

# Art Style Guide

By

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(Team 6)

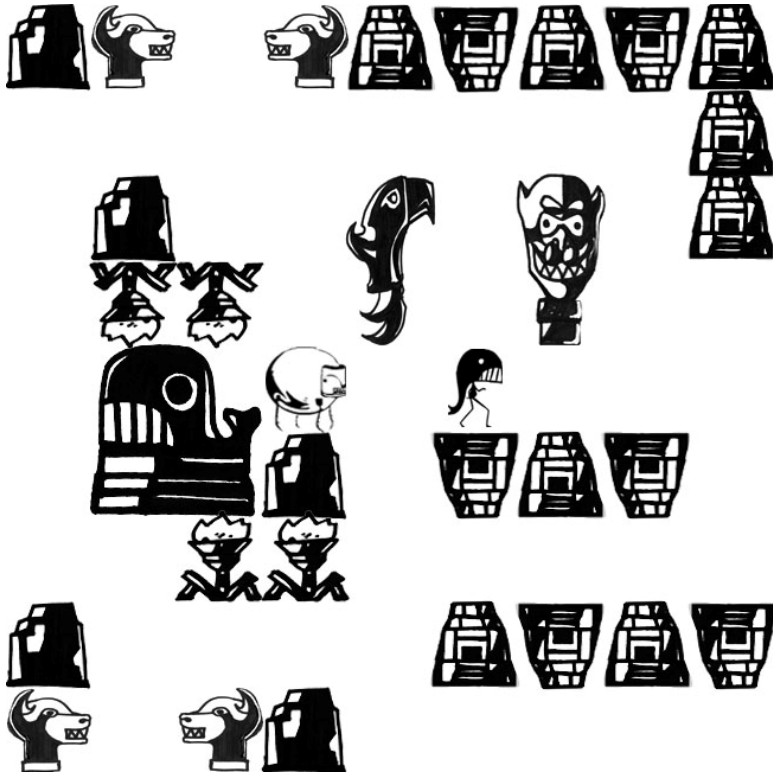
For

***Rain Shaman Saves the World Game***

(definitely a working title)

6-24-2009

## Visual Direction of In-game Graphics



Idea 1 – see right.

Hand-drawn black and white, high contrast look. Inspired by Mike Mignola, Nick Stakal. It could possibly fail due to graphics' being too harsh and it potentially confuse players as there are no visual clues to separation of main characters and surroundings.

