

Art Style Guide



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Game Narrative

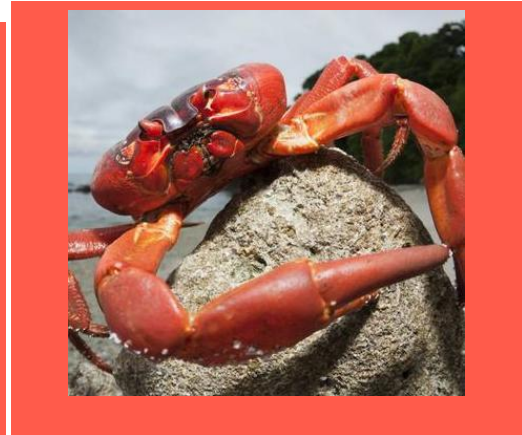
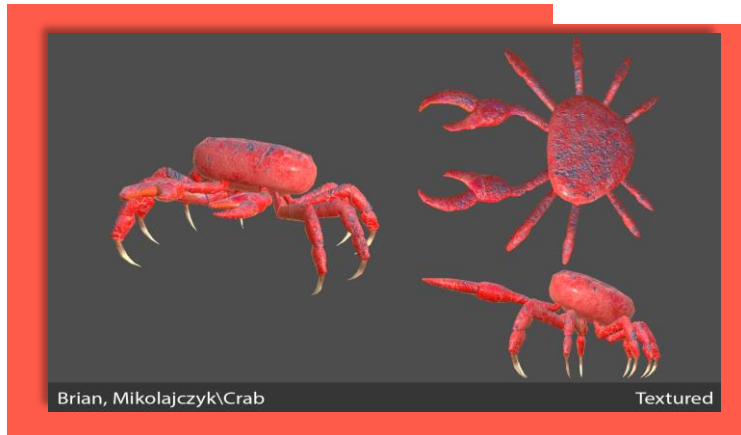
You are a crab on the beach trying to get back to the tide pool where your children are. Making your way back, you may encounter a vicious bird or two looking for their next meal. watch out!

Aesthetic Summary

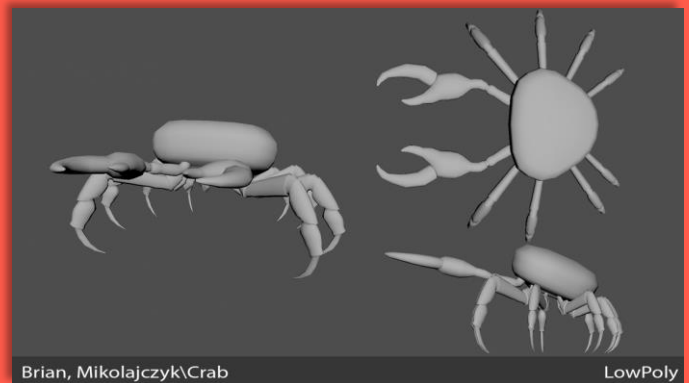
Aesthetically, we're aiming for a *Legend of Zelda: Wind Waker* vibe with the textures and cell shading. The models themselves will be low res, but not so low res it looks bad. *Fortnite* and *Legend of Zelda: Wind Walker* had a baby.

Color Palettes

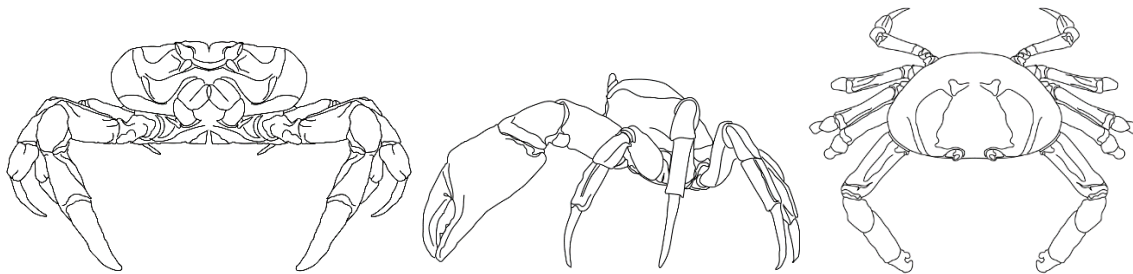
Character 1: Player



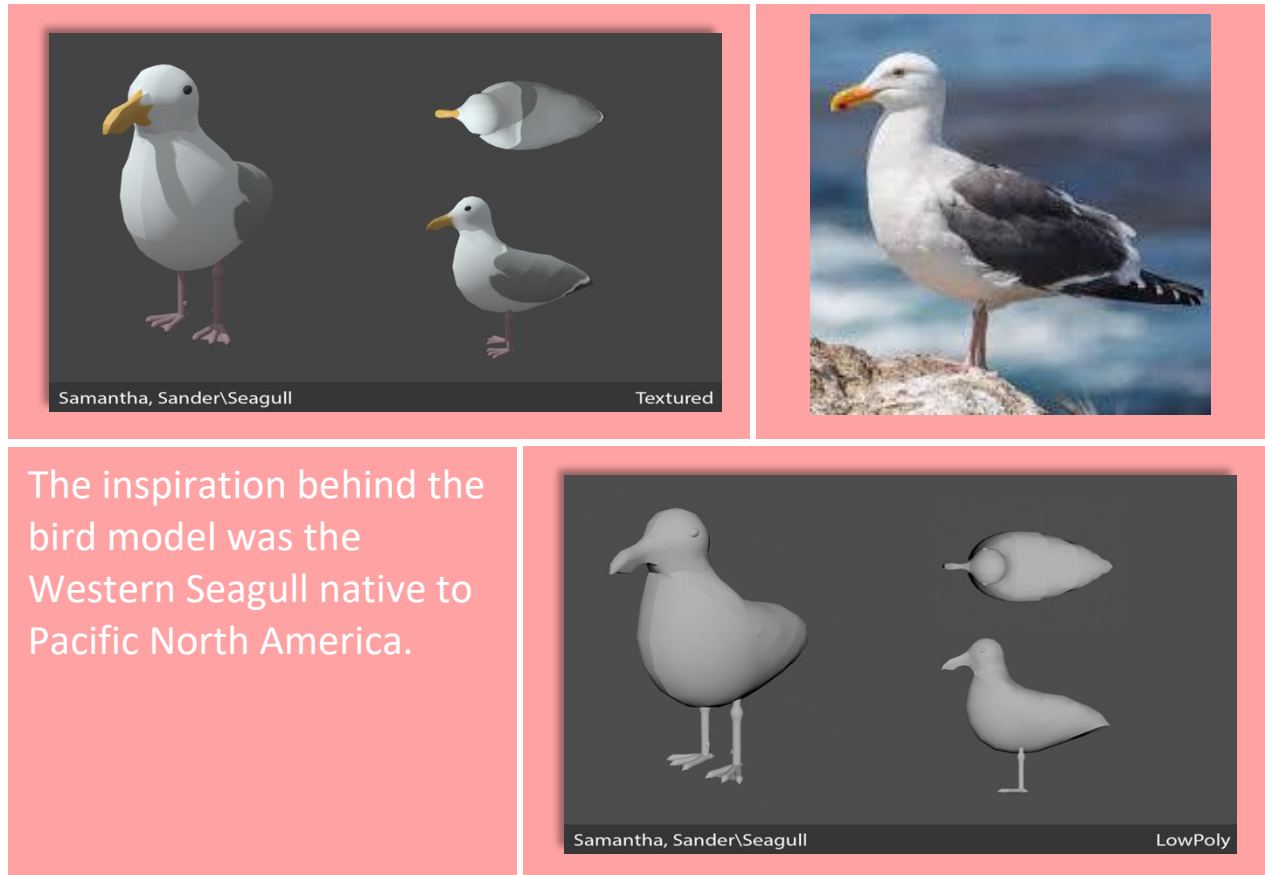
The inspiration behind the crab model is the crab indigenous to Christmas Island, Australia. More commonly referred to as the Christmas Island Red Crab.



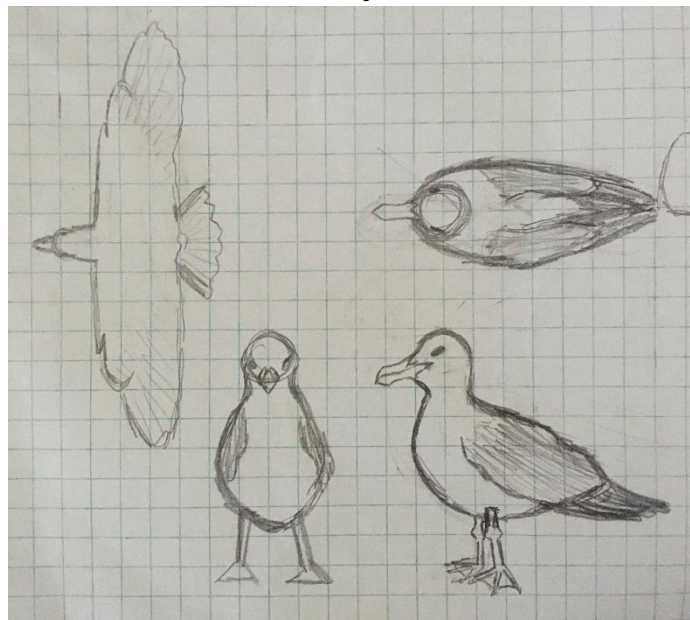
Concept Art



Character 2: Guard



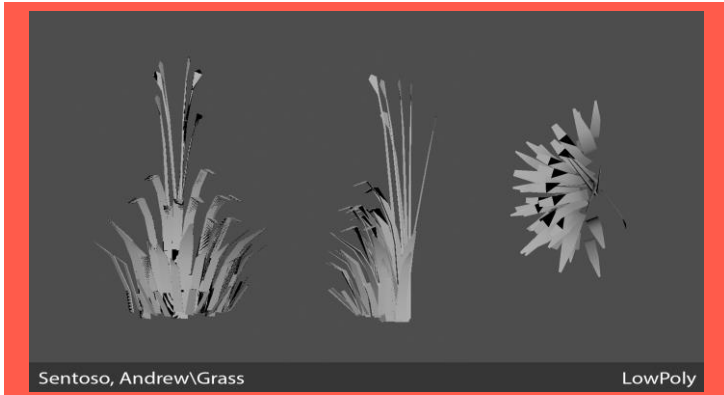
Concept Art



Grass Model



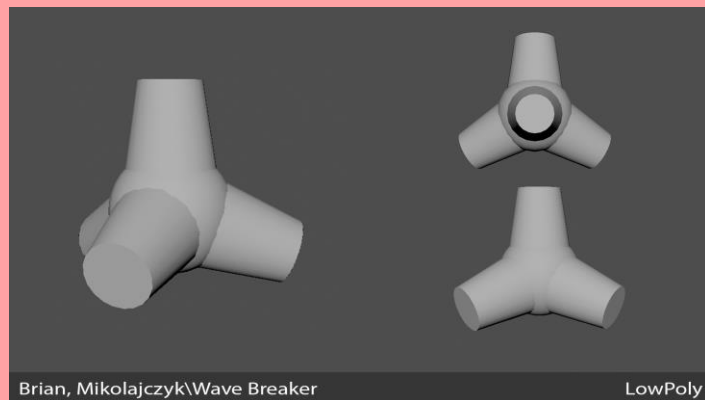
The inspiration behind the grass plots that are placed around the play space were designed from real life American beach foliage.



