

UVU Studios

Design Document for:

The Boy and the Bear

One Liner, i.e. “The Ultimate Racing Game”

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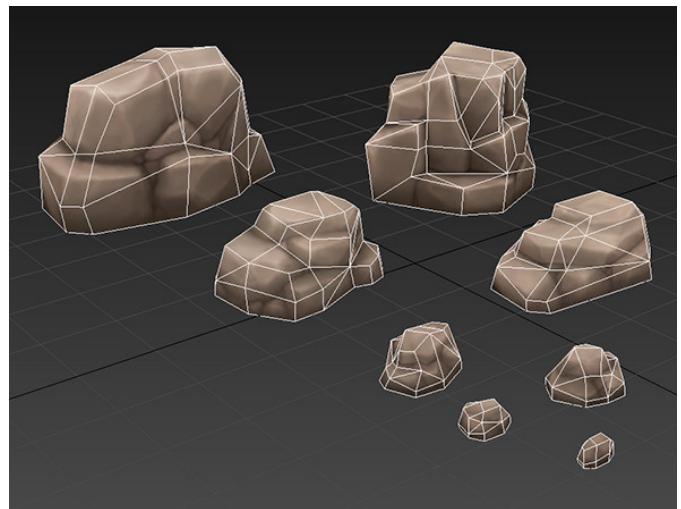
Written by Alexa Kruckenberg

Version # 0.2

Updated Wednesday, 18th October, 2017

Visuals

Models: Low-poly, but high-quality textures will distract from that

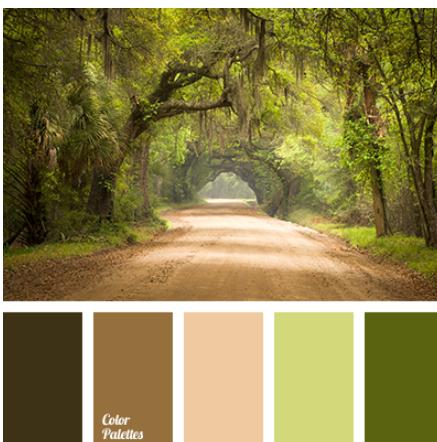


Visuals (cont)

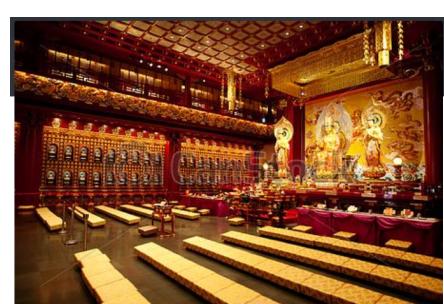
Color Palettes: Forest



Color Palettes: Swamp



Color Palettes: Temple



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Visuals (cont)

Animation Style: 3D characters, slightly exaggerated animation, but otherwise looks close to real life.

Texture Style: See examples for models

Sound

Audio Style: Probably not music because ain't nobody got time for that.

Soundtrack:

Forest Soundtrack:

(ambient)https://audiojungle.net/item/jungle/15572747?s_rank=11

(music)https://audiojungle.net/item/jungle/13625021?s_rank=12

(music)https://audiojungle.net/item/forest/13963866?s_rank=28

Swamp Soundtrack:

(ambient)https://audiojungle.net/item/swamp-ambience-03/20055009?s_rank=13

(music)https://audiojungle.net/item/the-forest/7691362?s_rank=61

Temple Soundtrack:

(ambient)https://audiojungle.net/item/enigmatic-cave/20780244?s_rank=4

(music)https://audiojungle.net/item/cave/19581703?s_rank=10

Foley/Effects

Jingle (Item Get, Save Point, Puzzle Solved, etc)

https://audiojungle.net/item/game-message-receive/20832363?s_rank=6

Monkey

(attacking)https://audiojungle.net/item/monkey/20193825?s_rank=4

(neutral)https://audiojungle.net/item/chimpanzee-yelping/20699185?s_rank=15

Bear

(neutral)https://audiojungle.net/item/bear-roar/17301485?s_rank=12

(attacking)https://audiojungle.net/item/bear-roar/20724442?s_rank=4