



CANDIBOIZ.

Art Bible

content:

- 3 INTRODUCTION
- 4 ART STYLe
- 5 REFeRence
- 6 CHARACTER REFeRences
- 7 INITIAL CONCEPT ART
- 8 CHARACTER DESIGNS
- 9 SILHOUETTES
- 10 one KRUNCH MAN
- 13 COOKIE GOOD LOOKIE
- 16 DIANA FLOSS
- 19 CHERRY BERRY
- 22 SOUR SISTERS
- 25 LANE STYLe
- 26 enVIROnment ARTSTYLe
- 27 MAIN menu ART
- 28 ITEMS
- 29 HAND GUM
- 30 FLOSSINATOR
- 31 SHMAK
- 32 TECHNICAL CONSTRAINTS
- 33 ASSET LIST

INTRODUCTION

WELCOME TO THE ART BIBLE OF THE CANDIBOIZ GAME. THE GAME IS CANDY THEMED AND WE FOLLOWED A VERY BRIGHT AND VARIED COLOUR PALLET. OUR GAME WAS WRECK IT RALPH INSPIRED AND MADE FOR YOUNGER AUDIENCES SO WE WERE VERY PLAYFUL WITH OUR CHARACTERS AND OUR ASSETS. WE WERE AS ADVENTUROUS AS WE COULD GET AND IMPLEMENTED THE CANDY THEME AS MUCH AS POSSIBLE, ENJOY.

ART STYLe

ENVIRONMENT

- SUGAR, SOUR
SWEET
- CANDY TREES
- MILK
CHOCOLATE
LAKE

LIGHTING/SHADERS

- CELL SHADED
- TOON

CHARACTERS

- HUMAN
PROPORTIONS
- CANDY
- BRIGHT VIBRANT
- EASILY
DISTINGUISHABLE

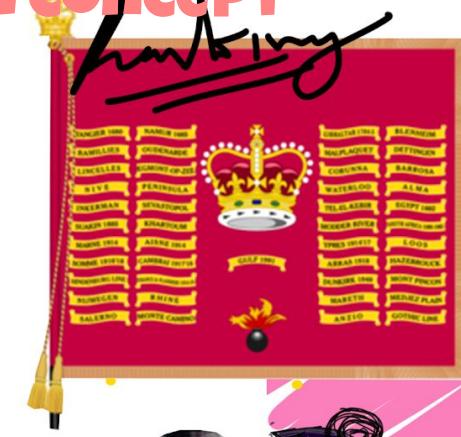
Game References



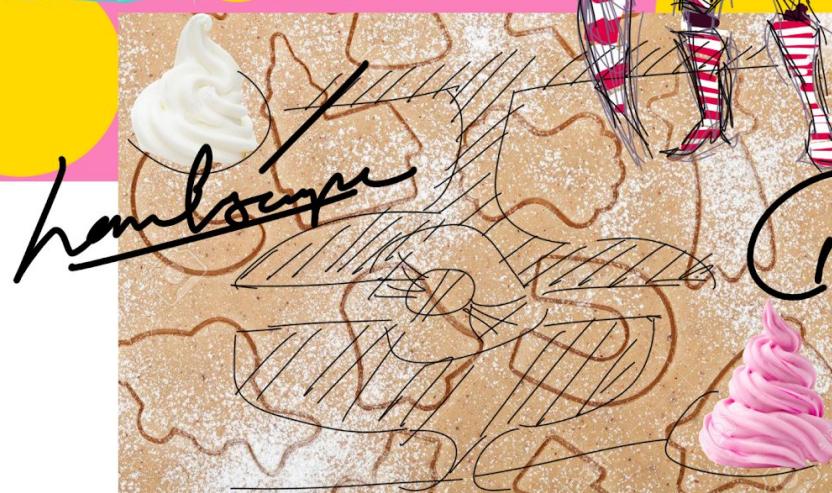
CHARACTER REFEREnces



INITIAL CONCEPT ART



CANDY GAME



Crazy gear? Here? Vilain?

