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 | Trent Counsel – 30020514 |
| How close is the design to the brief | I would say the design is relatively close to the design brief |
| 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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**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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