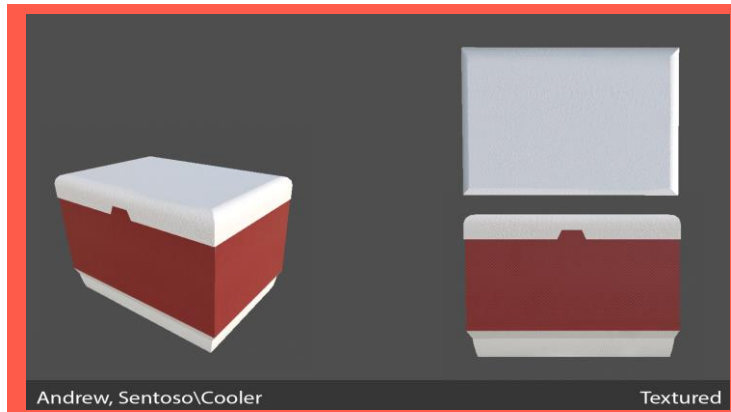
Wave Breaker ■



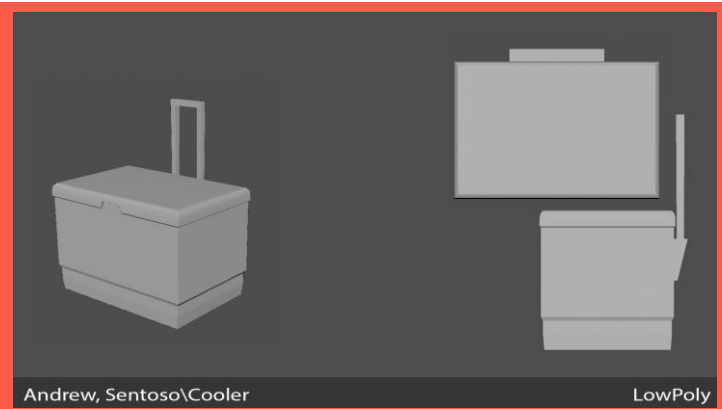
The wave breaker model is based off of real-life wave breakers. The textures are designed to look like concrete.



Cooler Model



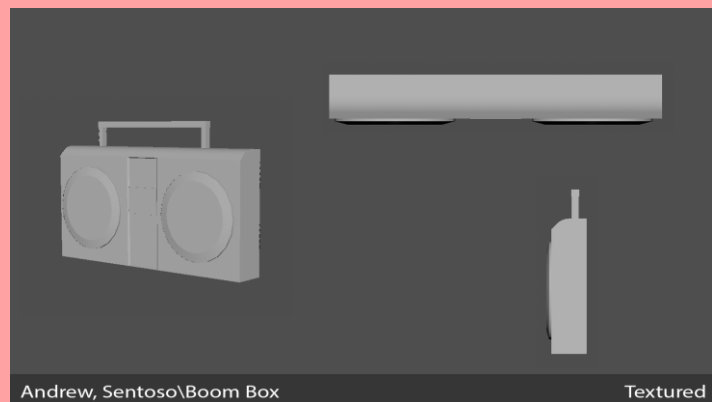
The cooler is based off of a classic beach cooler.



Boombox Model



The Boom Box model was inspired from the popular trend of Boom Boxes from the 1970's.



Water Bottle Model



The water bottle was designed from the popular water brand Fiji.