CHARACTERS



SILHOUETTES



Basic Bio Sheet – ONE KRUNCH MAN

BASIC INFORMATION

Full name: Krunchina bubble bum

Pronunciation: krunch

Nickname(s) or Alias: krunch

Gender: male

Species: krunchyzz

Age: 30

Birthday: january 32 (is his made up birthday)

Sexuality: strait

Religion: none

Currently lives: under a massive round rock

Languages spoken: bad english

Relationship Status: single :(poor guy

PHYSICAL APPEARANCE

Height: 8 feet 11 inches

Weight: 102

Figure/build: muscular

Hair colour: none

Hairstyle: bald

Facial Hairstyle: none

Eye colour: black

Skin/fur/etc colour: orange

Tattoos: none

Piercings: none

Scars/distinguishing marks: crunchy style skin

Preferred style of clothing: pink wrestling outfit

Frequently worn jewellery/accessories: lipstick (on rare occasions)

PERSONALITY

Personality: dumbo

Likes: krunchy bars

Dislikes: gummy bears

Fears/phobias: small insects

Favourite colour: red

Hobbies: krunching

Taste in music: hard rock

SKILLS

Talents/skills: krunching

Describe the character's house/home: lives under a rock

CAREER

Level of education: never went to school

COMBAT

Peaceful or aggressive attitude: aggressive attitude

Fighting skills/techniques: run up and krunch

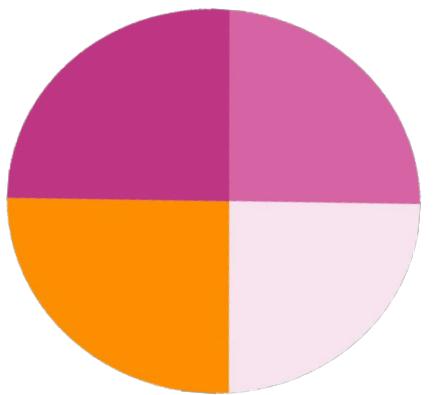
Special skills/magical powers/etc: none

Weapon of choice (if any): hands

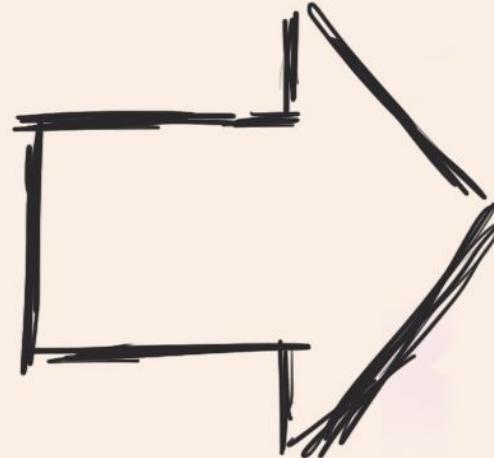
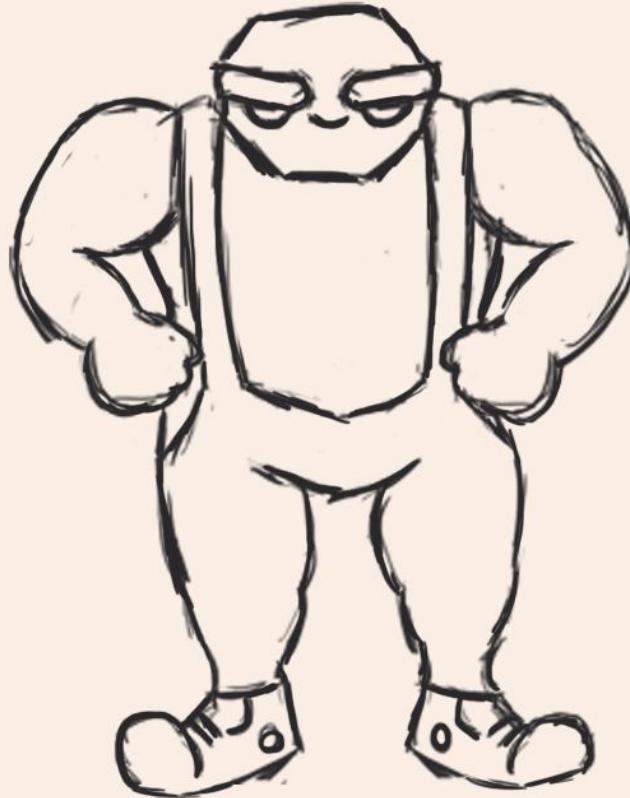
Weaknesses in combat: fast moving characters? objects

Strengths in combat: krunch can insta "kill"

ONE KRUNCH MAN



one KRUNCH ABILITY



KRUNCH

Basic Bio Sheet – Cookie.Good.Lookie

BASIC INFORMATION

Full name: cookie

Pronunciation:

Nickname(s) or Alias:
cookie good lookie

Gender: female

Species: human

Age: 37

Birthday: feb 12

Sexuality: lesbian

Religion: none

Relationship Status: single

PHYSICAL APPEARANCE

Height: 3 feet 2 inches

Weight: 50

Figure/build: slim

Hair colour: pink, brown white mix

Hairstyle: ponytails

Facial Hairstyle: none

Eye colour: blue

Skin/fur/etc colour: blue

Tattoos: none

Piercings: none

Preferred style of clothing: dress

PERSONALITY

Personality: full of disappointment

Likes: barbie

Dislikes: ken

Fears/phobias: being wrong

Favourite colour: black

Hobbies: reading

Taste in music: hippity hop

SKILLS

Talents/skills: frisbee throwing

CAREER

Level of education: year 12 just barely

Qualifications: none

Current job title and description: none

Name of employer: n/a

COMBAT

Peaceful or aggressive attitude: passive aggressive

Fighting skills/techniques: throws frisbees through her opponent

Special skills/magical powers/etc: science enhance frisby that can go through any hard surface

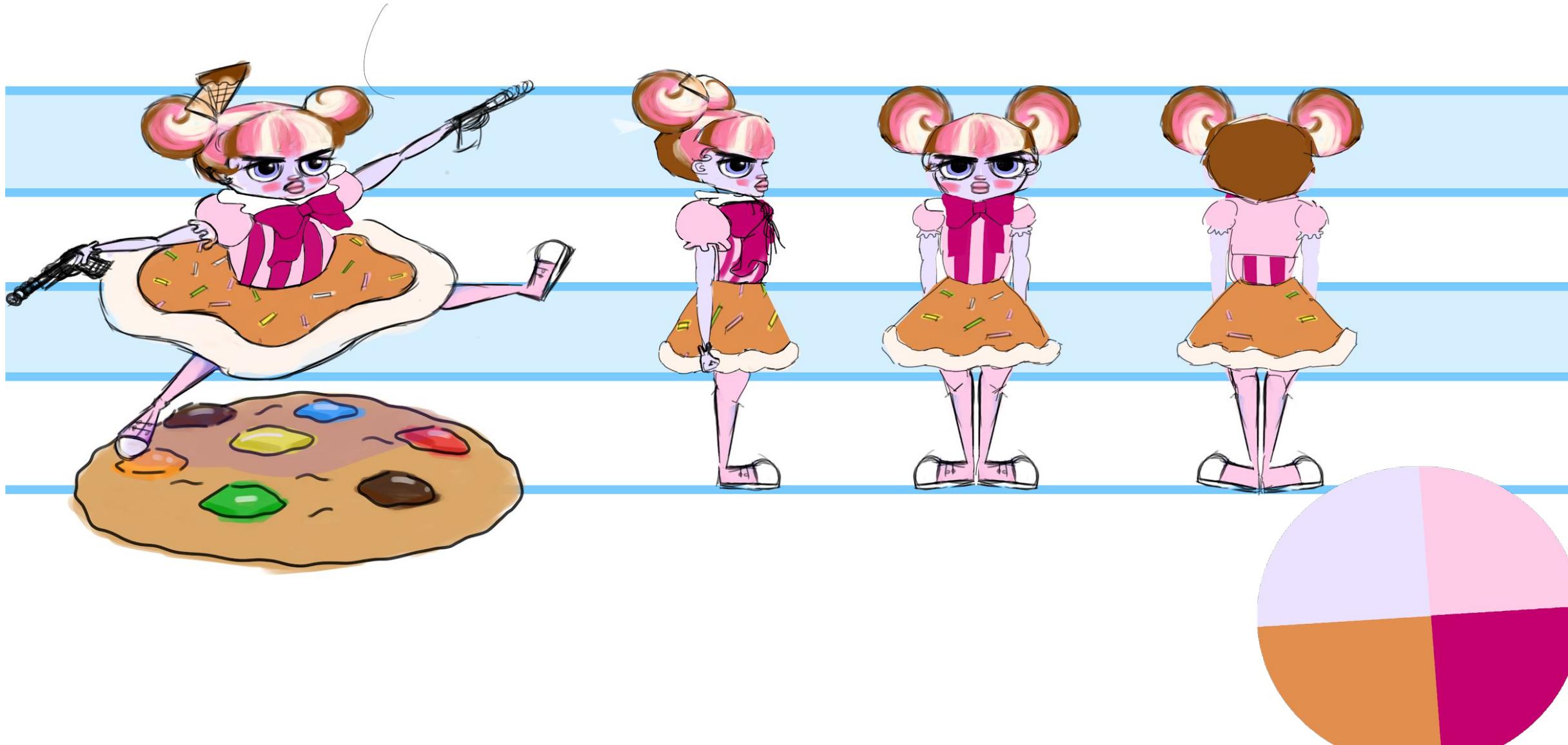
Weapon of choice (if any): her frisby cookie

Weaknesses in combat:

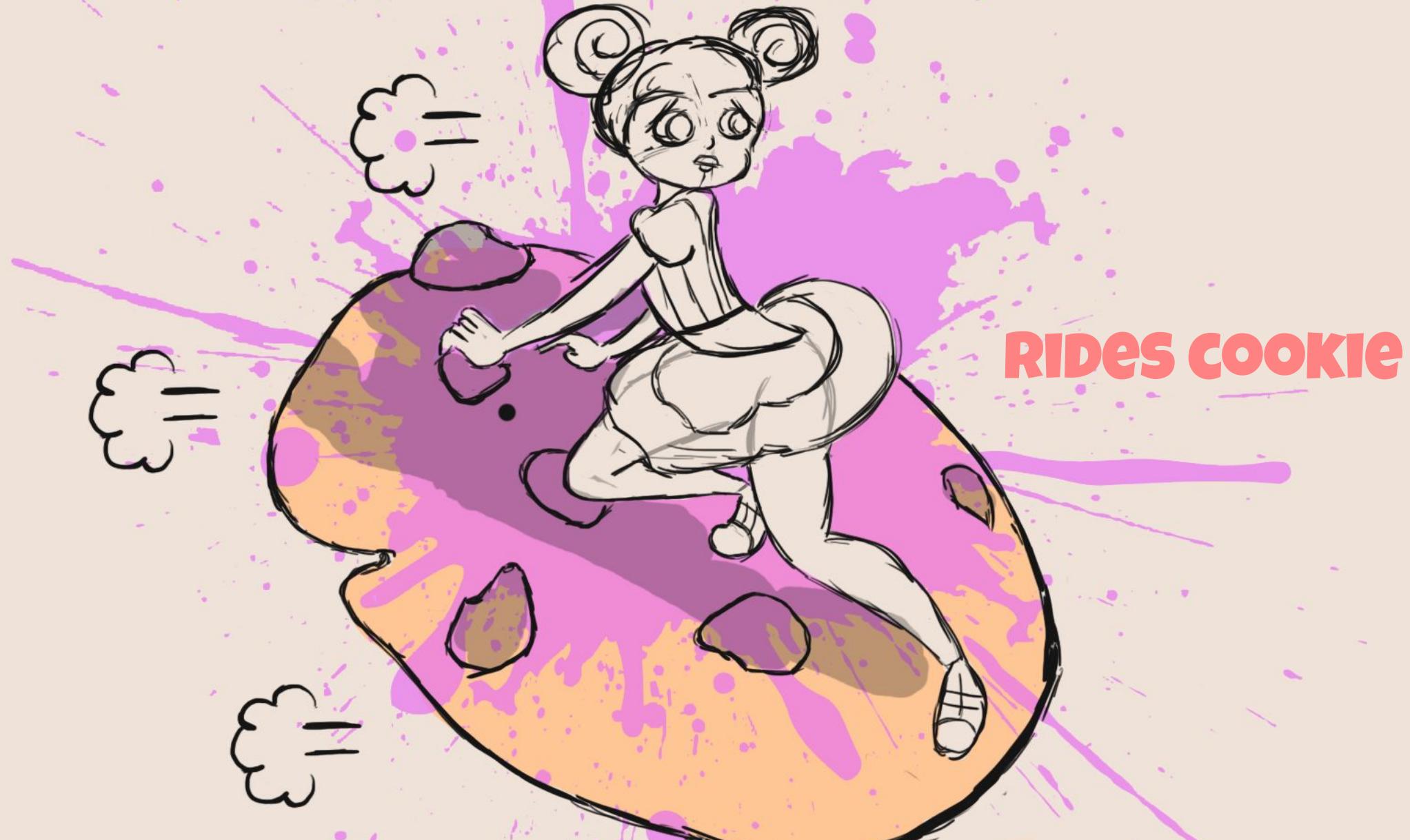
Strengths in combat:

Enemies? Why are they enemies?

COOKIE GOOD LOOKIE



COOKIE GOOD LOOKIE ABILITY



RIDeS COOKIE

Basic Bio Sheet – *DIANA* *FLOSS*

BASIC INFORMATION

Full name: Diana floss

Pronunciation: di-ana

Nickname(s) or Alias: di

Gender: female

Species: human

Age: 23

Birthday: april 7th

Sexuality: strait

Religion: none

City or town of birth:

Currently lives: hollywood hills

Languages spoken: english

Native language: english

Relationship Status: single

PHYSICAL APPEARANCE

Height: 5 FEET 8 inches

Weight: 65

Figure/build: slim

Hair colour: pink

Hairstyle: afro

Facial Hairstyle: none

Eye colour: brown

Skin/fur/etc colour: white

Tattoos:

Piercings: none

Scars/distinguishing marks: none

Preferred style of clothing: onesie's

Frequently worn jewellery/accessories:
none

PERSONALITY

Personality: diva

Likes: cats

Dislikes: dogs

Fears/phobias: spooders

Favourite colour: yellow

SKILLS

Talents/skills: aiming

COMBAT

Peaceful or aggressive attitude:
aggressive

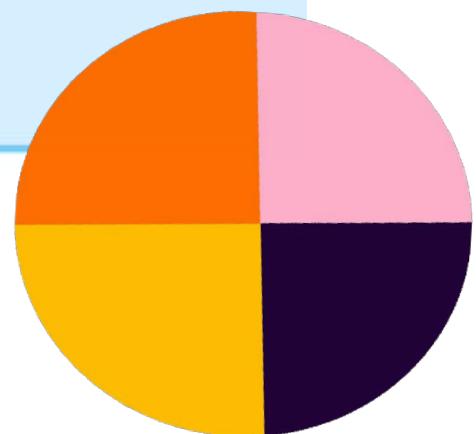
Fighting skills/techniques: shooting

Weapon of choice (if any): none

Weaknesses in combat: too confident

Strengths in combat: shooting

DIANA FLOSS



DIANA FLOSS ABILITY



AIMBOT

Basic Bio Sheet – *Cherri Benni*

BASIC INFORMATION

Full name: ashley caspuda

Nickname(s) or Alias:
cherry berry

Gender: female

Species: human

Age: 22

Birthday: june 25

Languages spoken: english

Relationship Status: single

PHYSICAL APPEARANCE

Height: 7 feet 7 inches

Weight: 68

Figure/build: slim

Hair colour: pink, brown, white mix

Hairstyle: long wavy

Facial Hairstyle: none

Eye colour: blue

Skin/fur/etc colour: white

Preferred style of clothing: dress

Frequently worn
jewellery/accessories: none

PERSONALITY

Personality: open hearted nice

Likes: talking

Dislikes: brokaleee

Fears/phobias: seeing everyone around her in ill health

Favourite colour: pink

Hobbies: singing

Taste in music: anything on the radio

SKILLS

Talents/skills: keeping everything perfect with her cherry bomb

CAREER

Level of education: highest

Qualifications: beyond master's degree

Current job title and description:
phycologist

Name of employer: runs her own business

COMBAT

Peaceful or aggressive attitude:
peaceful

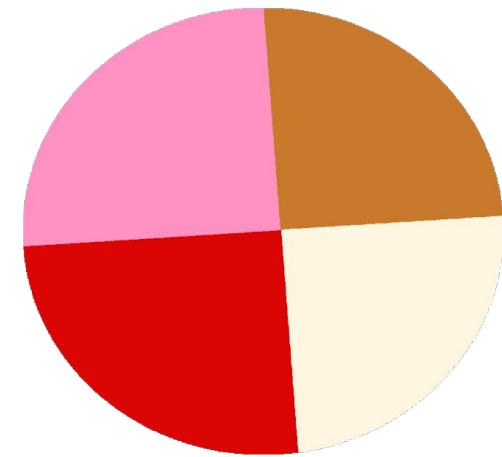
Fighting skills/techniques: throws a cherry bomb that sticks aponets in place

Weapon of choice (if any): cherry bomb

Weaknesses in combat:

Strengths in combat: maintaining the flow of the battlefield

CHERRI BERRI



CHERRI BERRI ABILITY



**THROWS CHERRI THAT
explodes sticking
her foes in place**

Basic Bio Sheet – SOUR-SISTERS

BASIC INFORMATION

Full name: sophy and sofia

Nickname(s) or Alias: sour sisters

Gender: female

Species: oompa loompa

Age: 22

Birthday: dec 11

Sexuality: strait

Religion: none

Languages spoken: english rhyme

Native language: english

PHYSICAL APPEARANCE

Height: 4 feet 3 inches

Weight: 56

Figure/build: slim

Hair colour: red

Hairstyle: massive ponytail

Eye colour: green

Skin/fur/etc colour: blue

Tattoos: none

Piercings: none

Preferred style of clothing: casual

hair: candy demon horns

PERSONALITY

Personality: bubble

Likes: EVERYTHING

Dislikes: negativity

Fears/phobias: dogs

Favourite colour: blue

Hobbies: tennis

SKILLS

Talents/skills: fighting with her sister

COMBAT

Peaceful or aggressive attitude: passive aggressive

Fighting skills/techniques: throws out her sister (getting so mad she explodes)

Special skills/magical powers/etc: when angry explodes

Weapon of choice (if any): none

Weaknesses in combat:

Strengths in combat: camping

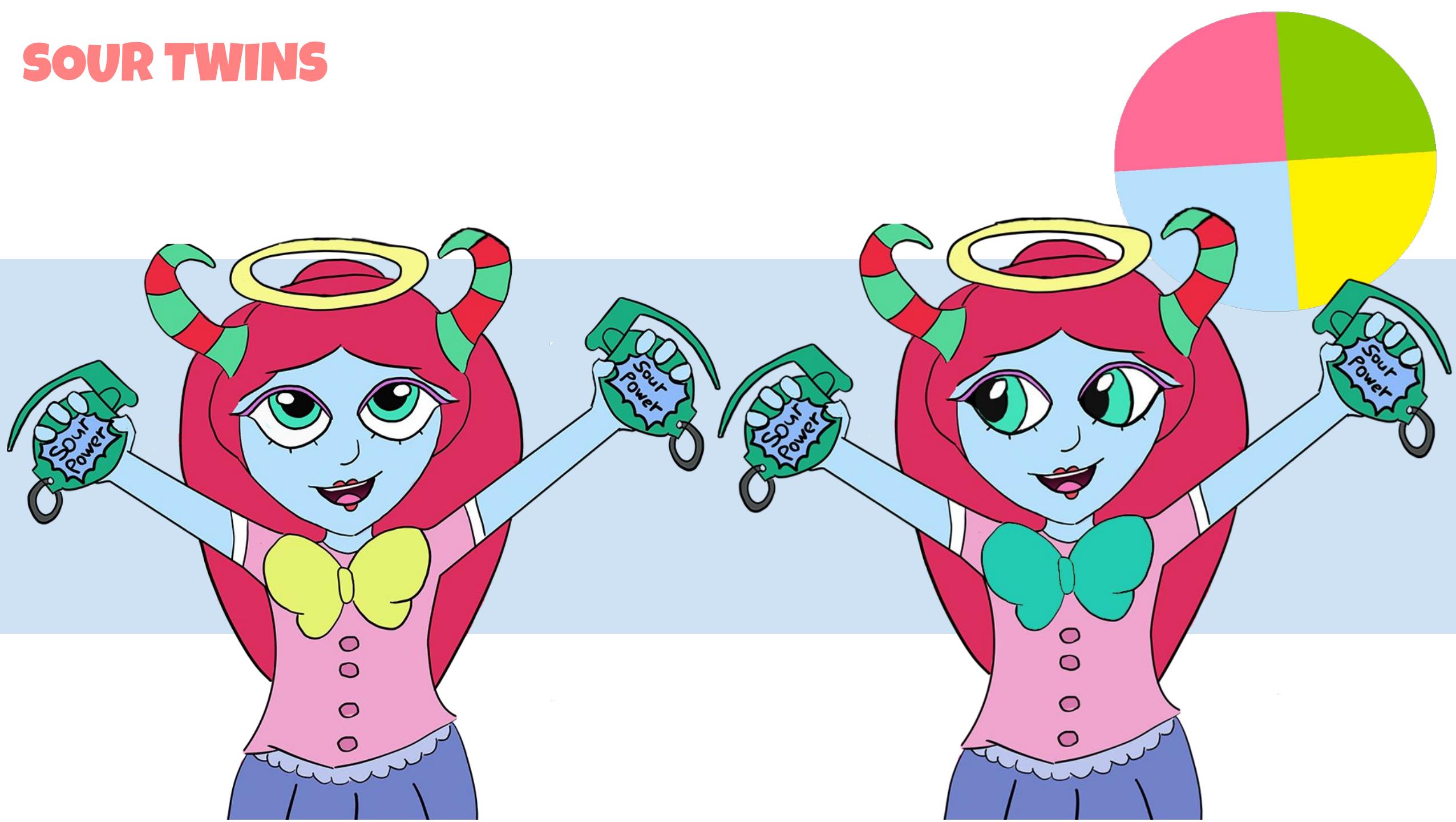
FAMILY, FRIENDS AND FOES

Best Friend: sister

Pets: cat

Enemies: sister

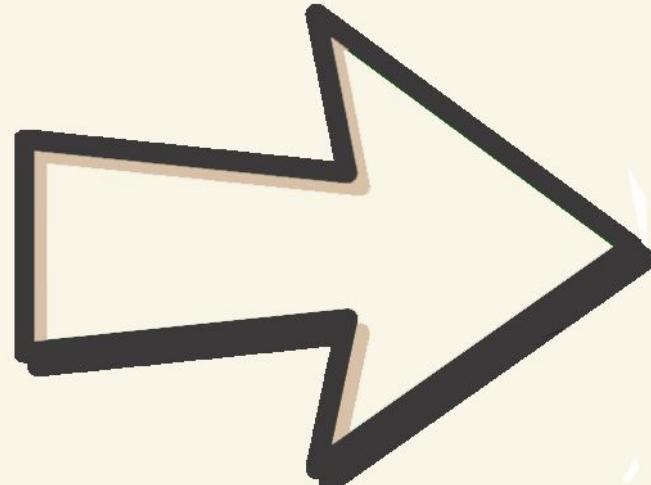
SOUR TWINS



SOUR SISTERS ABILITY



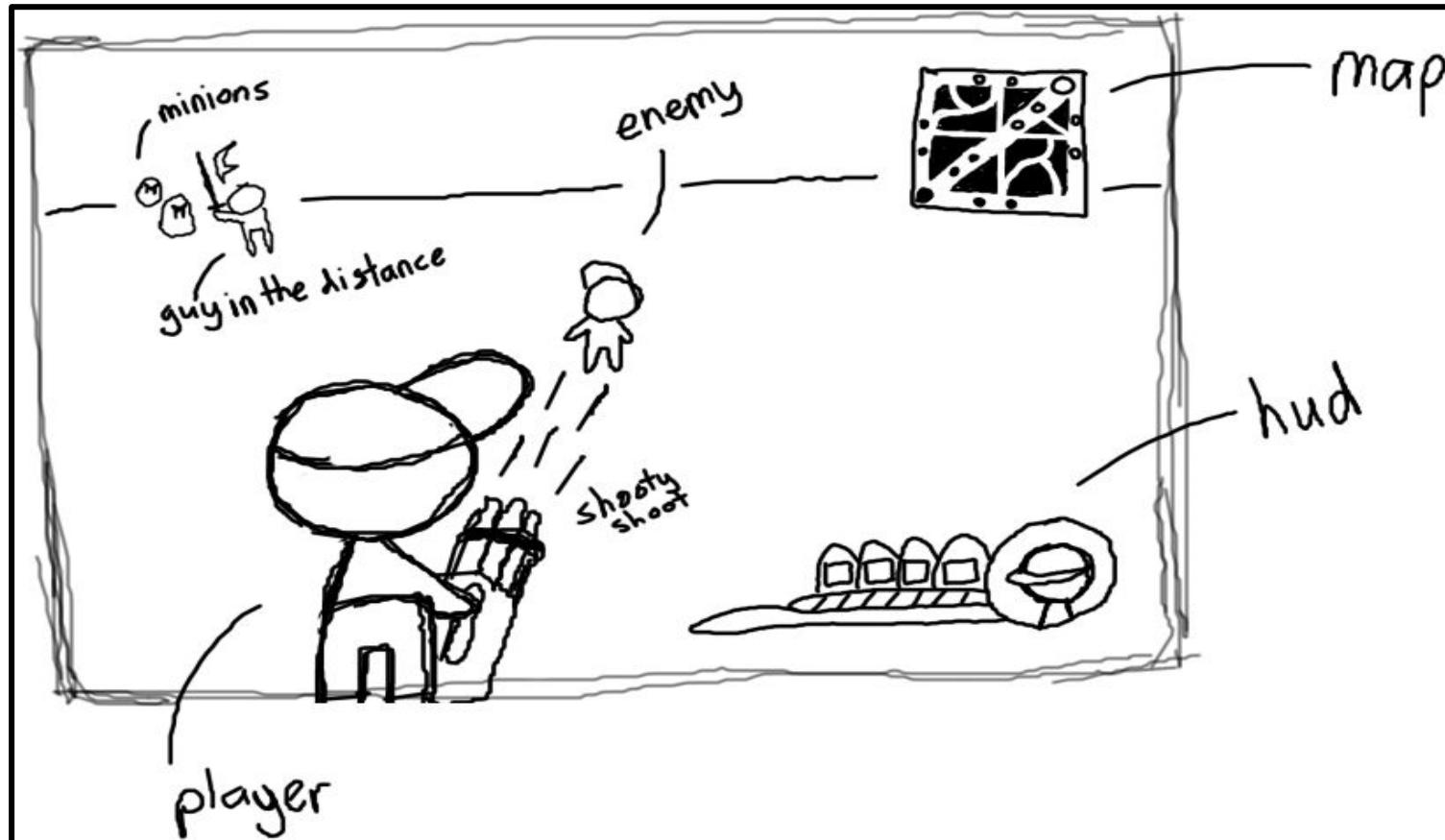
sends out a clone



CAMERA

- **CAMERA ANGLE THIRD PERSON**
- **CHARACTERS POSITIONED SLIGHTLY RIGHT IN FOREGROUND OF THE CAMERA**
- **FOV 90**
- **CAMERA SHAKE WHEN CANDY EXPLOSION ACURSE**

EXAMPLE



A vibrant, colorful landscape illustration. On the left, a large tree with green leaves and numerous red, pear-shaped fruits hangs from its branches. In the center, a winding path leads through the forest, with a small figure walking away from the viewer. The path is lined with various trees and plants, including palm-like trees and smaller shrubs. The background features rolling hills and mountains under a clear blue sky with a bright yellow sun rising or setting. The overall style is whimsical and painterly.

