



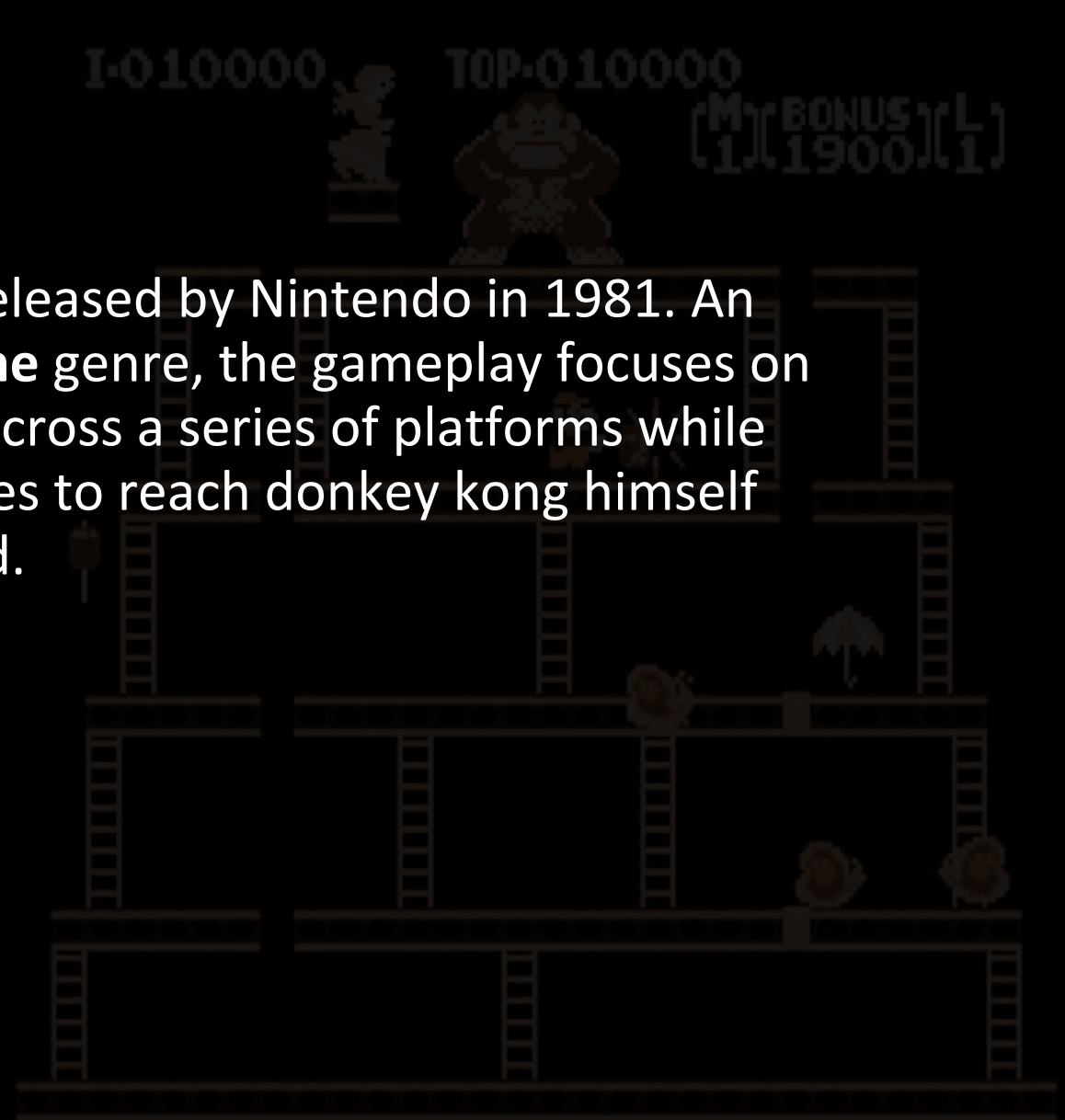
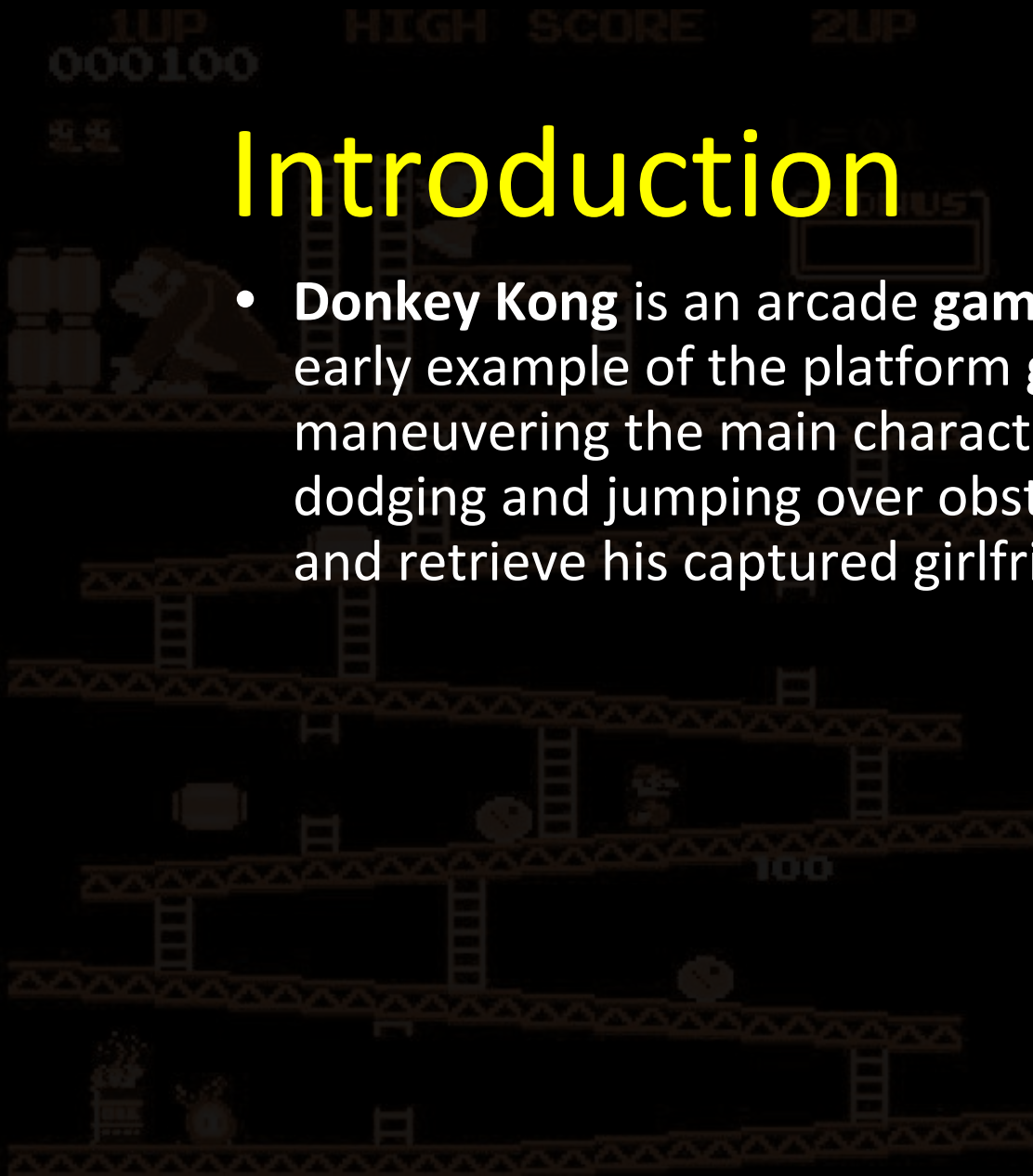
Art Bible

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Introduction

- **Donkey Kong** is an arcade **game** released by Nintendo in 1981. An early example of the platform **game** genre, the gameplay focuses on maneuvering the main character across a series of platforms while dodging and jumping over obstacles to reach donkey kong himself and retrieve his captured girlfriend.





ART STYLE

Environment

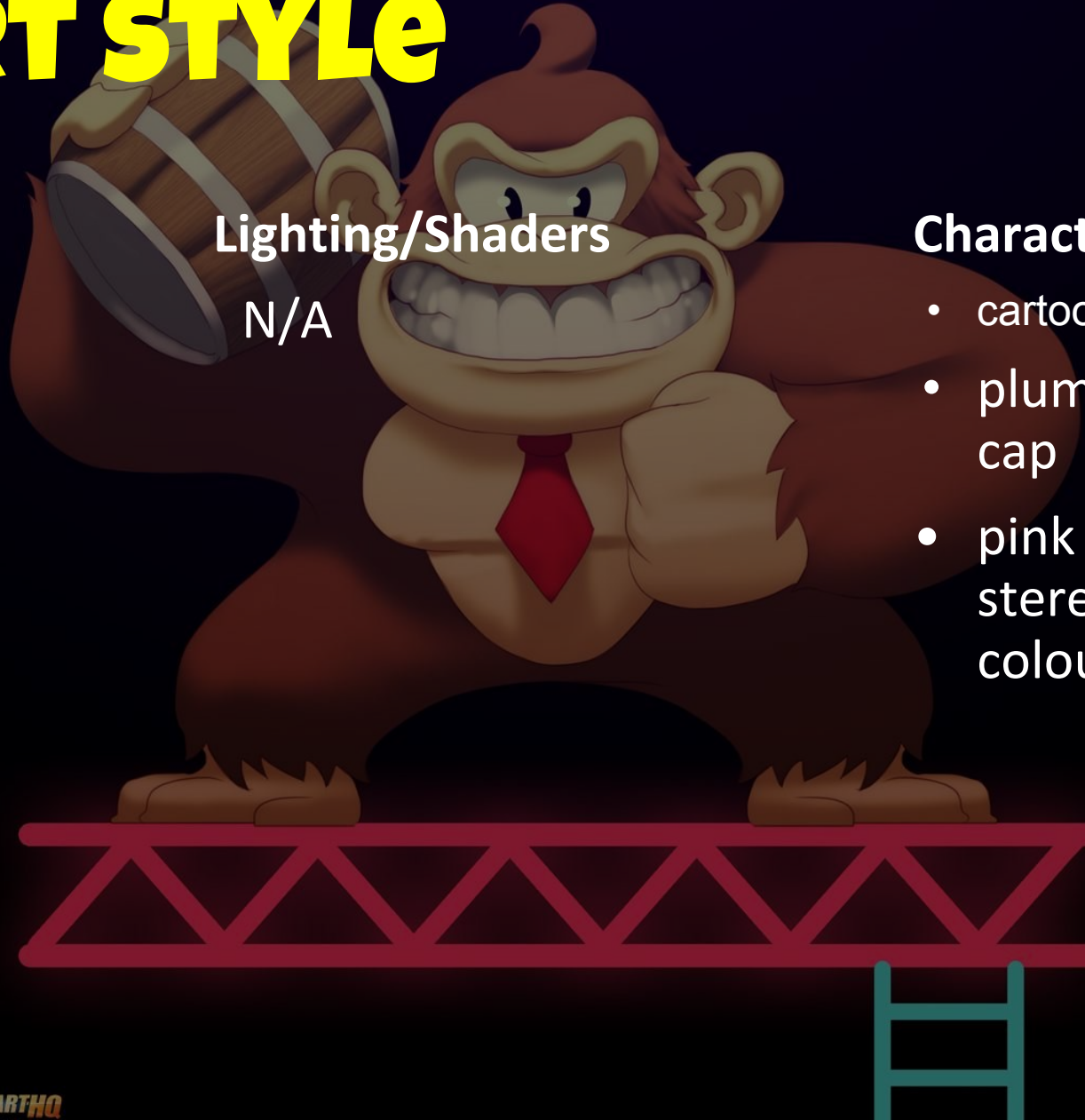
- industrial building
- 90s time period
- Underground tropical
- Piping and ladders