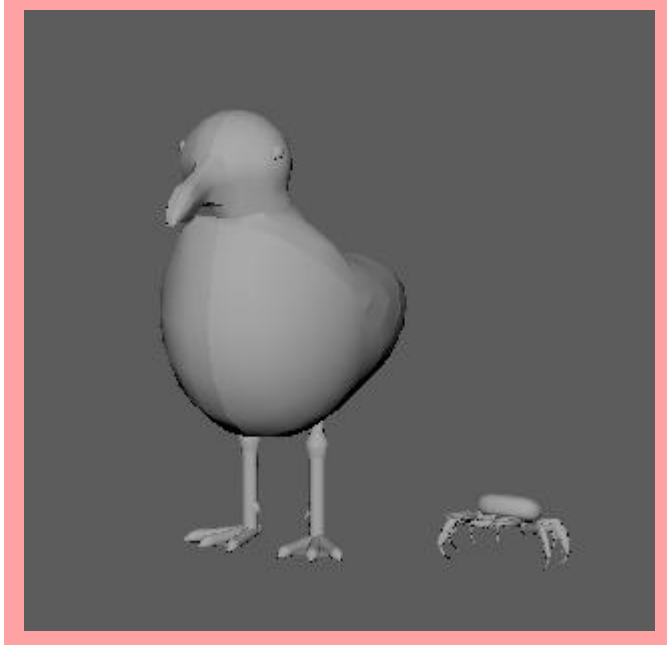


Fonts

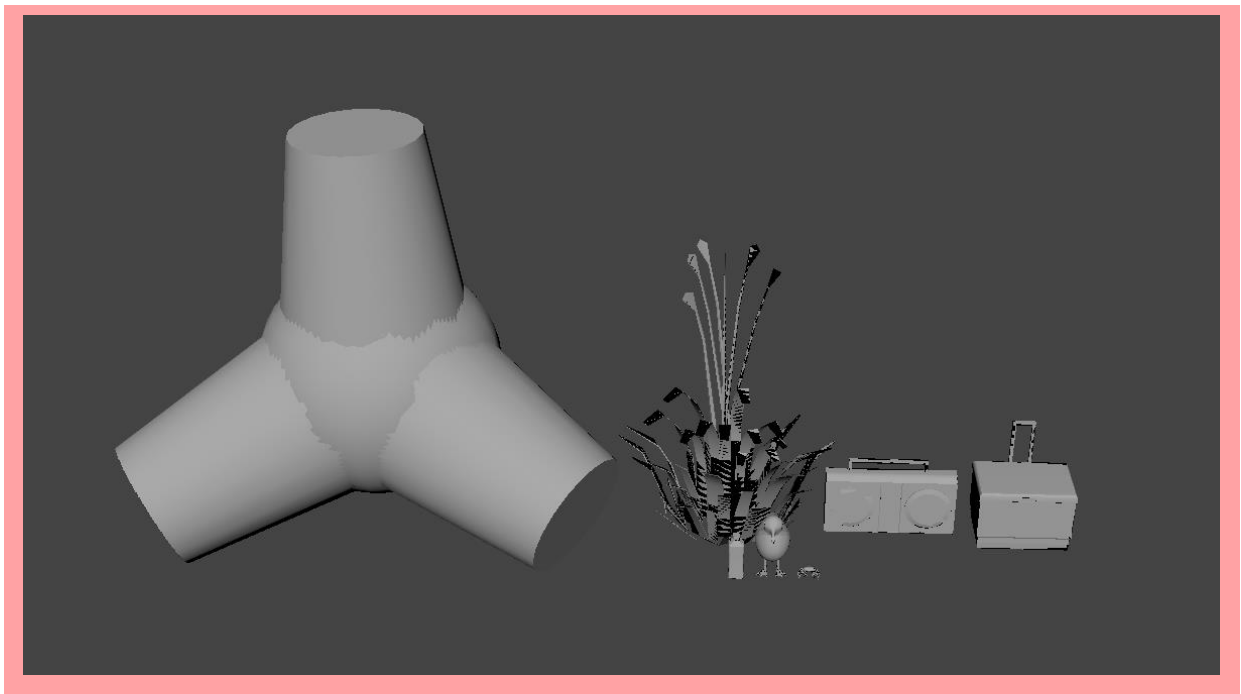
Darkline

A a B b C c D d E e F f G g
 H h I i J j K k L l M m N n
 O o P p Q q R r S s T t U u
 V v W w X x Y y Z z

Scale with Player



Scale of Environment Assets





Asset List

Characters

Character Name	File Name	Approximate Size
Crab	crab_export_missing_rightarm,	237 KB
	crab_export_arm	67 KB
Seagull	SeagullUVed	162.08 KB

Environment

Level Assets	File Name	Approximate Size
Boombox	Jukebox_4	40.73 KB
Water Bottle	Bottle	30.92 KB
Cooler	Cooler	25.28 KB
Grass	Grass	65.77 KB
Wave Breaker	wave_breaker	67 KB

Audio/ Sound/ Music

Level Assets	File Name	Approximate Size
Main screen blip	MenuBlip1	33 KB
Cannon shooting	Cannon2Longer	70 KB
Damaged taken	Player_Or_Enemy_Hurt1	19 KB
Seagull hurt	Player_Or_Enemy_Hurt2	20 KB
Seagull stunned	MaybeSeagullStunnedSound	33 KB
Win music	Riverside_Ride_Short_Loop_by_Matthew_Pablo	6.68 MB
Game over music	Not_Interested_by_Dan_Knoflicek	2.24 MB
Background music	SummerChallenge_by_Ted_Kerr	2.20 MB

Animation List

Character	Animation Names	Description
Seagull	Walking	Seagull walking animation
Crab	Cannon Fire	Recoil from the fire of a cannon.