Name: Nirajan Shrestha

Name of game: Monster Hunt

Link to asset: http://keadesigner.com/Website/index.html
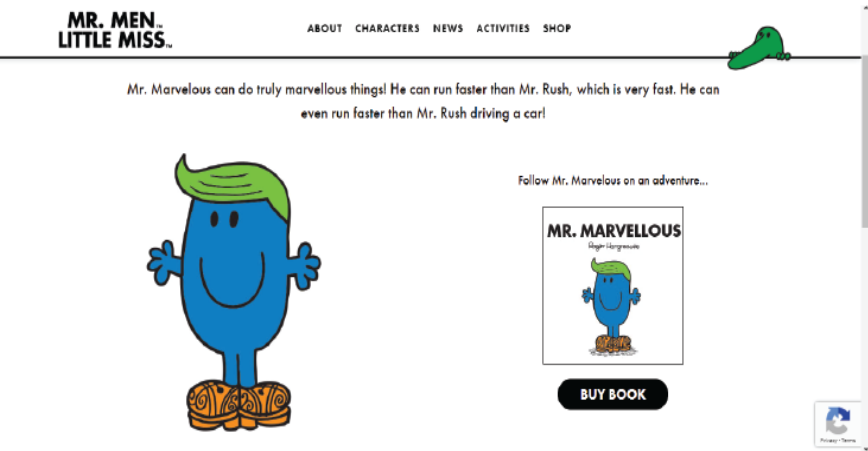

Pitch:

Monster hunt is a shooting game.

In the game you have to shoot monster to get point, but there is also a bomb character which if you shoot you will lose a life. The game last for total of 2 minutes and you have three lives.
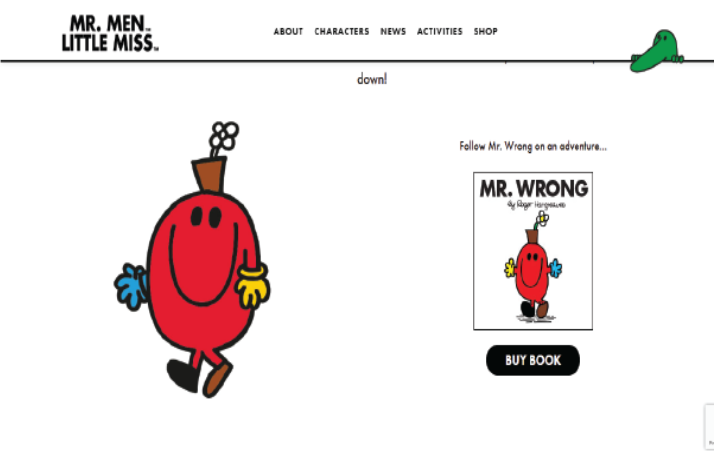
GAME DESIGN-STYLE TILE

Style Inspiration:
Style inspiration character design: **Mr.Men**

Character design:

•Monster1:

Description: For this character design I have used different basic shapes i.e (circle, rectangle and triangle) and I have used different tools in Illustrator to design those shapes into monster.

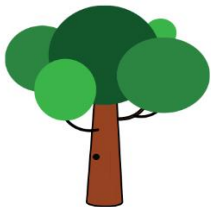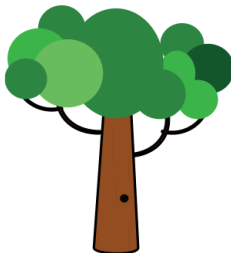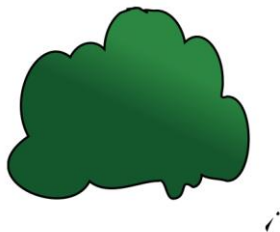# Other Graphic elements in the game:

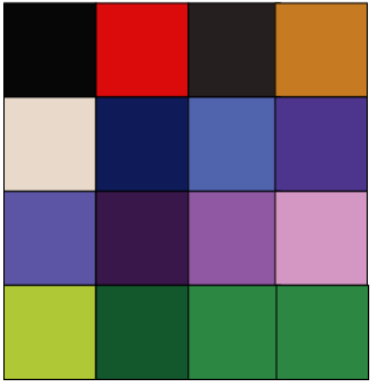Monster2:

Bomb:

Tree1:

Tree2:

Shrub:

Style tile:

Typography: *Bradley Hand ITC*

Color Palettes:

UI Elements and Buttons:

Life indicator   Time indicator   Pause Button
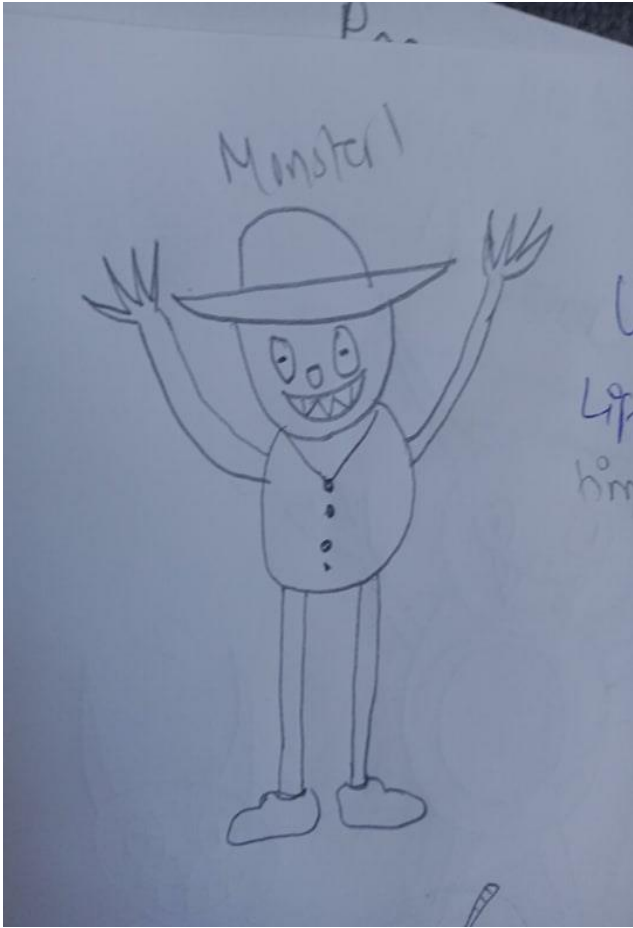
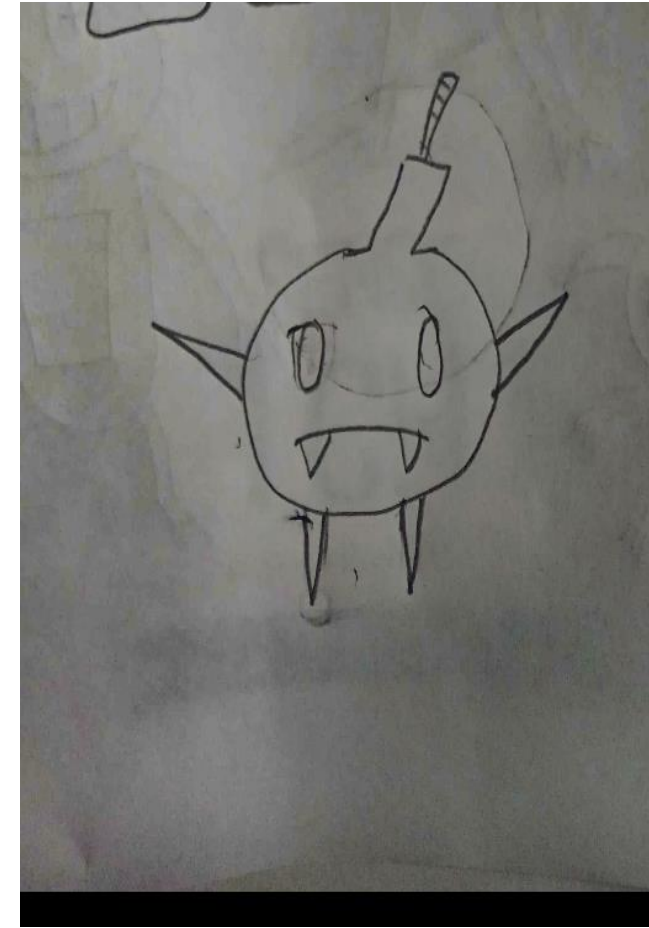## Documentation:

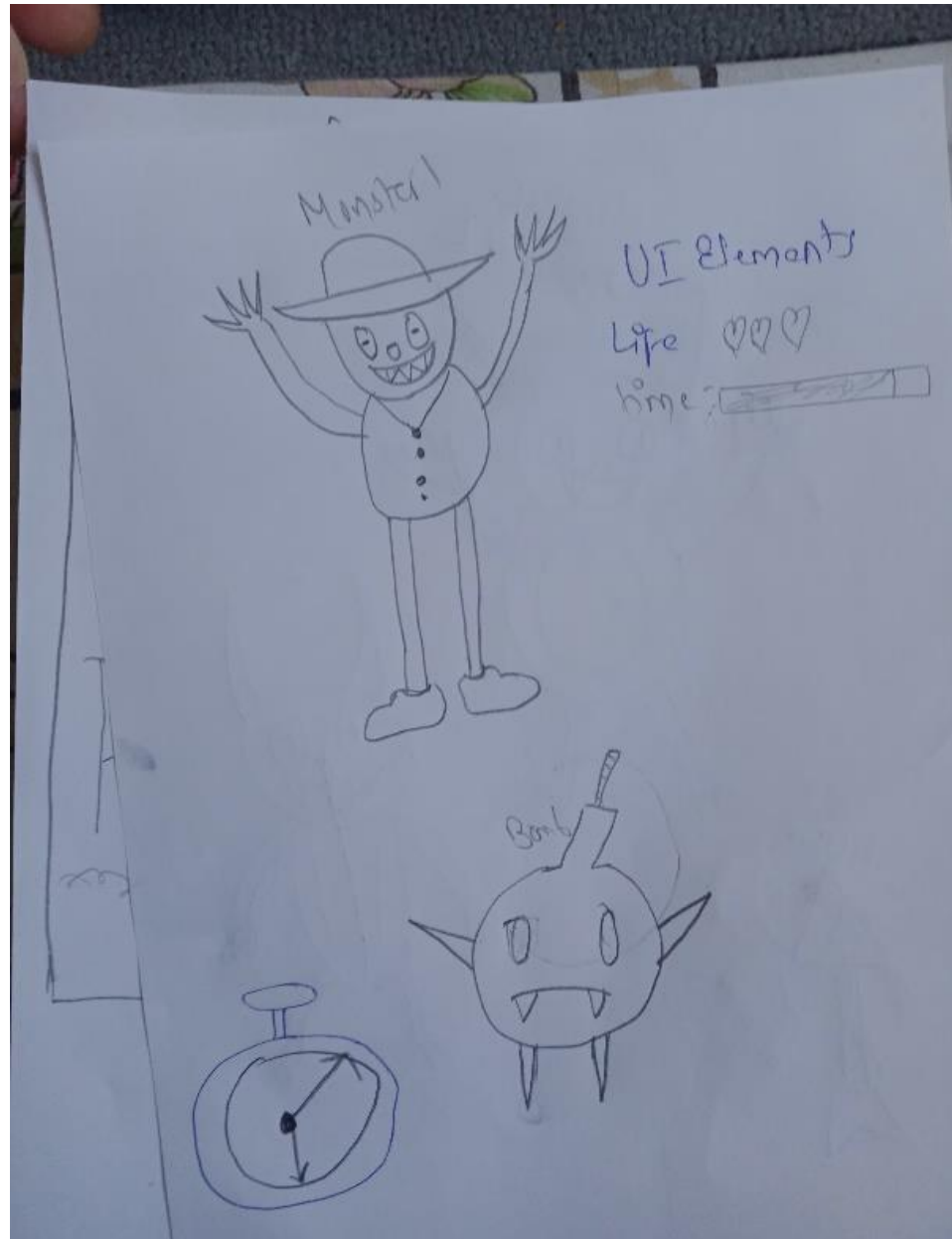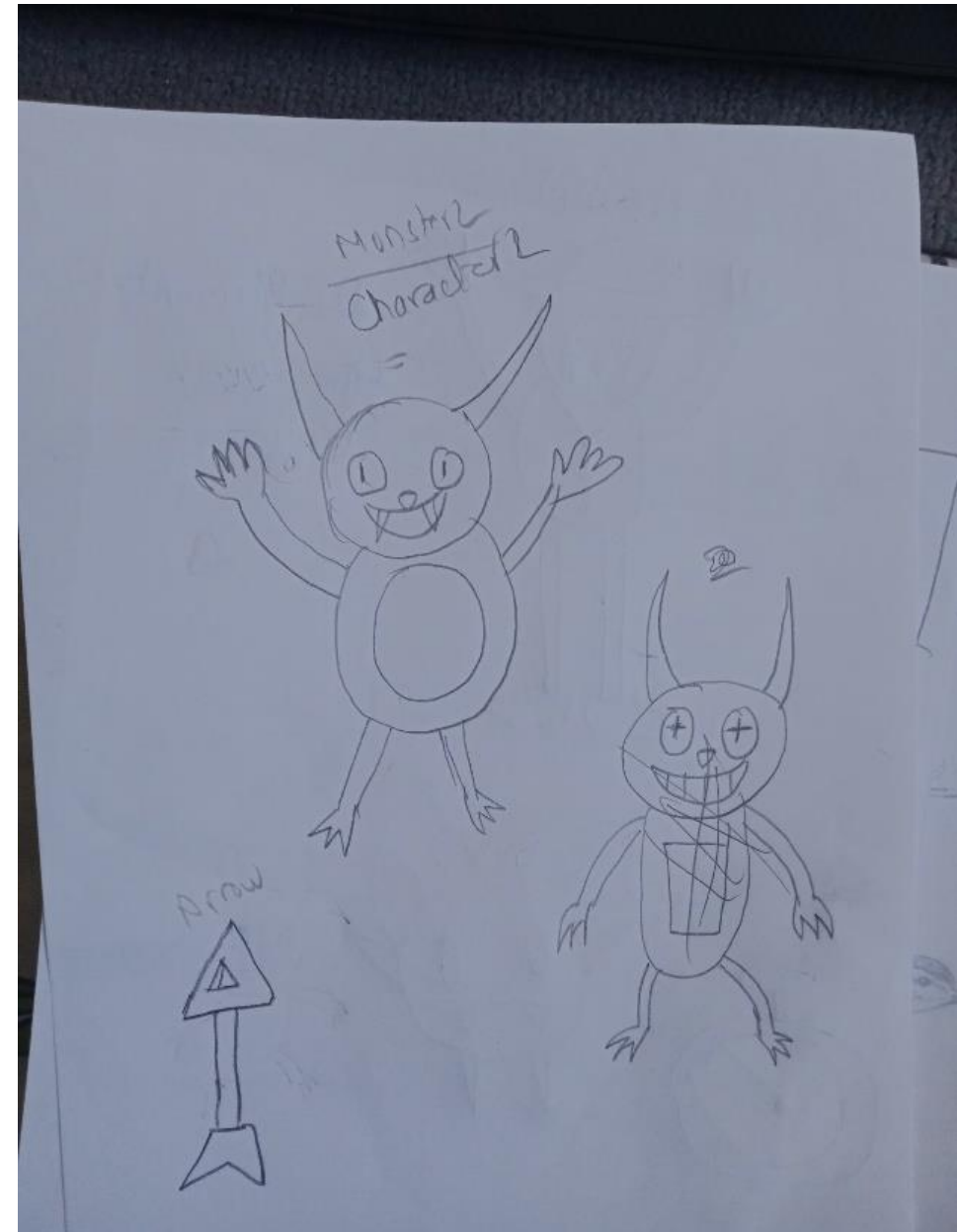Game elements drawn on paper:

Monster1:

Monster2:

Bomb:

Full Sketch including UI Elements:

Sketch1:

Monster 1

UI Elements
Life ♡♡♡
time:

Bomb

Sketch2:

Monster2
Character2

Arrow

Game Background: