

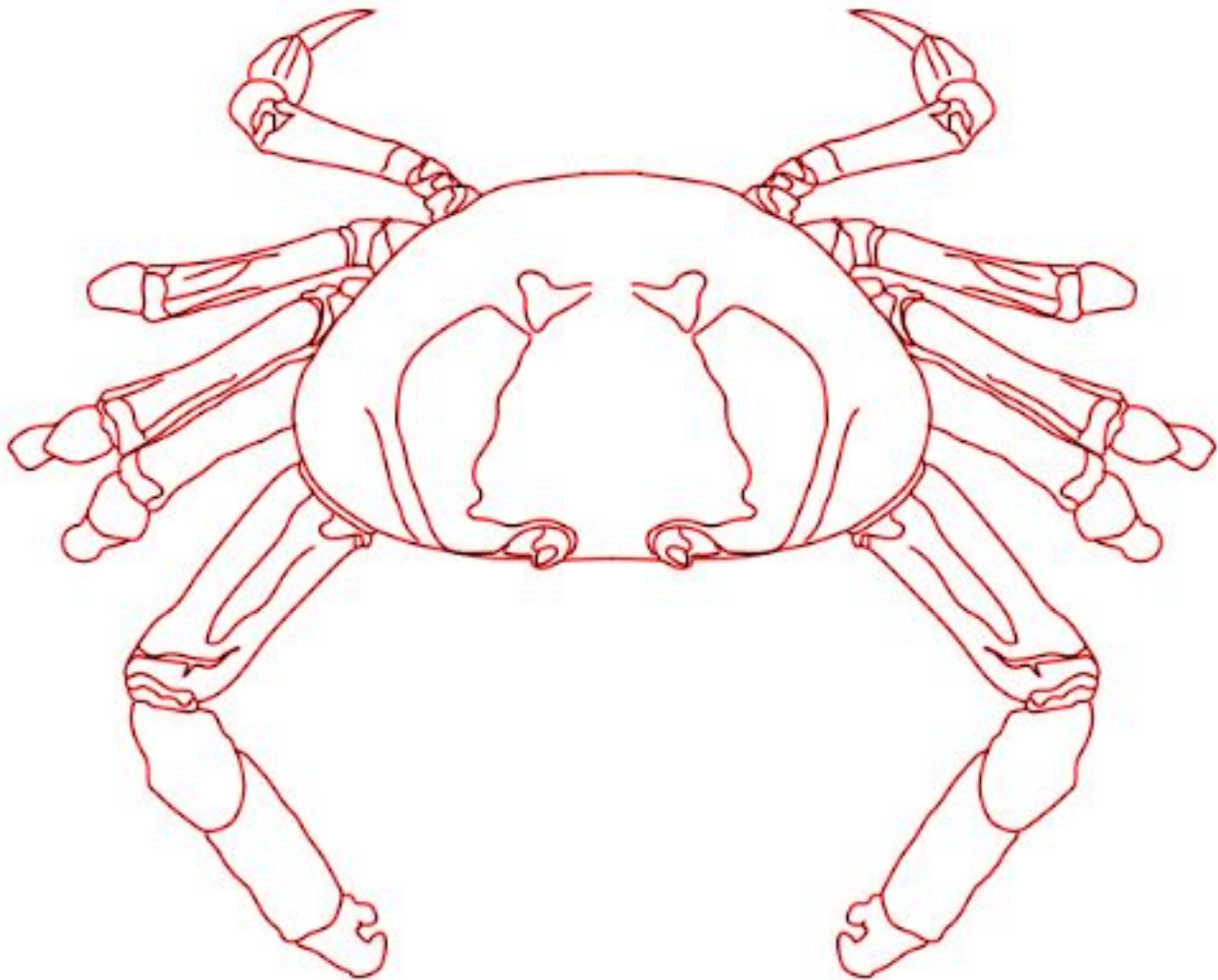
DIG 4715c Game Production

# Concept Art

## Fight, for your, Right to be Crabby

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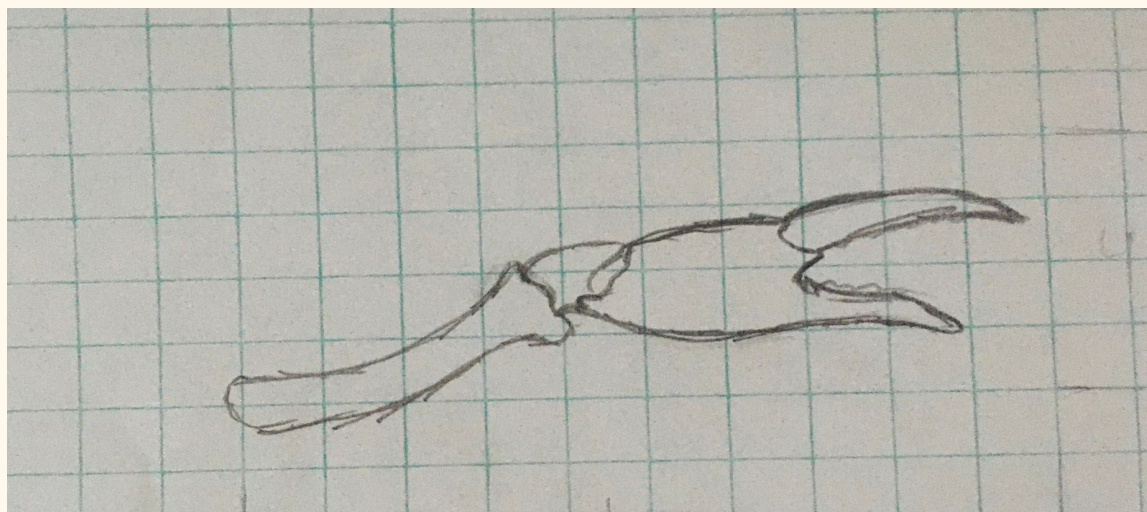
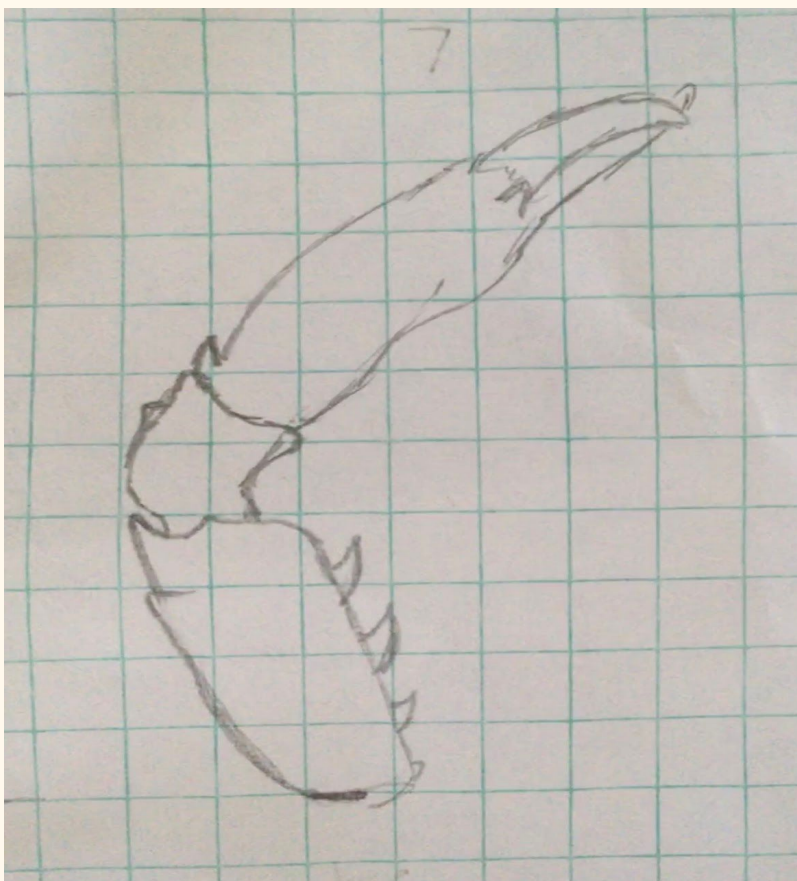
By Team Beach Bod

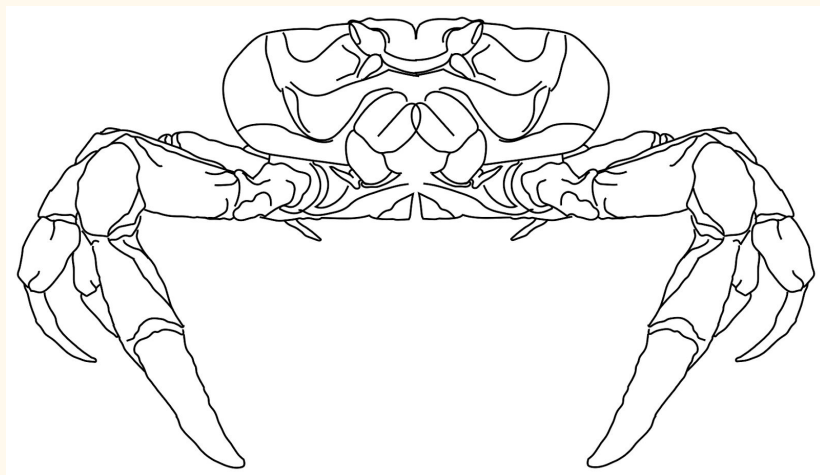


## Crab Concept Art

Concept art for the player character, including the avatar, that is unviewable in game play, and the crab arm, that is viewable.

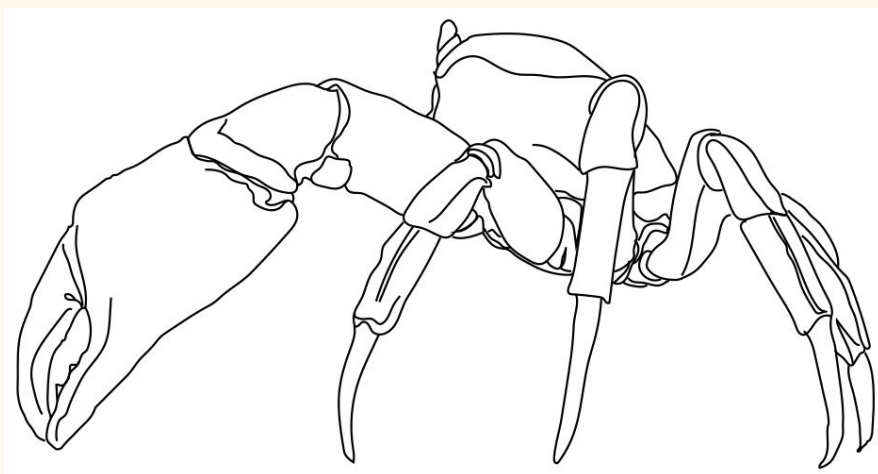
### Crab Claw Concept:



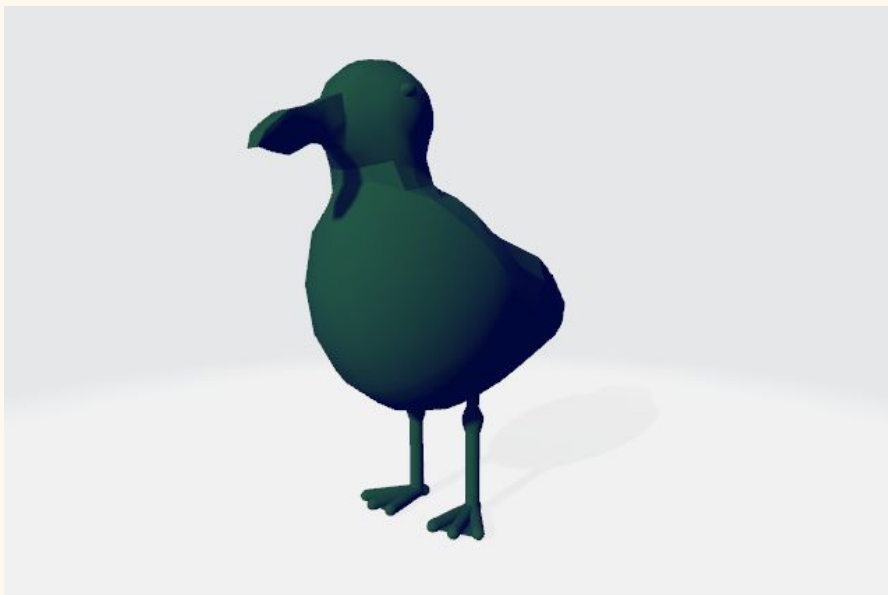


### Crab Avatar Concept:

The concept for our player avatar is based upon the Christmas Island Crab.

