

The Spaceman Design Outline

Epsilon (working title) is a 2D atmospheric puzzle platformer. Think Limbo in space. Lots of puzzles and dangers. I think the theme will consist of isolation and have clones in it.

I would like to keep the detail of the spaceman quite ambiguous, retaining the black elements and work on the silhouette. Less is more.



I need the following:

- I need detail on the helmet visor

This might be reflective or shiny.

- The side(s) of the helmet needs to have a section where a light will shine from.

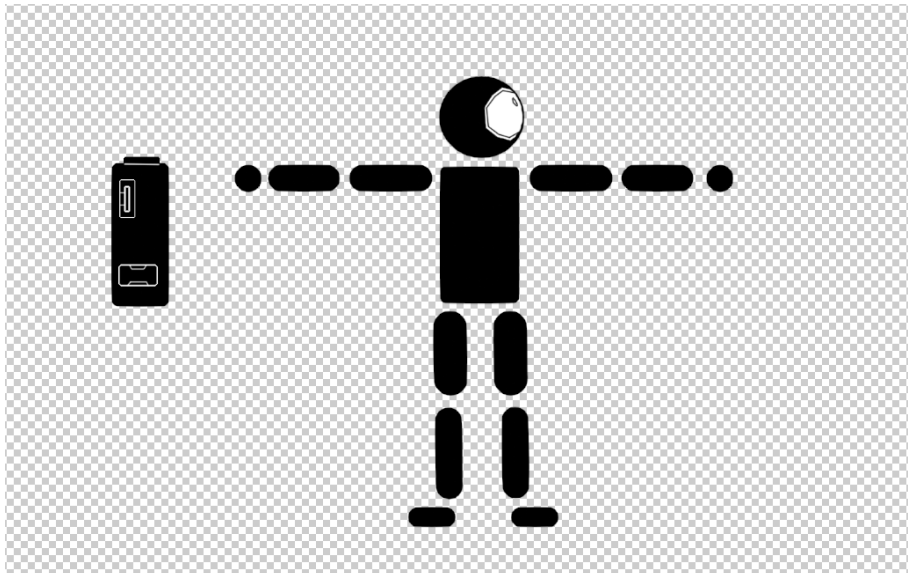


- Arm strip

Strip down the side of the arm that will glow and change colour (this might change colour to danger or the status of the suit i.e. health. Not sure yet). I like the suits from Tron Legacy. I think an arm strip might work but a whole suit design might look cool – not sure about the this. The arm might work best as it's simpler.



- Sprite limbs need to come in separate parts.



- Overall suit designs

The suit should look chunky, but lightweight and practical. Should be able to jog in it.



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