

BACK TO BLUE - ART BIBLE

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VALUE STATEMENT

Back To Blue is a single player game about cleaning up the pollution in the reefs of the Caribbean. The art style is very minimalistic and child friendly. With thick outlines around the player character making them stand out from the background. As the player picks up the pieces of trash the environment lightens as it begins to be purified turning from a dark grimy sea to back to blue.

VISUAL DIRECTION

The art style features lineless environment assets, with thickly lined character assets. The style will be rather painterly, colored with a textured brush effect.

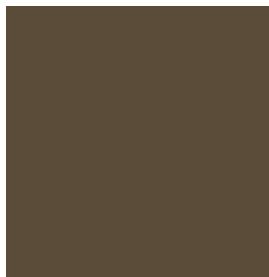
UI

Most of the UI will be integrated into player feedback (sound and visuals) minimizing screen clutter. Allowing the player to focus on the game.

COLOR PALLET

Colors are fairly simple with browns being used for before being cleaned, and then the blues being after being cleaned.

The green can be used for either before cleaned it will be used as algae, and for plant life after being cleaned.



BACK TO BLUE

Back To Blue is more visually complex than our other two concepts. While the player is solving the puzzle the world has a green tint to it. Darker shapes in the foreground act as the player bounds.



BACK TO BLUE

Lighter rock formations in the background allow a sense of depth, some more midtones will be added. For the greener scene the colors will be pushed more to really portray the death of an ocean. A more distinct player character will be added since its current features feel a bit lost.



INITIAL INSPIRATION FOR BACK TO BLUE



POLLUTION IN THE CARIBBEAN

Plastic- lots of floating garbage dumps (Bags, Bottles, Utensils just literally covered in garbage)

Huge amount of fishing ships and the waste that comes from the ships themselves.



CREOLE WRASSE (PLAYER CHARACTER)

Or known as Sand-reef Wrasses

Western Atlantic & Caribbean

Color Varies

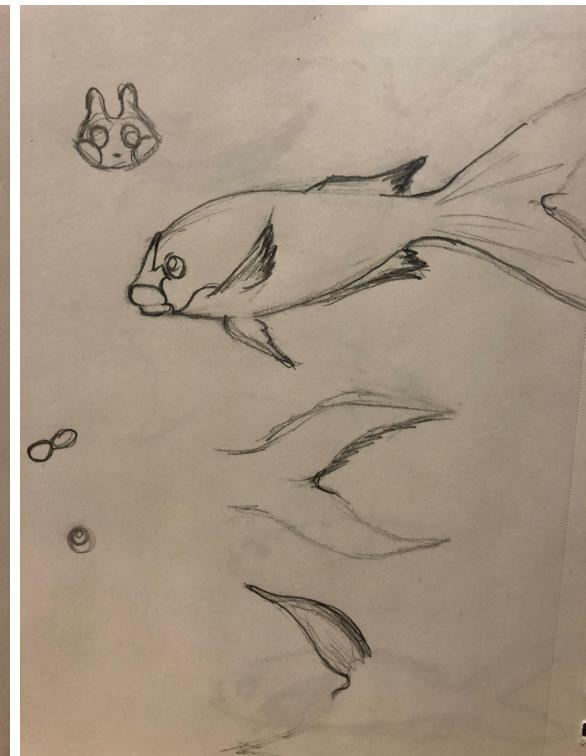
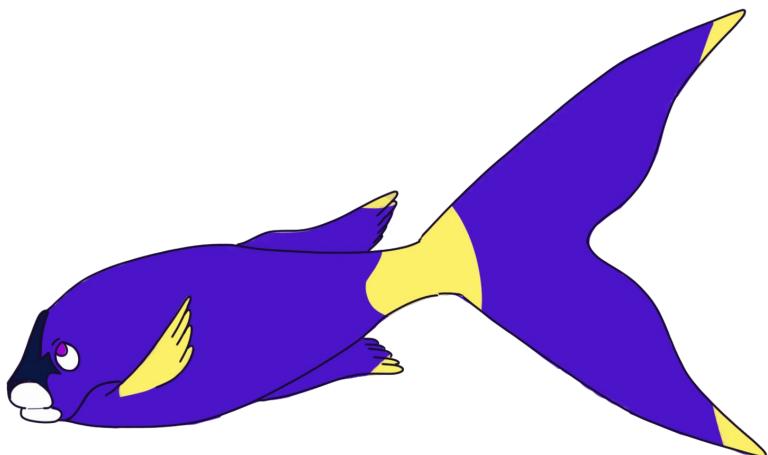
Length - 20cm Depth - 9-25m

Swim a little above the coral reef,
only going into spots for food.