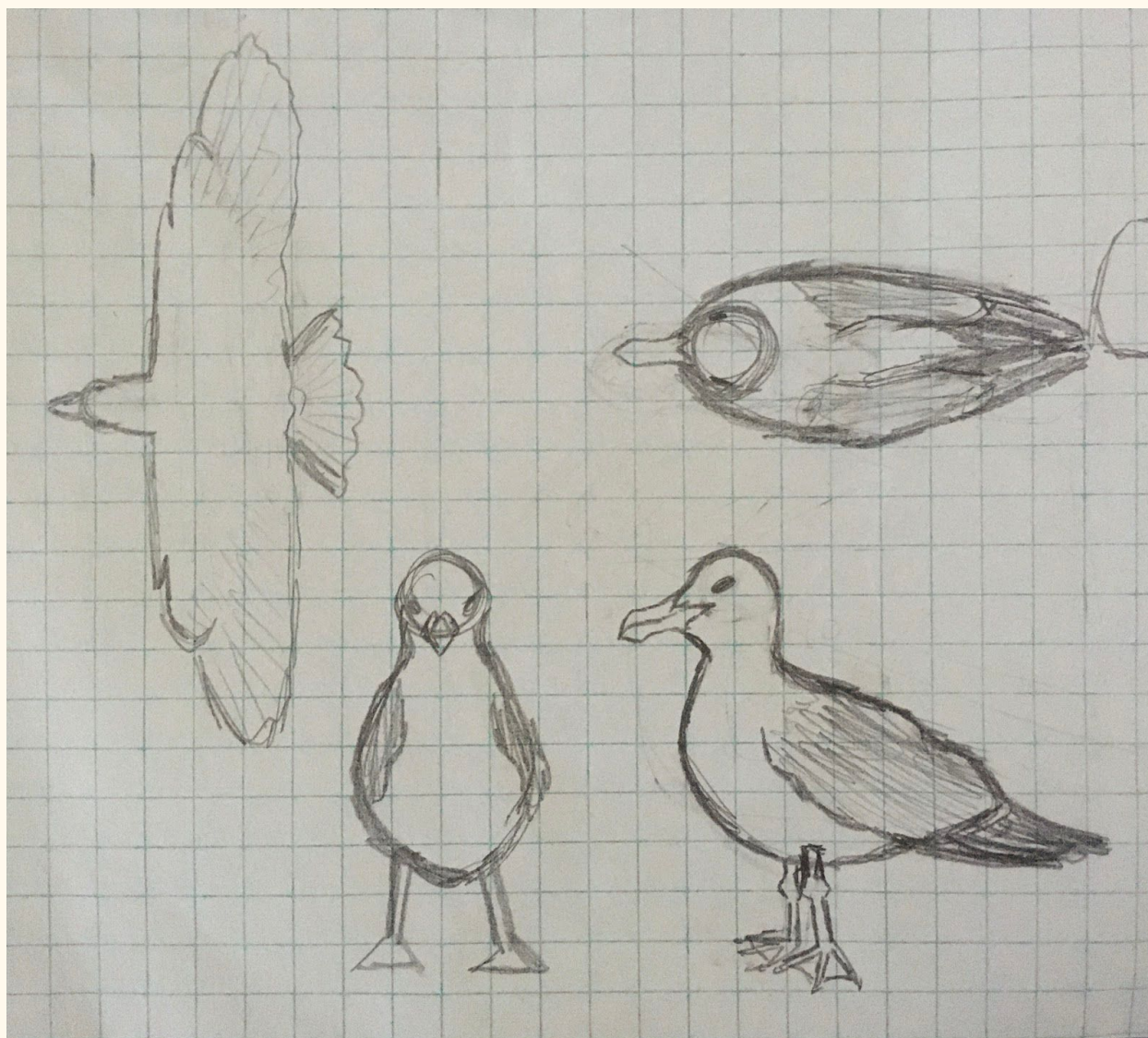






### Enemy Avatar Concept:

The concept for our Enemy is based on the common Seagull.





### Debri/Environment Concept:

The environment/debri is all based on things you would find or bring to the beach on a normal trip. (I.e. Boombox/radio, cooler, plastic bottles, etc.)

