

Name: Suman Malla

Game Name: Gold Monster

Link to Asset list:

<http://keadesigner.com/webpage/index.html>

Pitch:

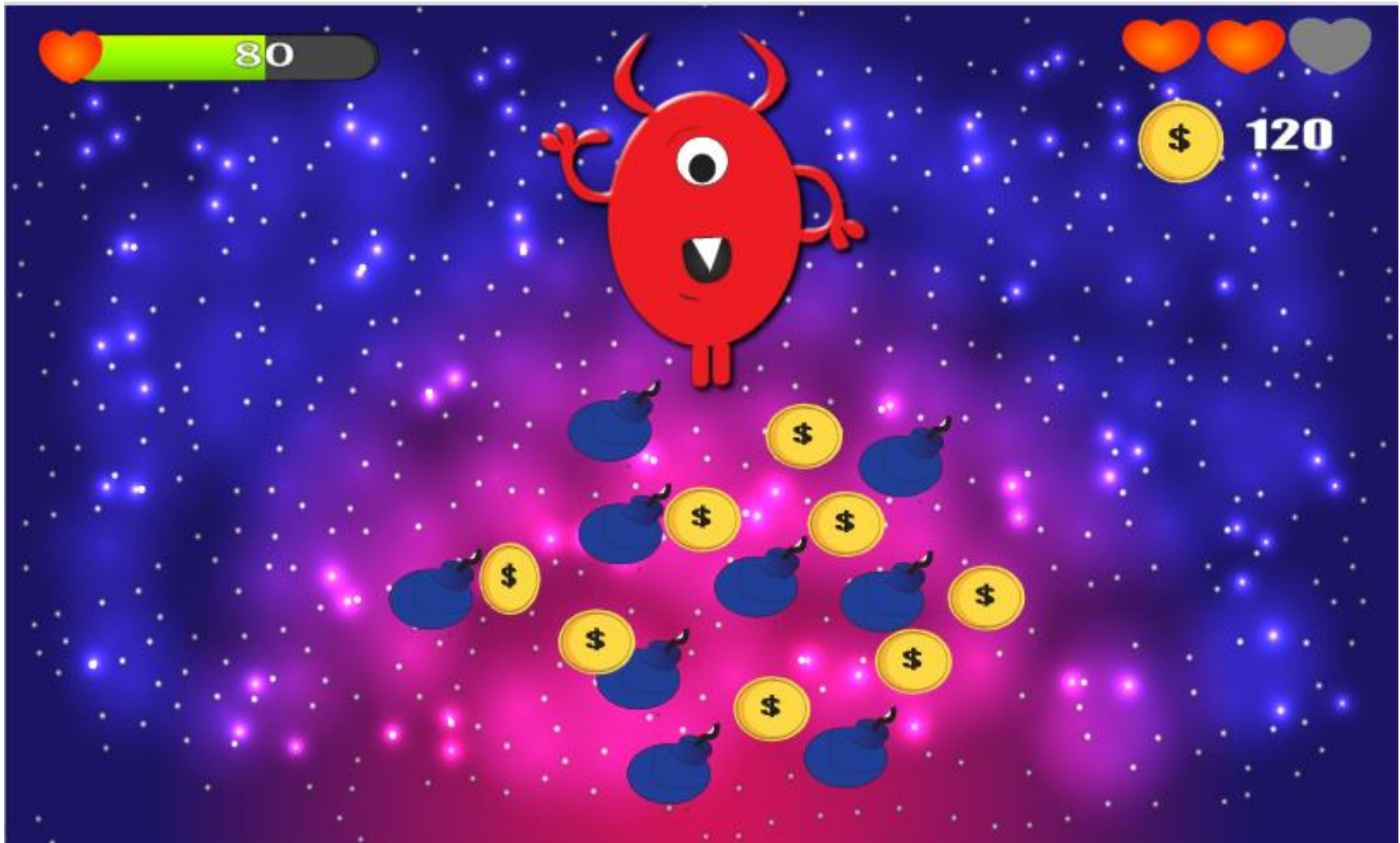
This game is about killing the monster by collecting golds and avoiding bombs.