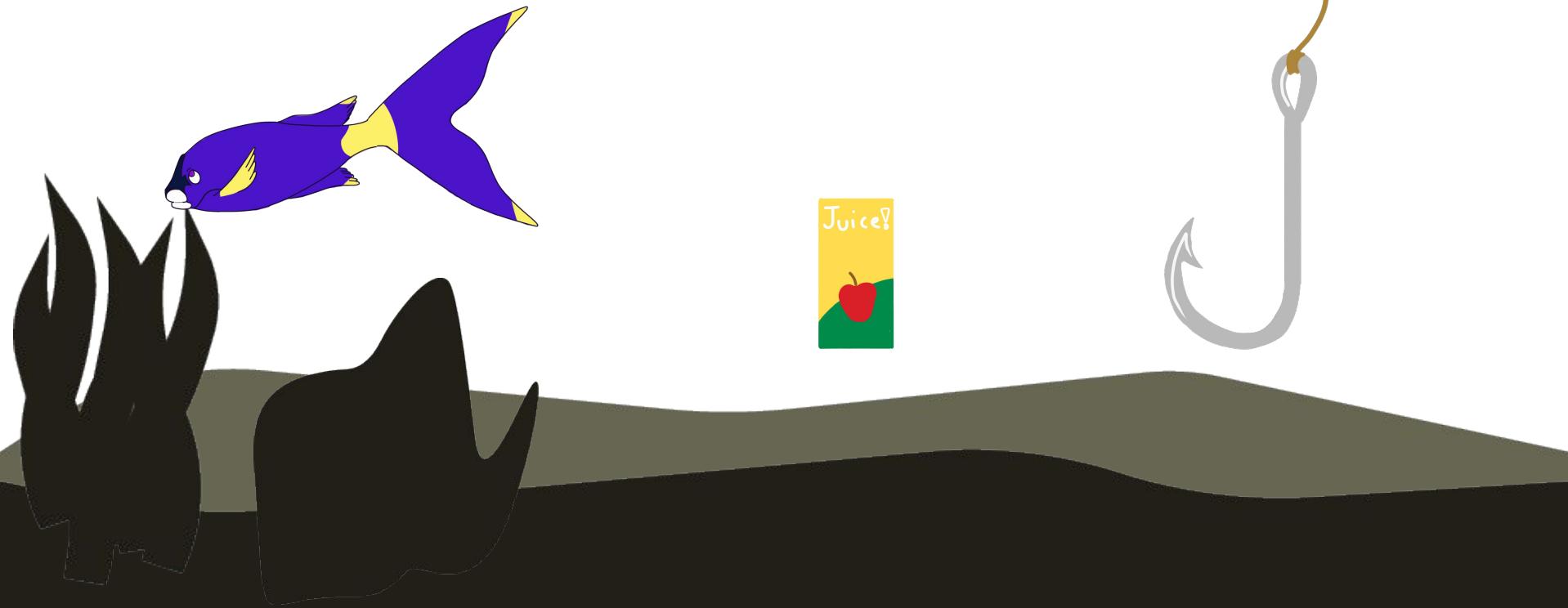
They have teeth. As they age they
change a lot in color and in shape.
First to rise last to go to bed.



CREOLE WRASSE (PLAYER CHARACTER) CONCEPT SKETCHES



BASE ENVIRONMENT ASSETS



CREOLE WRASSE (PLAYER CHARACTER) ANIMATION REFERENCE



CARIBBEAN REEF SHARK

Also known as a Reef Shark

Extra back tip to their back fin.

Curved dorsal fin, long gills.

10 meters long. White to light yellow.

Large eyes and has a small and round snout.

Lives in the Western Atlantic Ocean.

They can purge. Sleep on the ocean floor or within reef caves.

They do a threat dance, essentially a zig zag motion



CARIBBEAN REEF SHARK (ANIMATION)



INSPIRATION: CORAL WRASSE



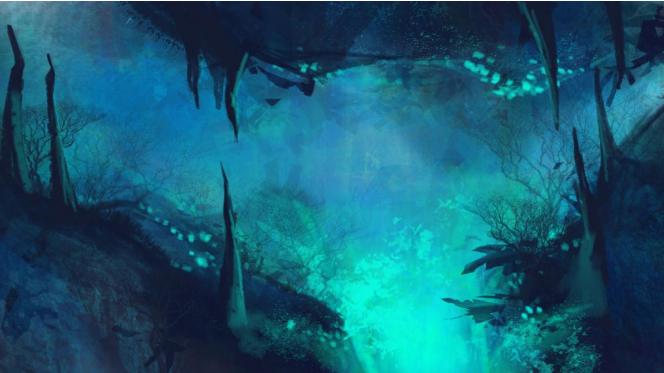
INSPIRATION: NATURE



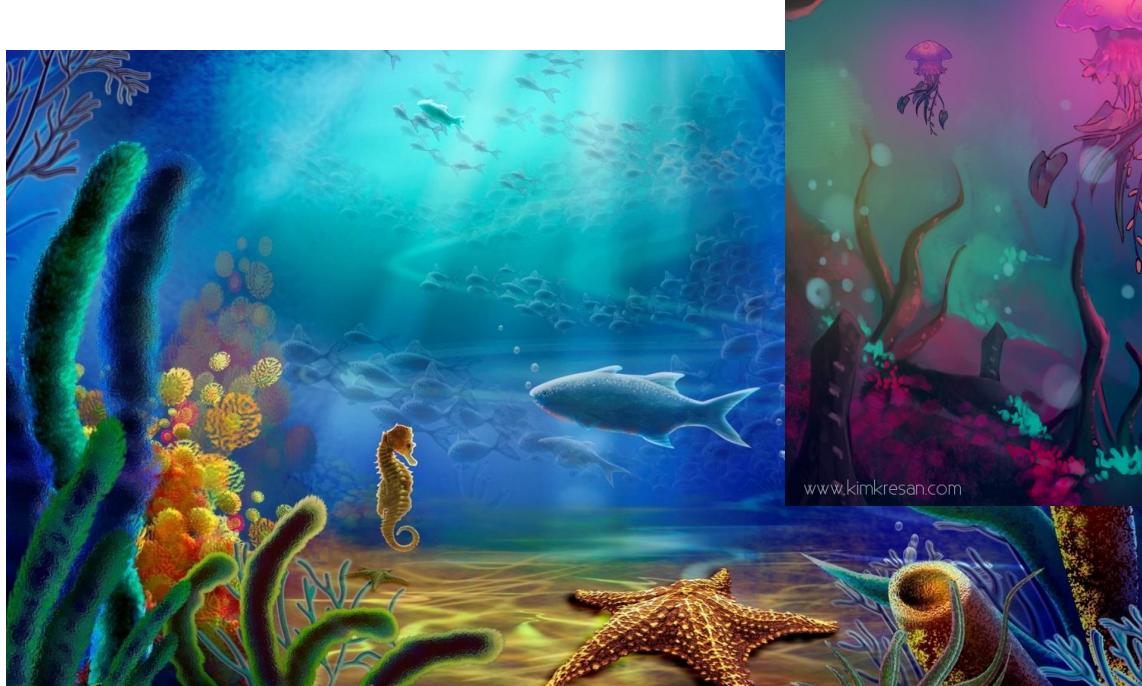
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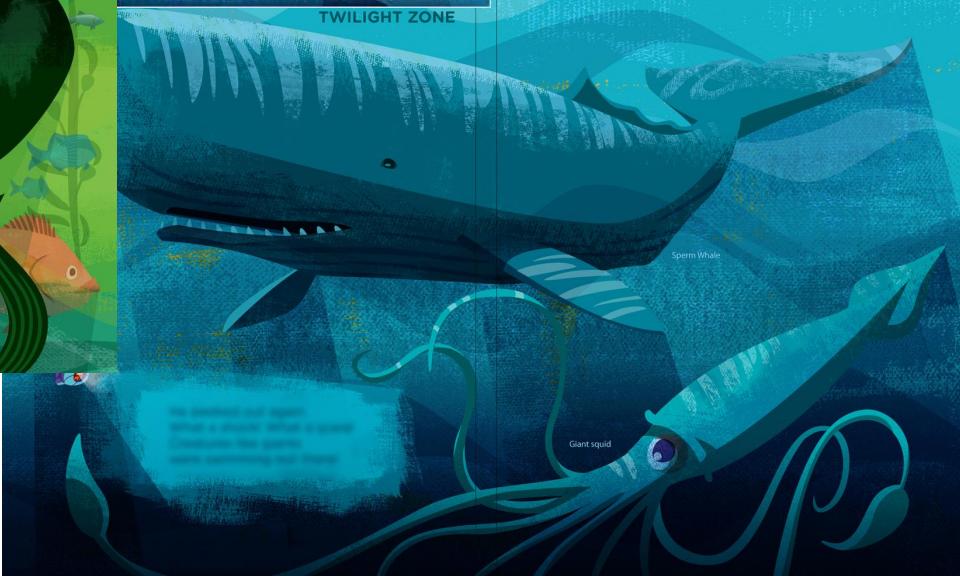
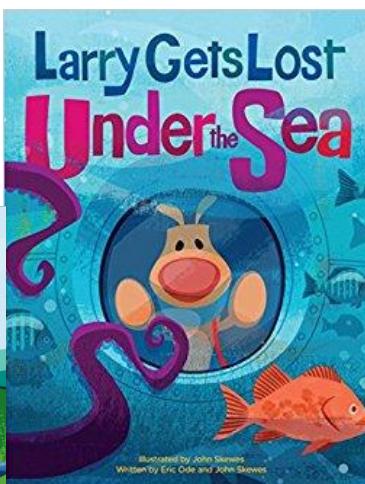
INSPIRATION: CONCEPT ART (OTHER ARTISTS)



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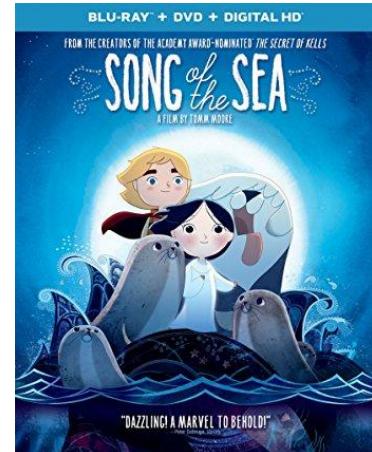
INSPIRATION: LARRY GETS LOST



INSPIRATION: SONG OF THE SEA



a alamy stock photo



INSPIRATION: EATME.IO



THINGS TO DO FOR SPRINT 3

UI

Shark, Larry, beginning animations

Tiliable pieces

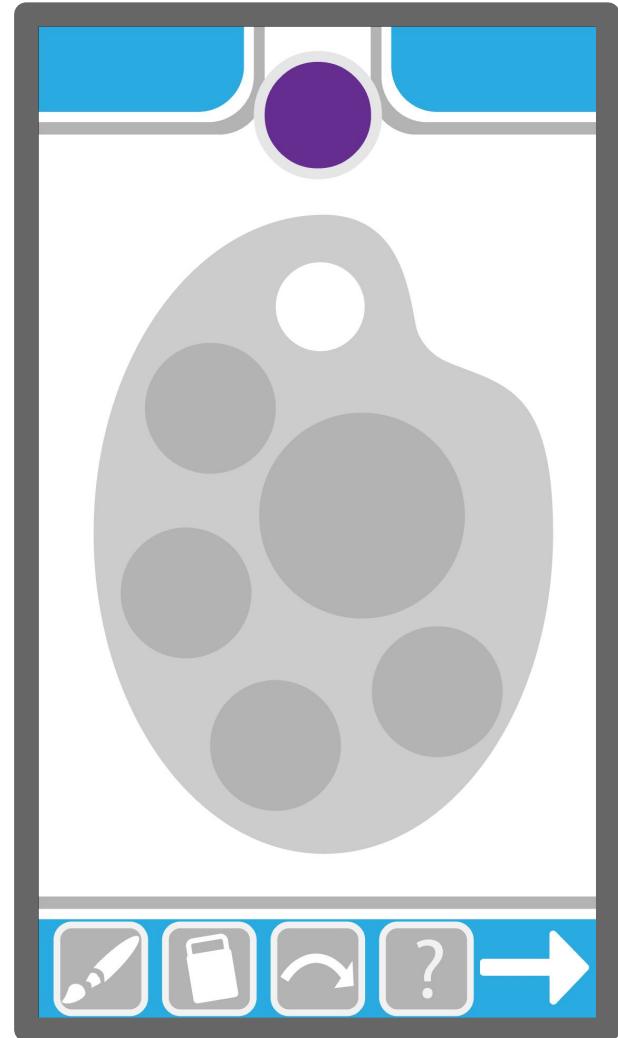
Opening pieces

More parallaxing pieces

OTHER GAME
CONCEPTS!