Lighting/Shader

N/A

Characters

- cartoony 8 bit style
- plumber outfit with cap
- pink dress
stereotypical girl colours



assumed References

these are the
assumed references
that nintendo used
to create the
original donkey
kong



Bio Sheet – Donkey kong

BASIC INFORMATION

Full name: Donkey kong

Pronunciation:

Nickname(s) or Alias: DK

Gender: Male

Species: ape

Age: N/A

Birthday: N/a

Sexuality: strait

Currently lives: some forest

Languages spoken:
doesnt speak only grunts

Native language:

Relationship Status: dk family

PHYSICAL APPEARANCE

Height: 7'10"

Weight: 800lbs

Figure/build: muscular

Hair colour: brown

Hairstyle: didnt have one in the original game

Facial Hairstyle: none

Eye colour: brown

Skin/fur/etc colour: brown

Tattoos: none

Piercings: none

Scars/distinguishing marks: none

Preferred style of clothing: none

Frequently worn jewellery/accessories: none

HEALTH

Smoker: no

Drinker: no

Recreational Drug User: no

Addictions: none

Allergies: none

Any physical ailments/illnesses/disabilities:
none

PERSONALITY

Personality: monkey

Likes: ladies

Dislikes: jump man

Fears/phobias: jump man ?

Favourite colour: n/a

Hobbies: didn't have one at the time

Taste in music: n/a

SKILLS

Talents/skills: stealing ladies

Favourite food(s): bannana

HOUSE AND HOME

Describe the character's house/home: N/A

Do they share their home with anyone? Who: N/A

Significant/special belongings: N/A

Bio Sheet – Jump man

BASIC INFORMATION

Full name: jump man

Nickname(s) or Alias:
jump man

Gender: male

Species: human

Age: N/A

Birthday: N/A

Sexuality: assumed strait

City or town of birth: N/A

Currently lives: N/A

Languages spoken:
doesn't speak

Native language: doesn't speak

Relationship Status:
relationship with lady

PHYSICAL APPEARANCE

Height: 5'01" (marios height)

Weight: 50 kg (marios weight)

Figure/build: rounded in shape

Hair colour: (according to box art black)

Hairstyle: short

Facial Hairstyle: moustache

Eye colour: blue

Skin/fur/etc colour: white

Tattoos: none

Piercings: none

Scars/distinguishing marks: none

Preferred style of clothing: plumber

Frequently worn jewellery/accessories: cap

HEALTH

Smoker: no

Drinker:no

Recreational Drug User? Which?

Addictions: N/A

Allergies:N/A

PERSONALITY

Personality: jumping

Likes: lady

Dislikes: donkey kong

Fears/phobias: N/A

Favourite colour: N/A

Talents/skills: jumping

Bio Sheet – captured girlfriend

BASIC INFORMATION

Full name: lady

Nickname(s) or Alias:
jump man girlfriend

Gender: female

Species: human

Age: N/A

Birthday: N/A

Sexuality: assumed strait

Relationship Status: with
jumpman ?

PHYSICAL APPEARANCE

Height: N/A

Weight: N/A

Figure/build: slim

Hair colour: yellow /orange

Hairstyle: long wavy

Eye colour: orange

Piercings: N/A

Preferred style of clothing: red dress

PERSONALITY

Personality: needs helping (captured)

Likes: jump man ?