Game Design - Style Tile

STYLE INSPIRATION : FLAT STYLE



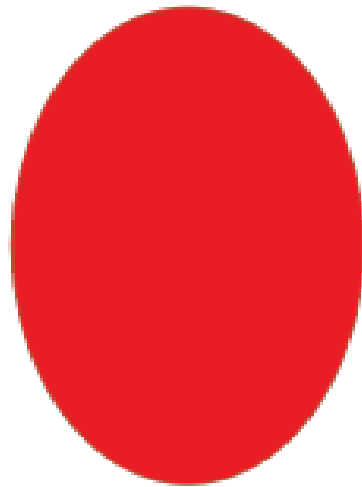
Scene with character design



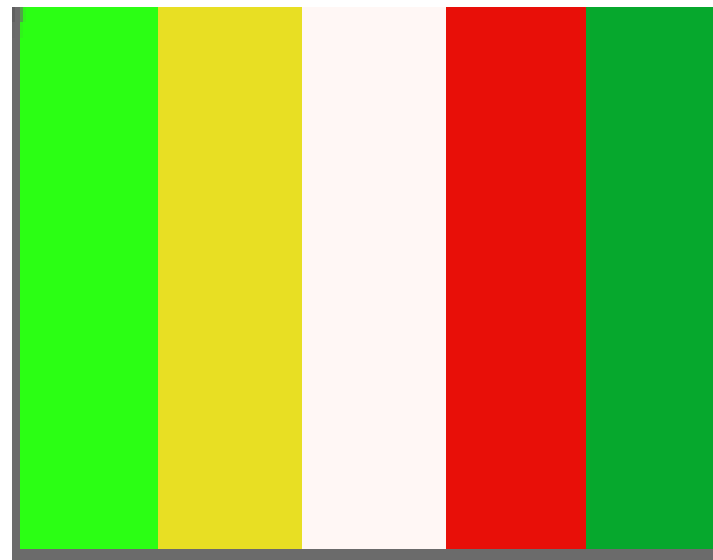
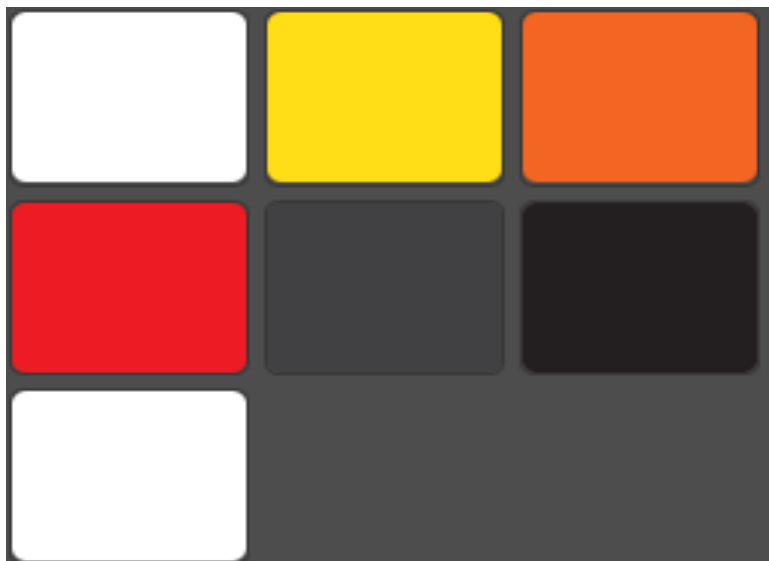
Description of character design

The character is inspired by flat style as basic shapes like ellipse, rectangle are used to design it .The color combination is simple and the monster expression is represented in a cute way.

