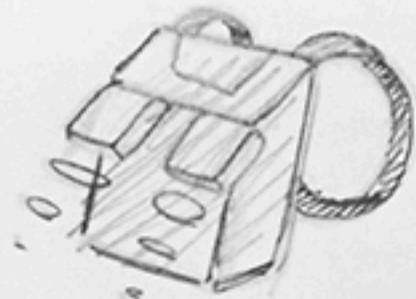


MOBILITY UPGRADE CONCEPT ART

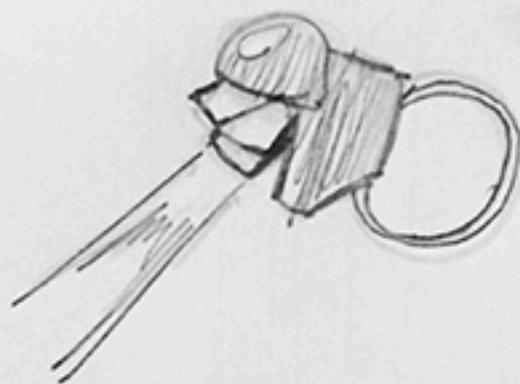
50

Mobility Upgrades

double jump



wall jump



air dash