Dislikes: donkey kong

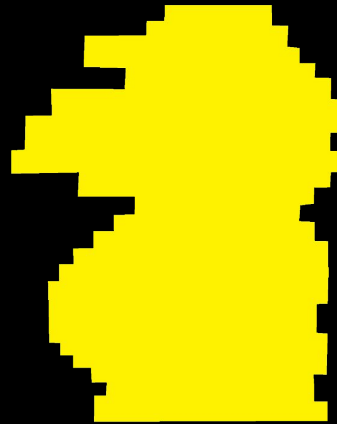
SKILLS

Talents/skills: getting captured

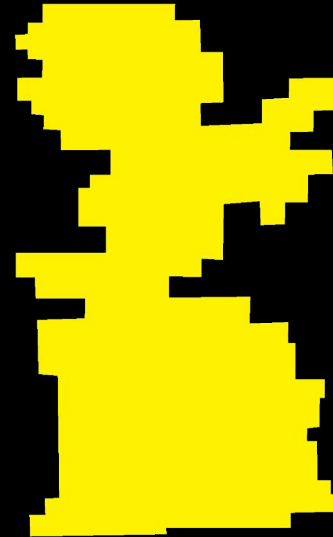
Silhouettes

Basic silhouettes of
the 3 characters in
donkey kong

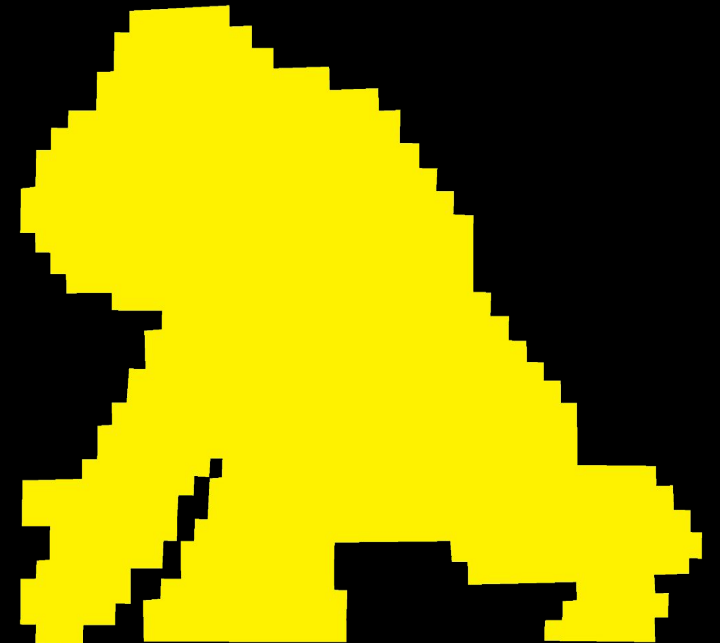
Jump man



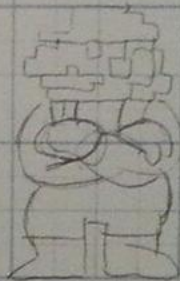
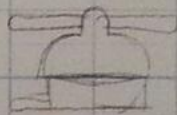
girlfriend or lady