Graphic element that visually describe this design:



Colors



UI Elements



Health indicator – round edge, shade

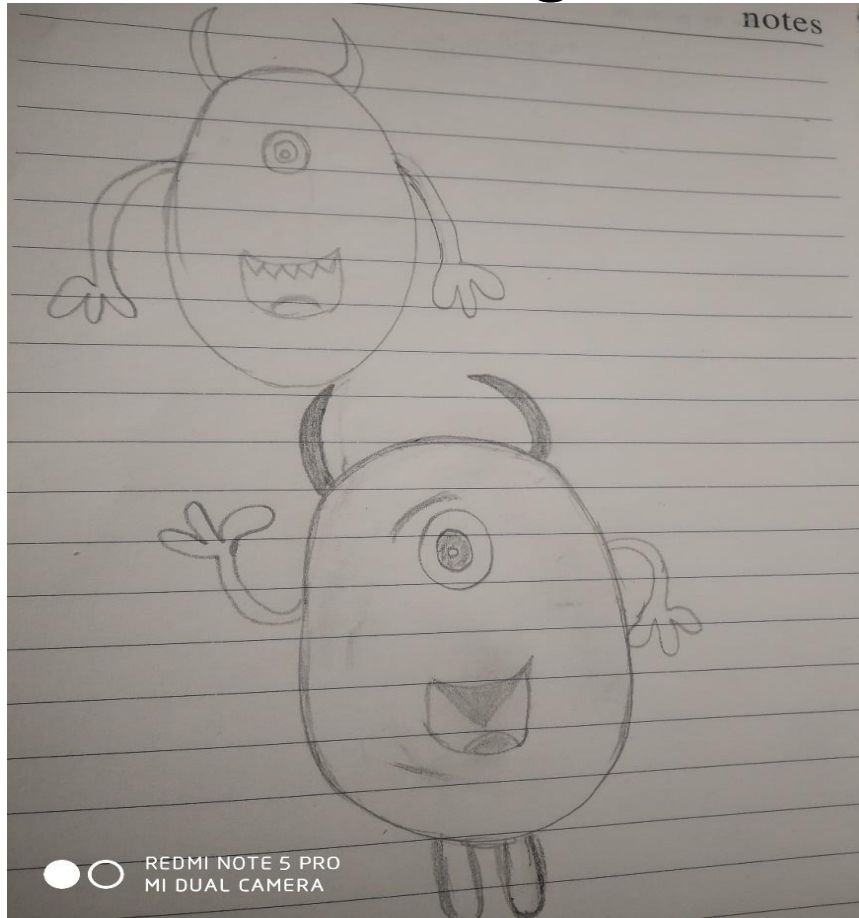


Life- gradient

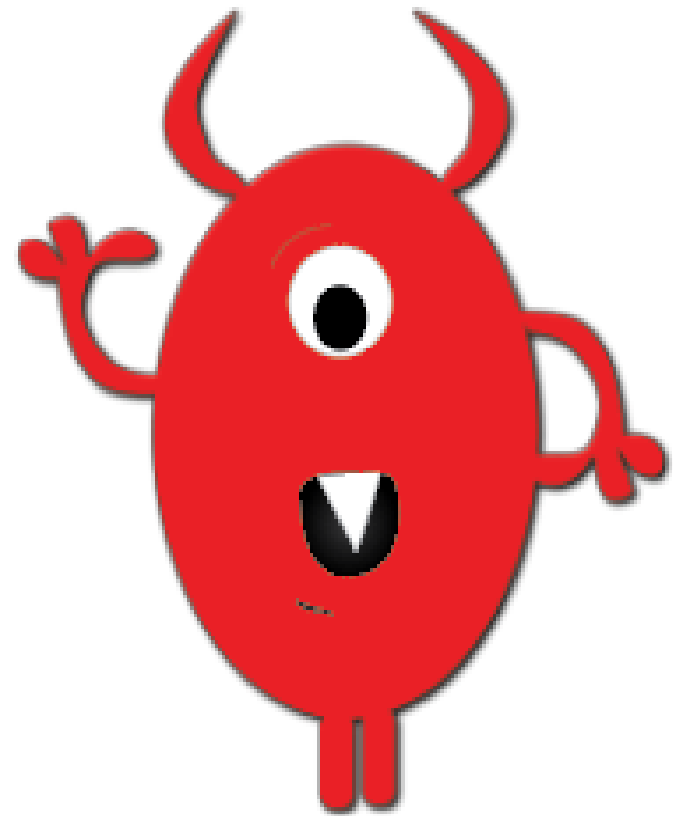


Documentation of Process

Character design