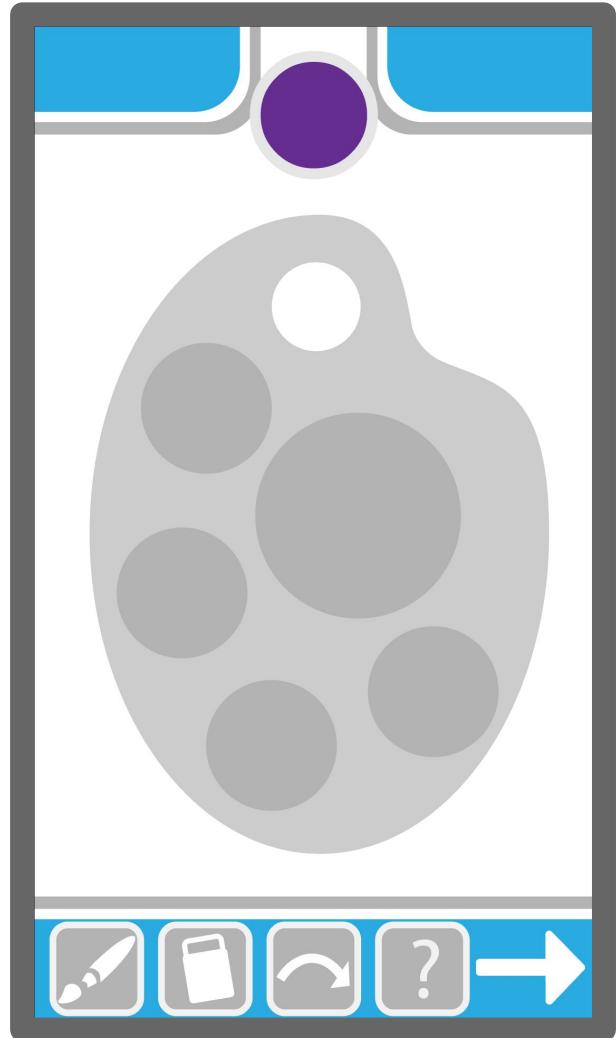
COLOR COLLIDE!

Color Collide surprisingly is not a very visual colorful game. It's about making color so in the spirit of cleanliness the palette itself is a gray along with simple helpful buttons towards the bottom. It is the player's goal to create different colors. The game is visually simple due to our target audience.



COLOR COLLIDE!

Our target audience is meant for young kids, so instead of text I've used symbols to represent the different tools they have. Each edge is rounded making it more friendly to the eye. The accent blue to add some visual interest as well as pull from the calmness the color blue brings. Each piece of UI is large and readable.