*Lane style/
environment*

main menu interface



Items

**INTERACTABLE OBJECTS THAT EACH AND EVERY PLAYEr CAN
ACQUIRE WHILE PLAYING OUR GAME**

HAND-GUM

Very high damage but long bullet travel time and slow fire rate, every player starts with this weapon



flossinator

High rate of fire
but weak damage,
able to push
players back and
off the map

Easy to use





SHmAK

- . This melee weapon grants the wielder a movement speed boost
- . Melee weapon slams down knocking the user back
- . Low damage useful for getting around the map fast
- . Easy to use hard to master

TECHNICAL CONSTRAINTS

- Target Platform= consoles/ pc
- Software being used= unity
- Polycounts= on screen at once 40 - 80 thousand
- Texture Sizes/Formats= minimum 1080
- Audio Formats= .wav

ASSET LIST WEAPONS

handgum 3d model/mesh
hand gum textures (handle, gumballs, trigger, barrel)
hand gum texture maps (normals, metallic, roughness)
hand gum sound effects (gun fire, gun reload, alternate gun and reload sounds)
hand gum animations (firing, reloading)

Sournade clone
Clone model
clone materials and textures: Normal map, roughness map, metallic map
Clone sound effects: scream, deploy, return
Animation: deploy, return, open mouth to scream

shmak 3d model/mesh
shmak textures
shmak texture maps (normals metallics, roughness)
shmak sound effects (hitting ground, hitting players, hitting nothing, fly back sound effect
shmak particle effects (hitting ground, hitting nothing, hitting player)
shmak animations (hitting player, hitting ground, hitting air)

Cherri bomb 3d model/mesh
cherri bomb textures
cherri bomb texture maps (roughness, normal, metallic, specular
cherri bomb sound effects: light, throw, explosion, sticky
cherri bomb animation: fly through the air, explode, sticking to other character

flossinator model/mesh
flossinator textures (candy balls inside, barrels, base of minigun)
flossinator texture maps (normals, metallic, roughness
flossinator sound effects(gun firing, reloading, hit sound)
flossinator animations (gun firing, reloading)
flossinator particle effects (shoot, reload)

ASSET LIST CHARACTERS

diana floss subdivided
model: head, abdomen, arms, legs, shoes, hair
diana floss animations (walk, run , shooting, pick up items, using flossinator, using shmak, using handgum)
diana floss sound effects (voice acting, walking, running, being shot at, being hit)
diana textures (hair, clothes, face)

sour sisters 2 subdivided
models animated as one; double hair, head, abdomen, arms, dress
Texture maps: Normal, albedo, metallic, roughness, , sound effects (voice acting, walking, running, being shot at, being hit, screaming)
Animation: walking running being shot at, jumping,

one krunch subdivided model
Arms, legs, abdomen, head leotard, shoes/feet
Texture maps: Normal, albedo, roughness, ambient occlusion, metallic
Animation: run, walk, jump, shooting, pick up items, using flossinator, using shmak, using handgum)
crawl, smash
sound effects: crunch smash, foot steps, jump sound, land sound, walking, running, being shot at, being hit)

Cookie good lookie subdivided
model/mesh
head, clothes, arms, legs, abdomen, shoes
Cookie good lookie animations (walk, run , shooting, pick up items, using flossinator, using shmak, using handgum)
Cookie good lookie sound effects (voice acting, walking, running, being shot at, being hit)

Cherry berri subdivided
model/mesh: head, arms, legs, abdomen, shoes, cherry, hair, top, skirt
Texture maps: Normal, albedo, metallic, roughness
Cherry berri animations (walk, run , shooting, pick up items, using flossinator, using shmak, using handgum)
Cherry berri sound effects (voice acting, walking, running, being shot at, being hit)

ASSET LIST environment

grass mesh/model (longer
shorter variants)
grass sound effects (whistling
in the wind humming etc)
grass textures (different
coloured grass for different
areas of the map)
grass animations (moving in
the wind, moving when
player walks over/ explosions,
dynamic movement)

trees meshes/models (
normal type trees, candy
styles trees)
tree textures (leave textures,
branches with candy and hot
chocolate themes, old man
tree)
tree animations

landscape/ map model (level
design map)
landscape textures (ground,
basic baked textures)