CHARACTER DEVELOPMENT

AT01

FEEDBACK FORM

Chris O’Brien

30060241

**PROJECT BRIEF**

**POUCH CRITTERS**

Pouch Critters is a charming game where players become Critter Trainers in Mandurah, a futuristic yet rural coastal region. They capture and train adorable Critters, battling other trainers to become the best. The game features simple, colourful visuals with a mix of modern and rustic landscapes.

**CHARACTER DESCRIPTION**

Masculine human child, between 10 and 12 years old, a ‘rough and tumble’ type kid, Backpack resembling a mix between a hiking pack and radio-backpack, Belt with Critter Capsule slots & a fanny pack for even more storage.

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| Name | Will Crees |
| How close is the design to the brief | The design is quite close to the brief. The child appears to be the right age and has a rugged, adventurous look. |
| Overall impressions | I can definitely tell this is a kid in a futuristic world and an adventurer, looking ready to go through the world and encounter its obstacles. |
| Suggestions | The only thing I would say is making the kid look rough and tumble, this may include things like a bandage on their knee or arm, some dirt or muck on their cheek or clothing, make it seems like that have been through some stuff isn’t of being perfectly clean |

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| Name | Mary O’Brien |
| How close is the design to the brief | The design matches the brief well. The look, and accessories are all consistent with the description. |
| Overall impressions | The character design is both charming and practical. The kid looks ready for adventure, fitting well within the game’s colourful and slightly rustic aesthetic. |
| Suggestions | Consider adding some dirt smudges or minor wear and tear on the clothes to emphasize the "rough and tumble" aspect of the character. This would make the character look like they’ve been on many adventures. |

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| Name | Cecelia O’Brien |
| How close is the design to the brief | The design is very accurate. The child’s age, rough-and-tumble demeanour, and the specified gear are all well represented. |
| Overall impressions | The character is both cute and rugged, which fits well with the theme of the game. The design suggests a sense of readiness for adventure and training Critters, aligning with the game's objectives. |
| Suggestions | Maybe incorporate a few more futuristic elements into the outfit, such as a techy wristband or light-up features on the backpack. This could enhance the mix of modern and rustic that defines the game’s setting. |

**Feedback Summary**:

* **How Close is the Design to the Brief**: All participants agreed that the design closely matches the brief, noting the accurate representation of the child’s age, personality, and gear.
* **Overall Impressions**: The character was seen as charming, practical, and fitting well within the game’s colourful, modern, and rustic aesthetic. Participants appreciated the readiness for adventure conveyed by the design.
* **Suggestions**:
  + **Will**: Add dirt or muck on clothing and bandages to emphasize the "rough and tumble" aspect.
  + **Mary**: Add dirt smudges or minor wear and tear to emphasize the "rough and tumble" aspect.
  + **Ceclia**: Incorporate more futuristic elements, such as a techy wristband or light-up features on the backpack.

**Actionable Insights**:

* Maintain the core elements of the character’s age, personality, and gear, as they align well with the brief and the intended audience.
* Enhance the "rough and tumble" look with subtle details like dirt smudges or minor wear and tear on clothing.
* Consider adding more futuristic elements to the outfit to emphasize the mix of modern and rustic.
* Use vibrant colours, patterns, and Critter-themed accessories to make the character stand out and align more closely with the game’s colourful and charming aesthetic.

**PROJECT BRIEF**

**ANTIQUE HOOP**

Antique Hoop offers a dark fantasy adventure set in the decaying world of the Realms Betwixt. Players assume the role of the Chosen Unburnished, seeking to claim the shattered Antique Hoop and become the Top G amidst warring factions. The visually striking world features sombre tones and high-poly models, with sprawling landscapes, eerie forests, and looming castles, adding depth to the immersive experience.**Top of Form**

**CHARACTER DESCRIPTION**

A wolf the size of a horse, hugely muscled and intimidating, has three eyes.

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| A collage of images of a wolf in the woods  Description automatically generated |

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| Name | Will Crees |
| How close is the design to the brief | The design aligns well with the brief. The wolf's large, muscular build and the addition of a third eye are in perfect accordance with the description provided. |
| Overall impressions | The wolf looks formidable and otherworldly. The third eye adds a fascinating mystical element. The design evokes a sense of danger and power, which is perfect for a dark fantasy game. |
| Suggestions | Adding scars or other unique characteristic could add more to the history of the character. |

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| Name | Mary O’Brien |
| How close is the design to the brief | The design is very close to the brief. The wolf’s size, and three eyes match the description perfectly. The character's intimidating presence is well captured. |
| Overall impressions | The character design is striking and imposing. The size and musculature make it look very powerful and threatening, fitting well within the dark fantasy setting. |
| Suggestions | Perhaps adding some mystical particles around the wolf could add a sense of magic and enhance the dark fantasy theme. |

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| Name | Cecelia O’Brien |
| How close is the design to the brief | The design is pretty accurate to the brief. The size, musculature, and the unique three eyes feature are all well-represented in the concept art. |
| Overall impressions | The wolf is both terrifying and captivating. Its massive size and intimidating look fit perfectly within the described dark fantasy world. The third eye is particularly intriguing and adds a unique touch. |
| Suggestions | Adding tattered remnants of old, enchanted Armor or accessories could give the wolf a backstory hinting at a previous role in the world. |

**Feedback Summary**:

* **How Close is the Design to the Brief**: All participants agreed that the design closely matches the brief, highlighting the accurate representation of the wolf's size, musculature, and three eyes.
* **Overall Impressions**: The design was seen as striking, intimidating, and well-suited to the dark fantasy setting. Participants were impressed by the power and uniqueness conveyed.
* **Suggestions**:
  + **Will**: add scars and unique characteristics to enhance backstory.
  + **Mary**: add mystical effects to emphasize dark fantasy theme.
  + **Ceclia**: add Armor or accessories to show history

**Actionable Insights**:

* Maintain the core elements of size, musculature, and the three eyes, as they resonate well with the brief and the intended audience.
* Enhance the mystical aspect of the third eye with a faint glow or unusual colour.
* Incorporate tattered remnants of enchanted Armor or accessories to provide a sense of backstory and history.
* Add environmental effects like wind-blown fur and battle scars to increase realism and show the character's interaction with its surroundings.