Donkey Kong



Concept Art

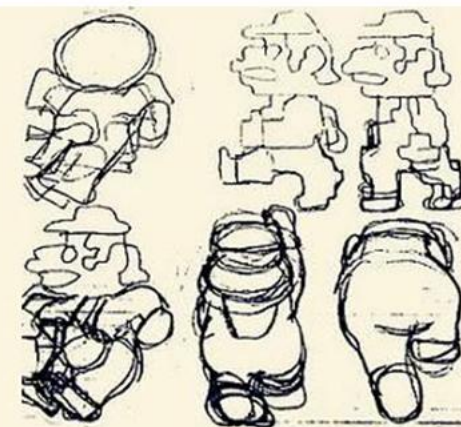
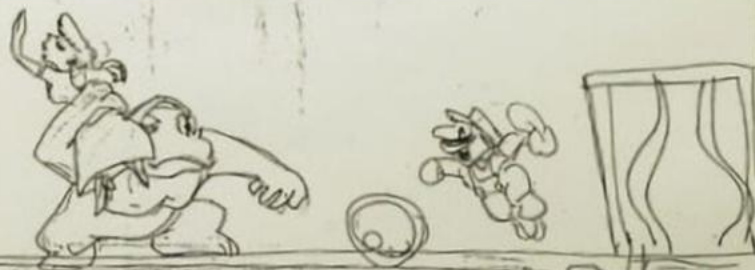
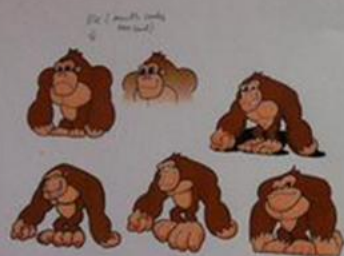
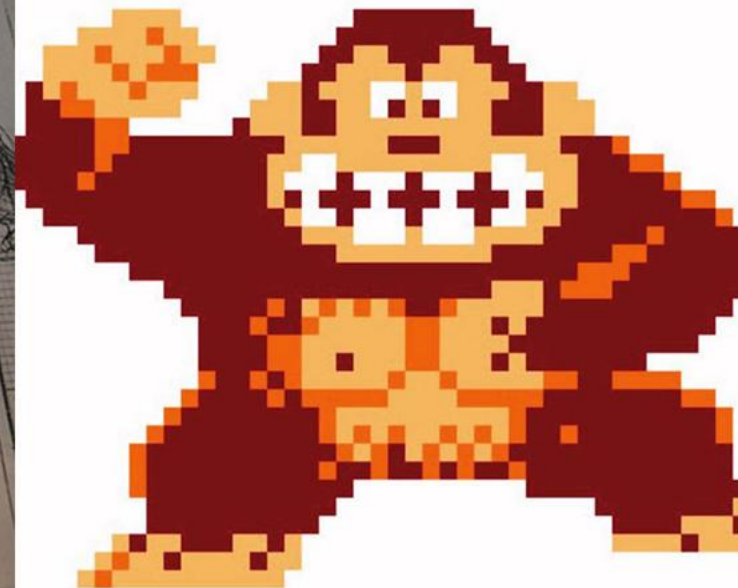


Nintendo



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





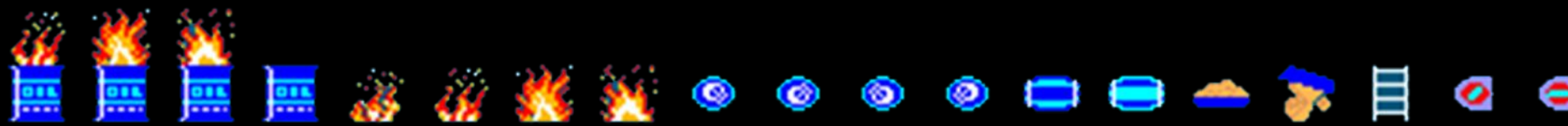
Model Sheets

Once the concept art has been completed, create model sheets for artist to create the character/object in 2D



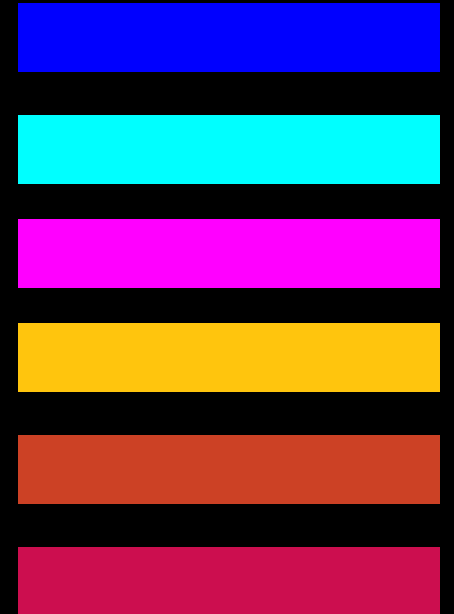


100 200 300 500 800  0 1 2 3 4 5 6 7 8 9    



Colour Palettes

colour pallets are used to distinguish and give characters personality and a theme, with the limited colour pallet arcade machines can produce, colour pallets are limited but no restrictive on creating distinctive characters.