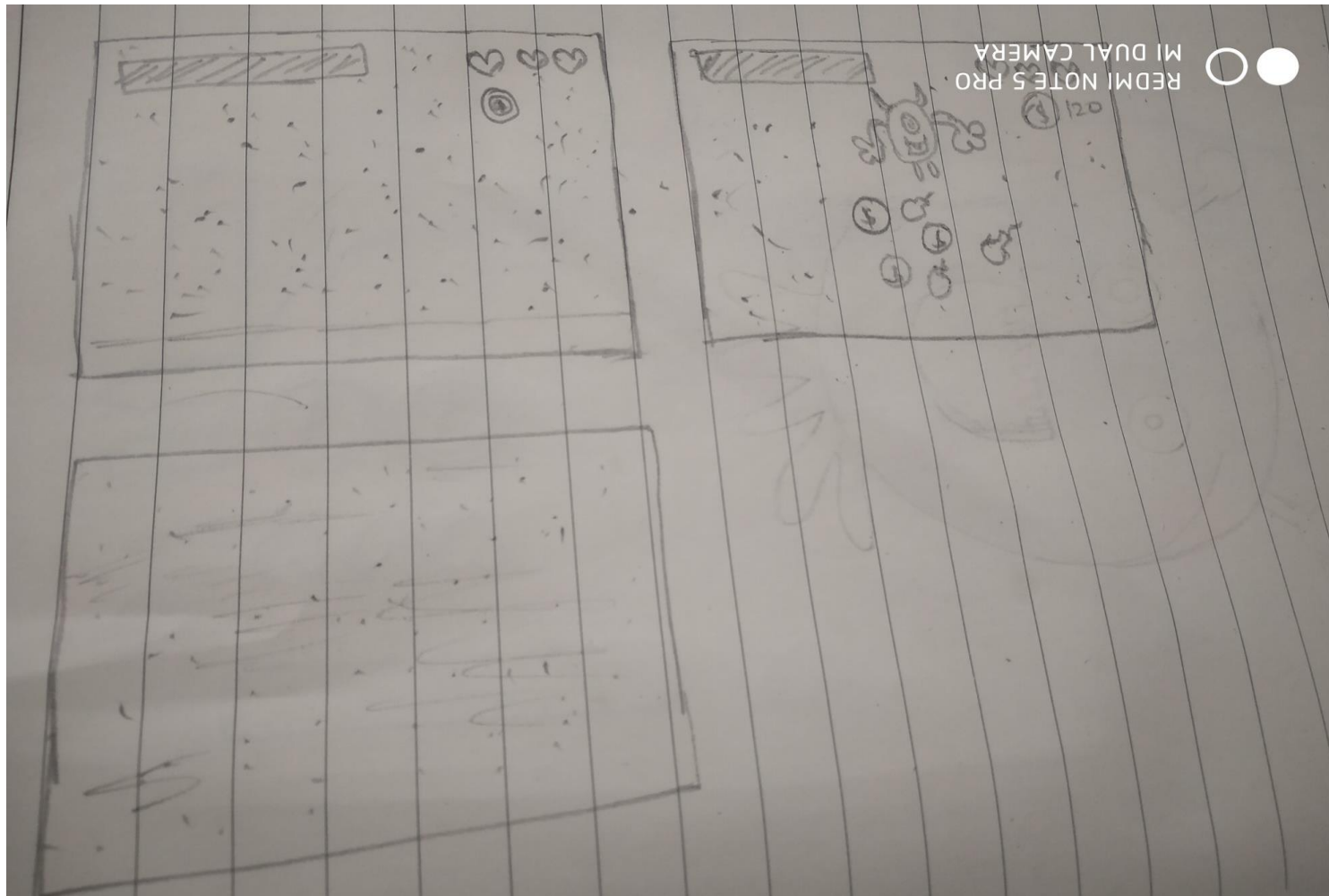
Hand Sketch



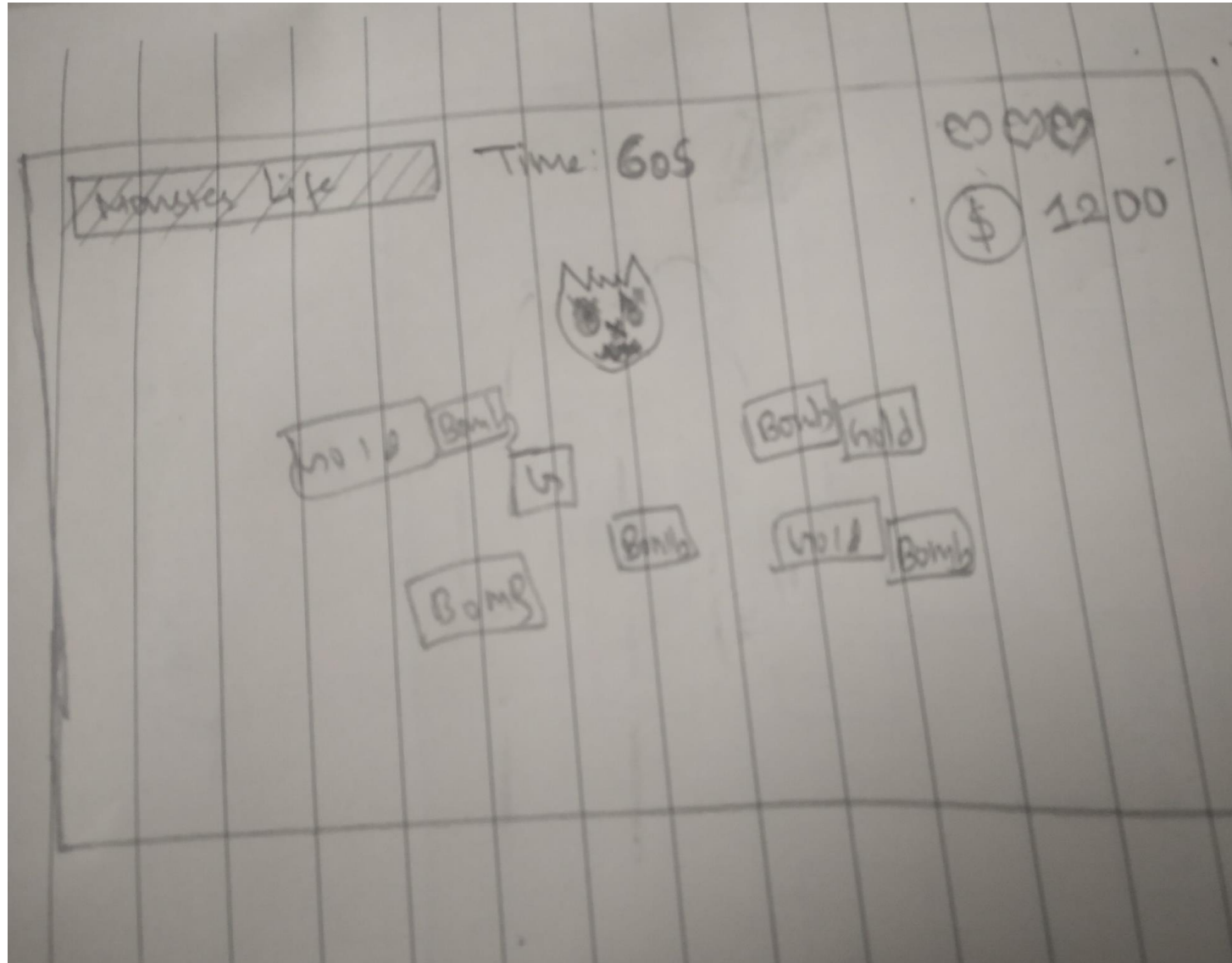
Digital Sketch

Game Planning and game screen development

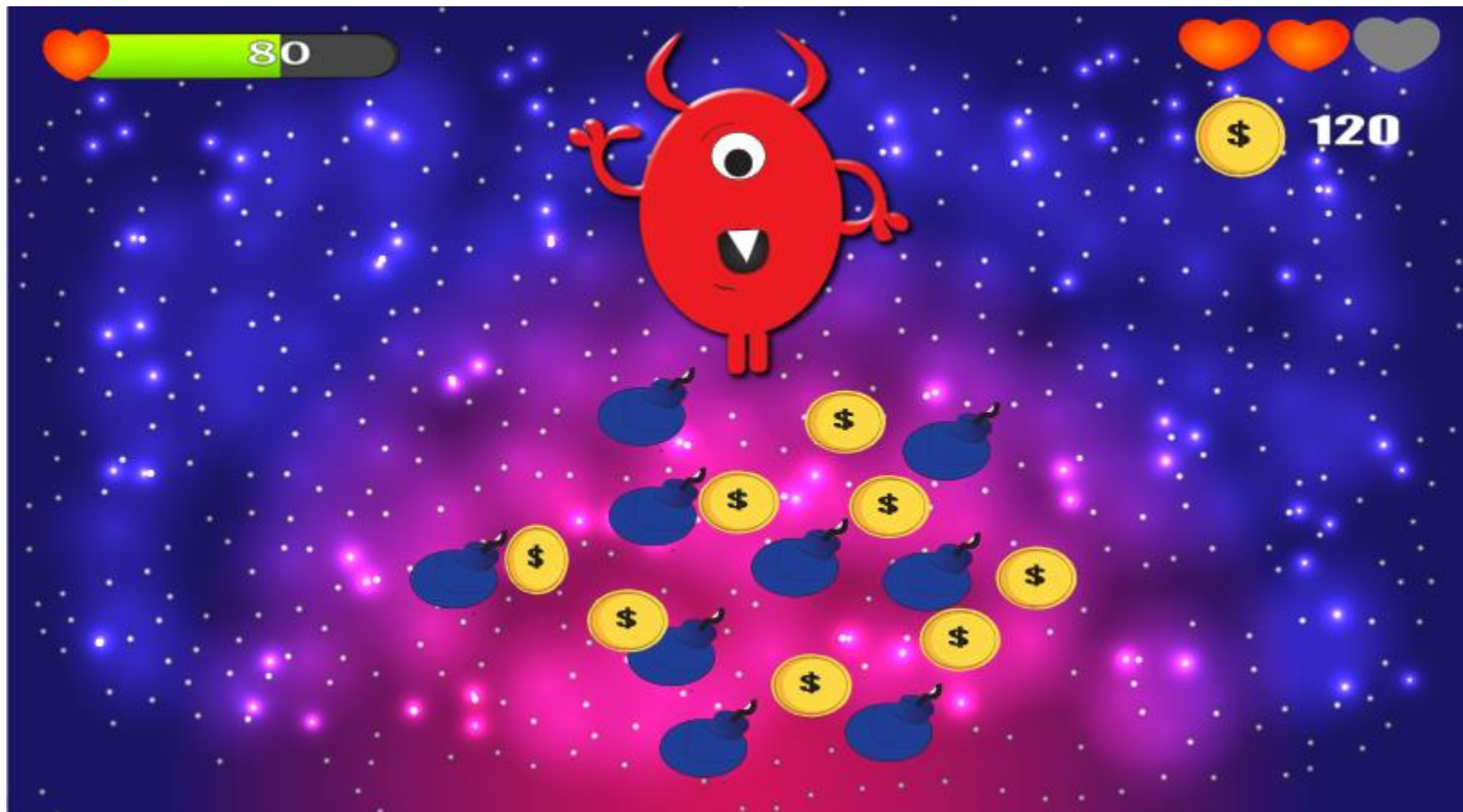
Storyboard



Game Screen Sketch



Game screen digital sketch



Development of UI elements

Sketch

