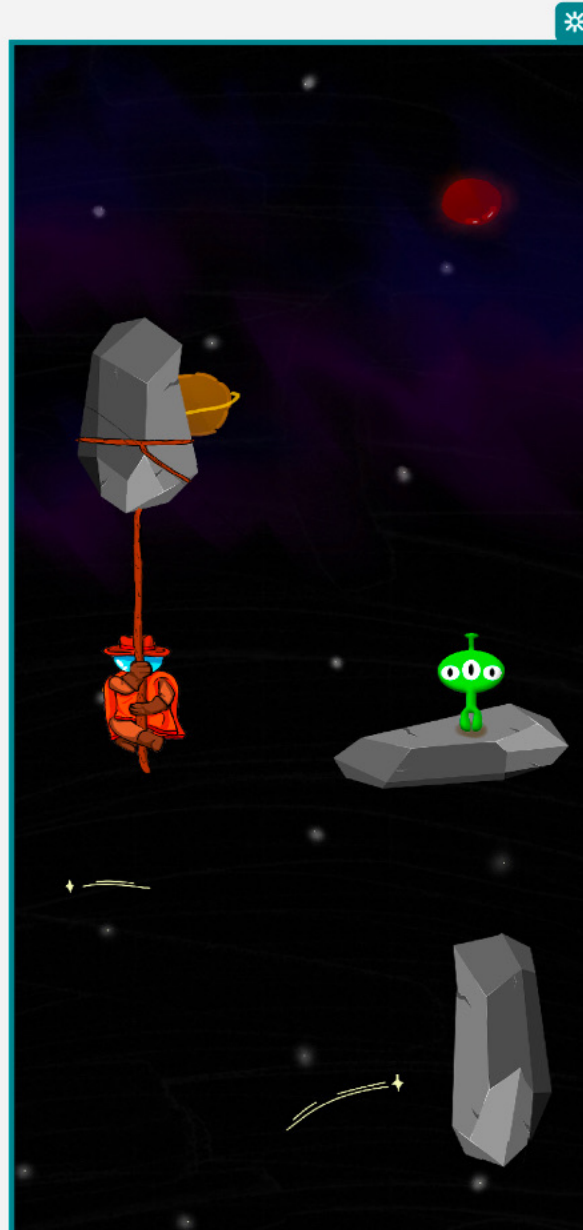
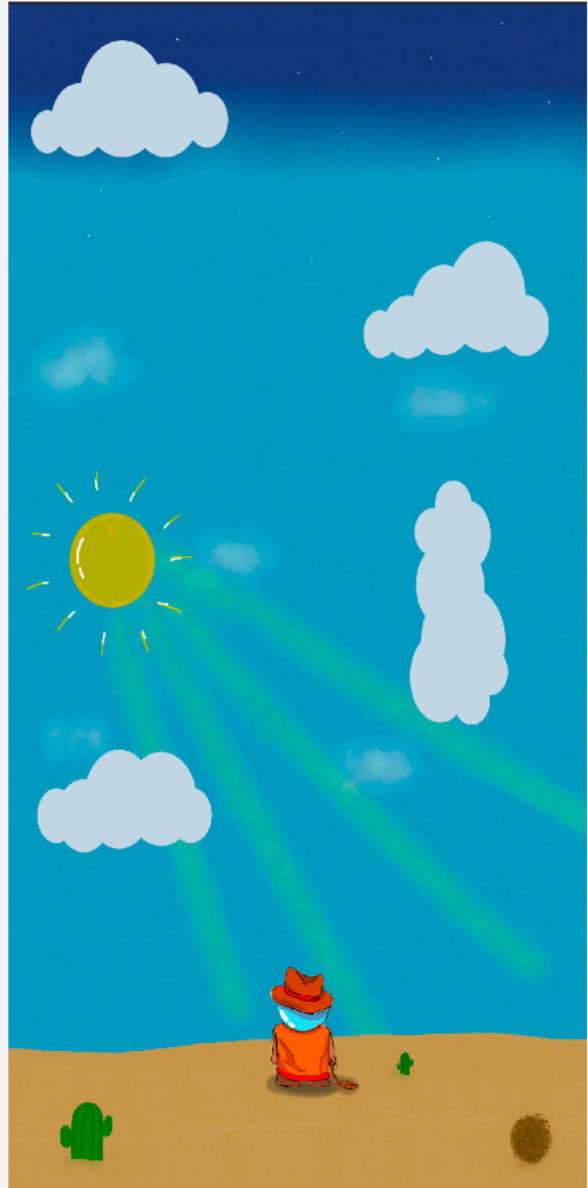


PROTOTYPE



I have designed a basic visualisation of what the different levels of the game would look like starting on the ground and ending in space with each atmosphere fading into one another. I believe the colour scheme works very well for the game creating a vibrant, lighthearted and playful looking gaming experience that will appeal to our target age demographic.