Camera

camgles where very limited in the
and 90s, as such most games were
created in 2D, with pixelated
sprites creating the world and
characters



028300

HIGH SCORE

028300



User Interface

L=02

[BONUS]
5600

this is what the
ui will look like
when entering the
game, the ui will
update based on
the players
current lives and
score accordingly

ITEMS THAT THE PLAYER CAN HURT, HELP AND USE



main menu

this screen will show up
everytime you startup the
game, greeting the player with
the name of the game, the villain
and the high score

1UP 031100 HIGH SCORE 031100
L=03

DONKEY
KONG™



© 1981
NINTENDO OF AMERICA INC.

Technical Constraints

- graphics being limited to 256 colours, and 16 sprites per scanline
- **Software being used: N/A**
- **Naming Convention: N/A**
- **Polycounts: sprite based 2d game**
- **Texture Sizes/Formats?**
- **Audio Formats: 8 bit**

Asset List

Asset List:

man_run
jman_climb
jman_climb_top
jman_hammer_stand
jman_hammer_run
jman_jump
jman_land
jman_dead
hammer_up
hammer_side
Donkey Kong
dk_stand
dk_grin
dk_climb
dk_climb_lady
dk_grab
dk_throw
dk_pound
dk_fallen
dk_how_high

Lady
lady_stand
lady_panic
lady_carry
help2
heart
Other Animated Objects
fire_small
fire_big
barrel_stand
barrel_sideways
barrel_roll
cement
cement_fall
spring
oilbarrel
oilbarrel_fire
conveyor_edge
explode

Other Non-Animated Objects

hammer - Hammer item
hat - Hat item
bag - Bag item
parasol - Parasol item
ladder - Ladder object
ladder_retract - Slightly wider Ladder for depicting retracting Ladders
lift - decoration on the tops lifts, and flipped upside for bottom of lifts
100 - 100 point sprite
200 - 200 point sprite
300 - 300 point sprite
500 - 500 point sprite
800 - 800 point sprite

Tiles

text (x36 individual tiles) - characters A-Z, numbers 0-9
bonus (x12 individual tiles) - a box where the amount of bonus points the player will earn on completing the stage is displayed
jumpman - used to represent amount of lives a player has
floor1 - used to make up the ground
floor2 - alternate design used to make up the ground
conveyor_belt - makes up conveyor belts
mesh - a crosshatch pattern used in level 50m
vertical_bar - used to represent elevator pulleys in 75m and to hold up Lady's platform in 100m
rivet - used for Rivet object
blank - a completely black tile used to crop Donkey Kong cleanly when he moves offscreen

Audio

Music

intro - Played when Donkey Kong climbs the Ladder at the start of the game
how_high - Played on the How high can you get? screen
dk_roar - Donkey Kong's roar played at the beginning of a stage
dk_fall - Played when Donkey Kong falls in 100m
25m - Music for the 25m stage
50m - Music for the 50m stage
100m - Music for the 100m stage
hammer - Hammer Power-up music
hammer_hit - Fanfare played on defeating an enemy with the Hammer Power-up
rivet - Played when the player removes a Rivet
timer - Played when player is running out of time
ending1 - Played after beating any stage that isn't 100m
ending2 - Played after beating 100m on an even-numbered level
ending3 - Played after beating 100m on an odd-numbered level

SFX

walk - Played when Jumpman is walking
jump - Played when Jumpman jumps
boom - Played when Donkey Kong pounds the ground or a Barrel hits Jumpman
bounce - Played when a Spring jumps across the stage
fall - Played when a Spring falls off the stage
points - Played when player earns points

