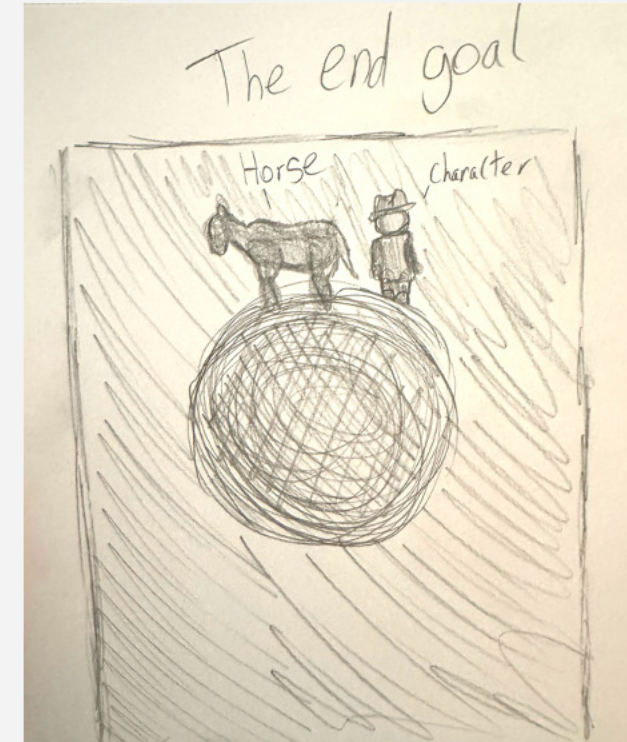
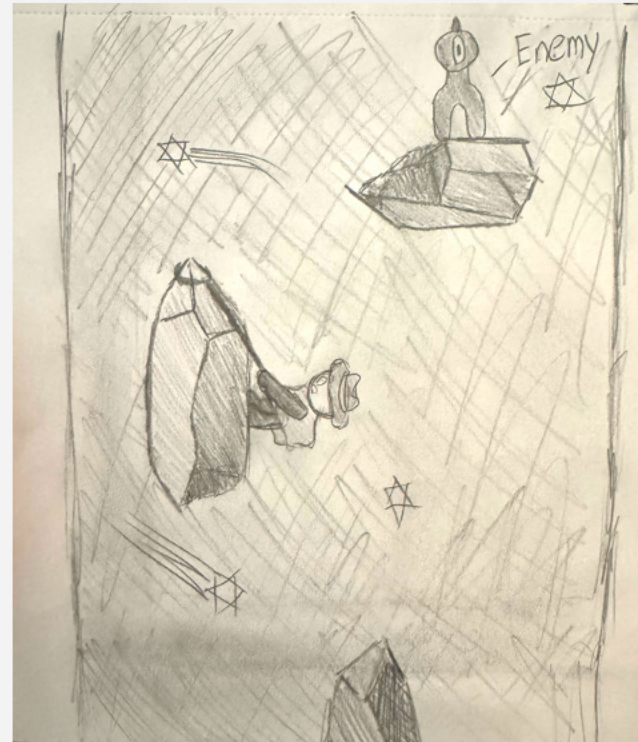
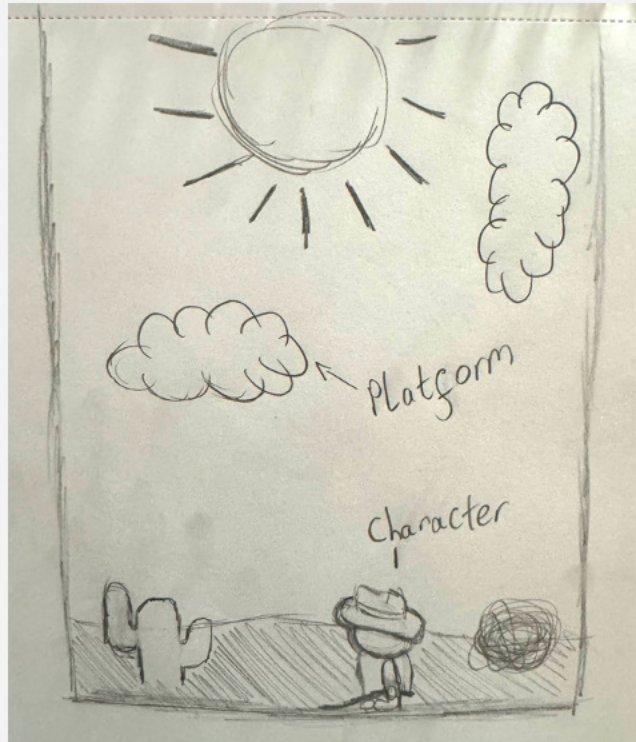


WIREFRAME



These are my first sketches of what we roughly want the game to look like all characters and background are designed with basic shaped and colours to keep the game looking clean and not cluttered also allowing us to handle the workload as a group.