# Title:

# Theme:

# Characters:

Main Character:

Enemy1:

Enemy2:

Enemy3:

ArchEnemy1:

# Story Base:

World = OuterWorld + Underworld //+ (Old world)

The main character lives in a dystopian world(Underworld)

# Game Size(px):

<https://forum.gamemaker.io/index.php?threads/advanced-resolution-manager-very-mobile-friendly.78589/>

Phones:

* 240x320 -> 60 (4:3)
* 320x480 -> 112 (3:2)
* 480x800 -> 125 (5:3)
* 480x854 -> 34 (16:9)
* 540x960 -> 25 (16:9)
* 720x1280 ->8 (16:9)

Tablets:

* 600x1024 -> 13 (16:9)
* 800x1280 -> 29 (5:3)  
  Levels:

0, 1, 2, 3, 4, 5, 6, 7, 8, 9

# Server | Device:

Android

* LDPI (low): Around 120 dpi
* MDPI (medium): Around 160 dpi
* HDPI (high): Around 240 dpi
* XHDPI (extra high): Around 320 dpi
* XXHDPI (extra extra high): Around 480 dpi
* XXXHDPI (extra extra extra high): Around 640 dpi
* xxxhdpi: 1280x1920 px
* xxhdpi: 960x1600 px
* xhdpi: 640x960 px
* hdpi: 480x800 px
* mdpi: 320x480 px
* ldpi: 240x320 px

Google Play

* $25 first time fee

# Style:

Pixel art

# Notes:

Design and spec layouts in dp units

Create PNG graphic assets for each density to avoid automatic scaling(Example Below)



Fingertips: 50 dp wide (Needed to make the buttons fit)

1 px = 160 dpi

For example:  
2013 Nexus 7

Xhdpi 1920px \* 1200px

1920/2 1200/2

= 960 dpi \* 600 dpi

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