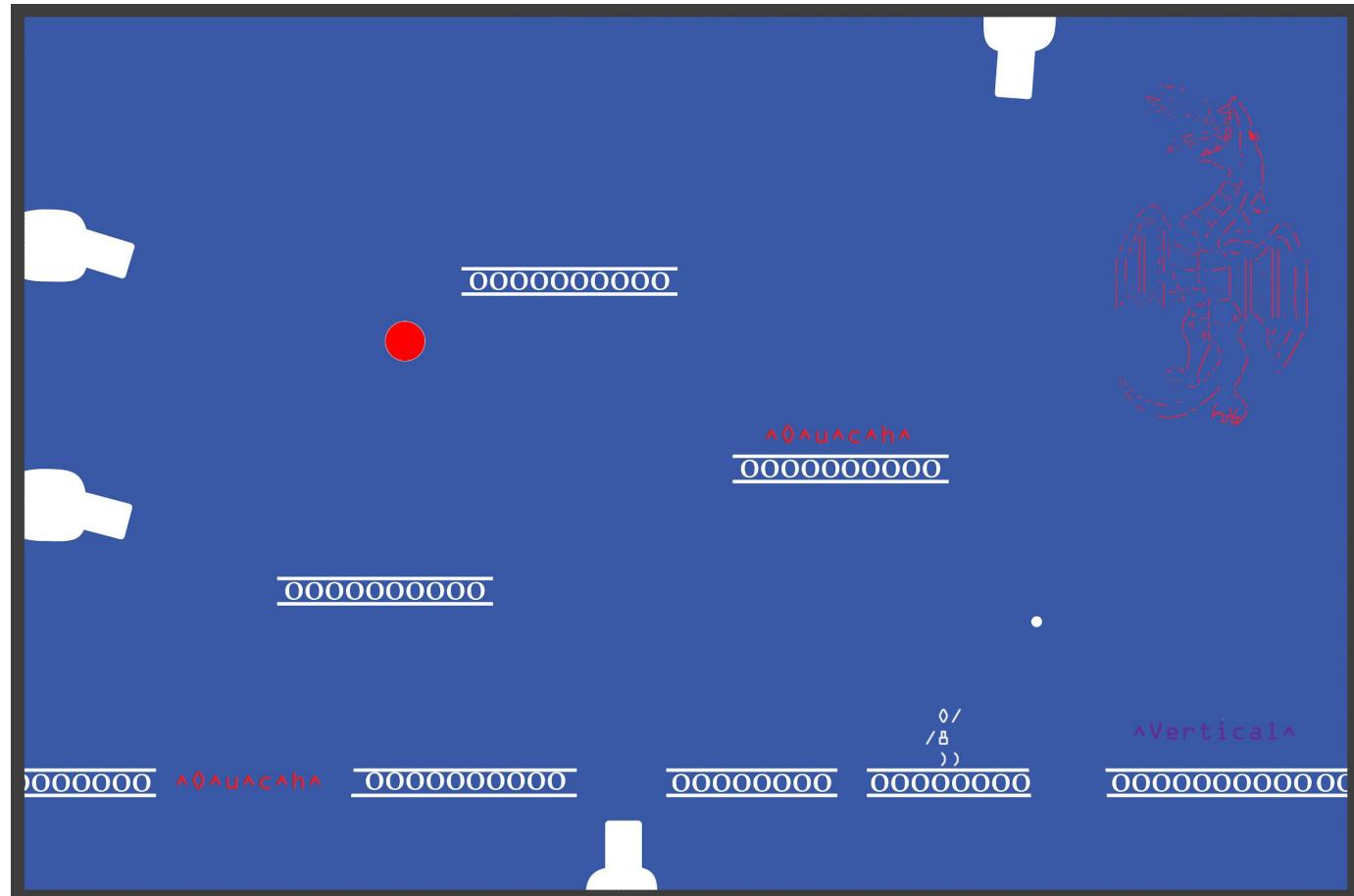


INSPIRATIONS FOR COLOR COLLIDE!



BLUFOOT

BluFoot is another visually simple game to go along with the theme. The game is about a person trying defeat monsters that are essentially parts of a computer virus.

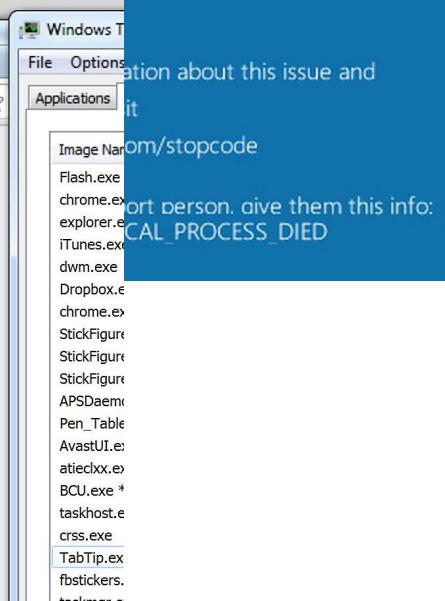
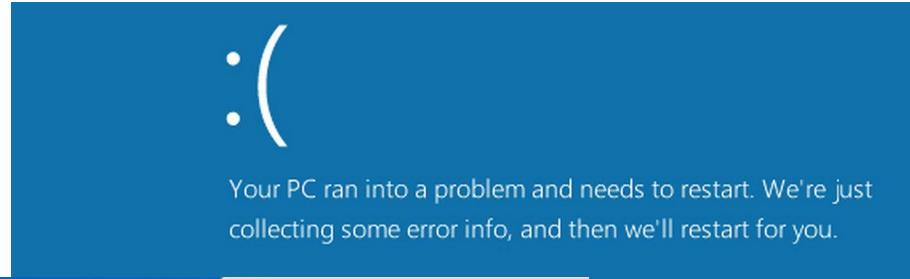
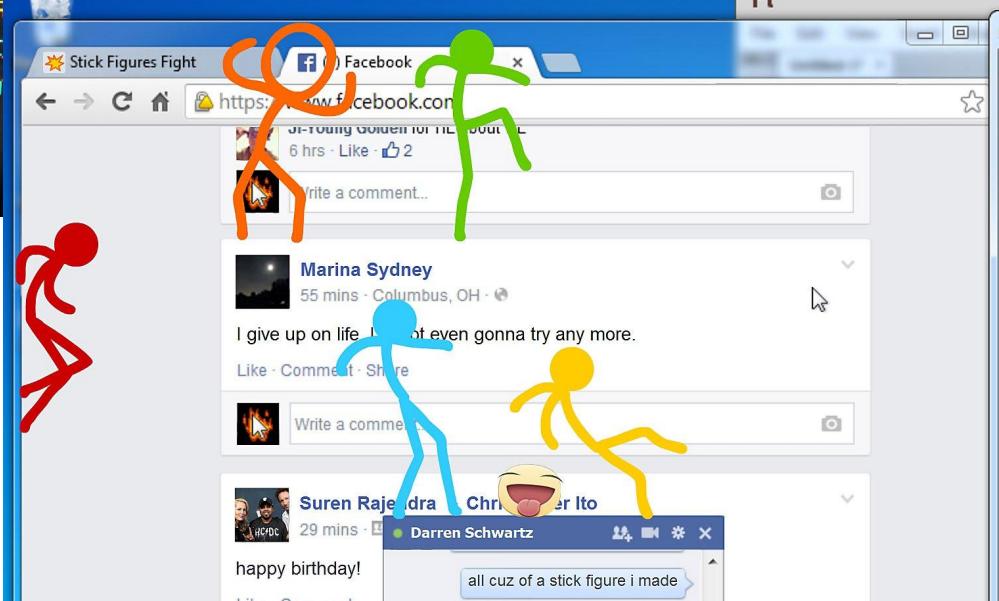


BLUFOOT

I kept things in the style of a broken computer so a blue screen, text and symbols used as platforms for the player and the different interactions. It definitely needs to be pushed further than this but that is essentially the essence of the game.

INSPIRATION FOR BLUFOOT

```
BEGIN_DATA@_LD 0
SET_A_DATA TO 0 1
SET_B_DATA TO 0 0
SET_C_DATA TO 0 0
& 1
FINALLY_ 0
GO_HERE_ 1
W/O_RUSTERTING 0
C_DATA IS OVER 99? 0
LOAD_GAME 1
0
3_R_D-> 0
LOOP_-> 1
THIR#-> 1
A_DATA +25 1
B_DATA +25 0
C_DATA +25 1
U 0
B_DATA IS OVER 99? 1
C_DATA +25 0
D 1
E 0
F 1
G 0
H 1
I 0
J 1
K 0
L 1
M 0
N 1
O 0
P 1
Q 0
R 1
S 0
T 1
U 0
V 1
W 0
X 1
Y 0
Z 1
```



WORK CITED

Color Collide- <https://play.google.com/store/apps/details?id=com.appquiz.educational.games>

coolmompicks.com/blog/2014/12/15/coloring-books-for-older-kids-adults-marisa-anne-wendy-piersall/

<https://www.youtube.com/watch?v=LcyK6H9Cx8w>

BluFoot- http://store.steampowered.com/app/405640/Pony_Island/

https://en.wikipedia.org/wiki/Blue_Screen_of_Death

<https://www.youtube.com/watch?v=Qb1VvUf21L4>

Back To Blue- https://en.wikipedia.org/wiki/Rayman_Origins

<https://www.ft.com/content/7954eaaa-c184-11e6-9bca-2b93a6856354>

<https://giphy.com/gifs/bbc-stargazing-live-3og0lMh7rRNPtNSK9q>