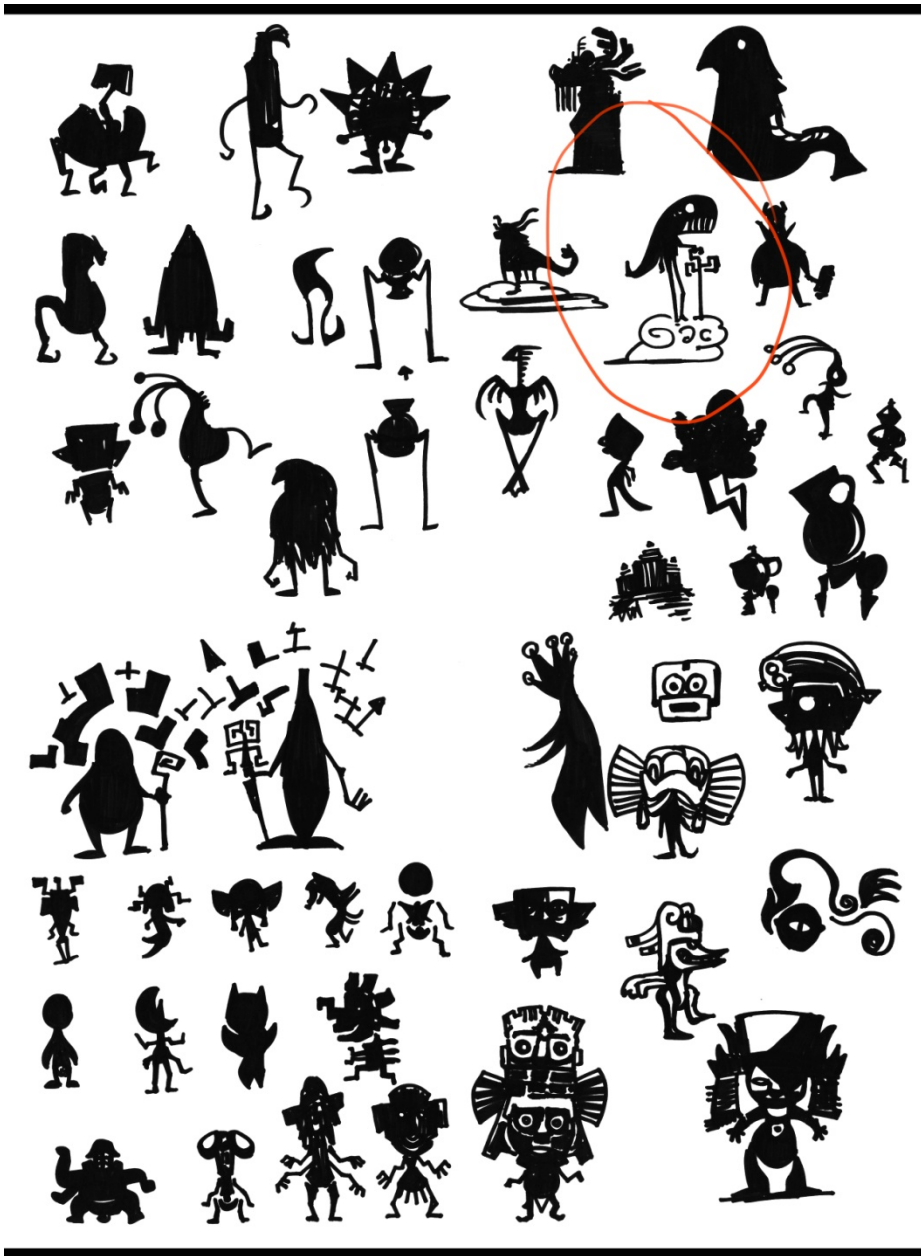
Idea 2 (iterated) – see below

Solution to above is to produce a look like Aztec manuscript: where in terms of visual presentation, it is like an ancient manuscript coming to life. There are a several variations of saturation and hues to communicate a dried and dying tribal village.





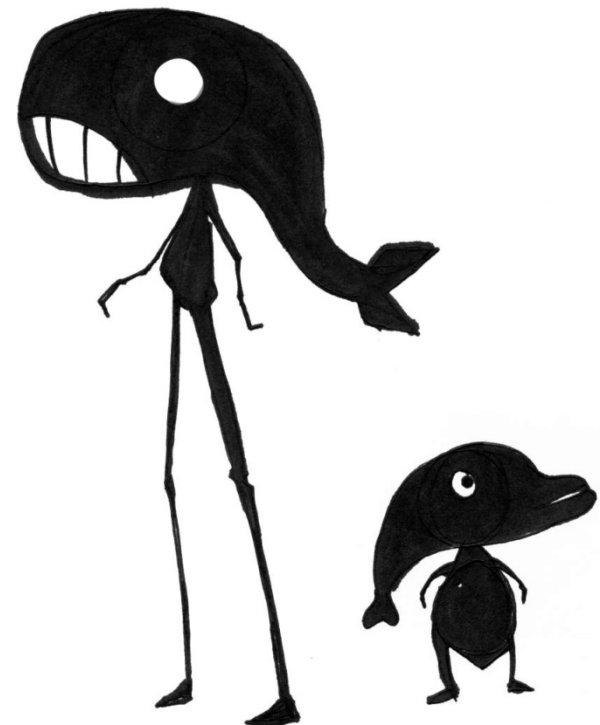


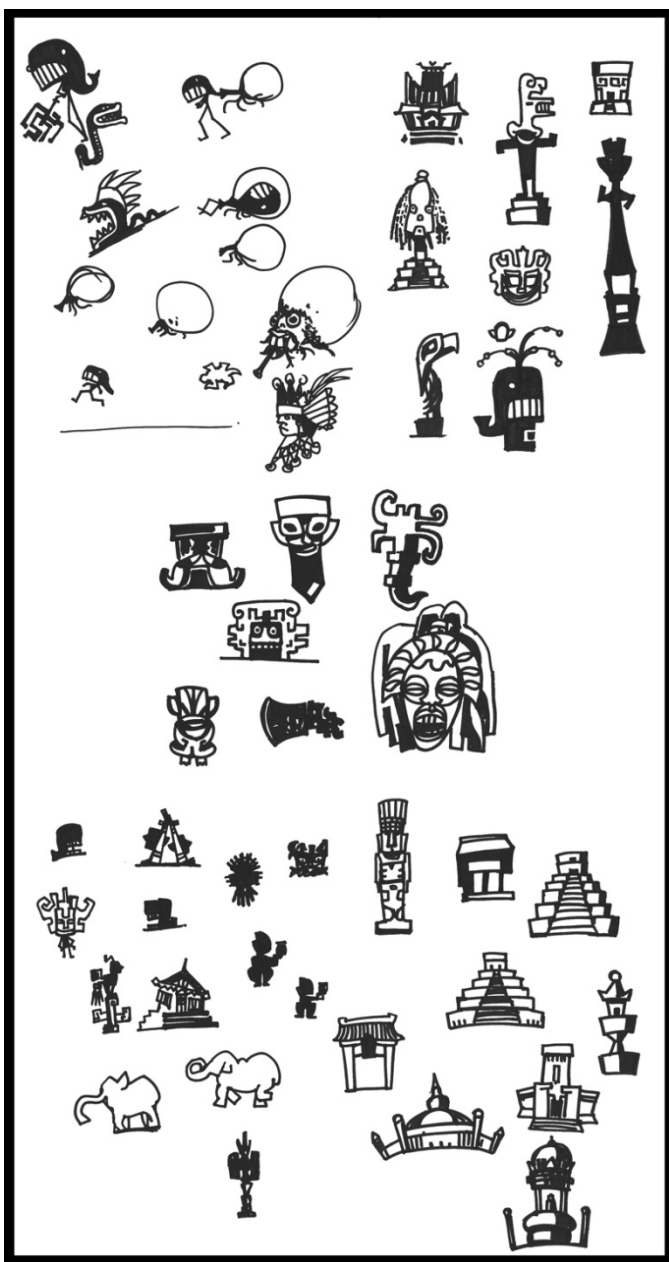


## Characters

The Rain Shaman and his Disciple (below) will be playable by the player and the Sidekick AI respectively. In the case without AI, a second human player will be playing the Disciple.

They should be depicted as monochrome side profile silhouette in line of Egyptian hieroglyphs. This also simplifies animation =D





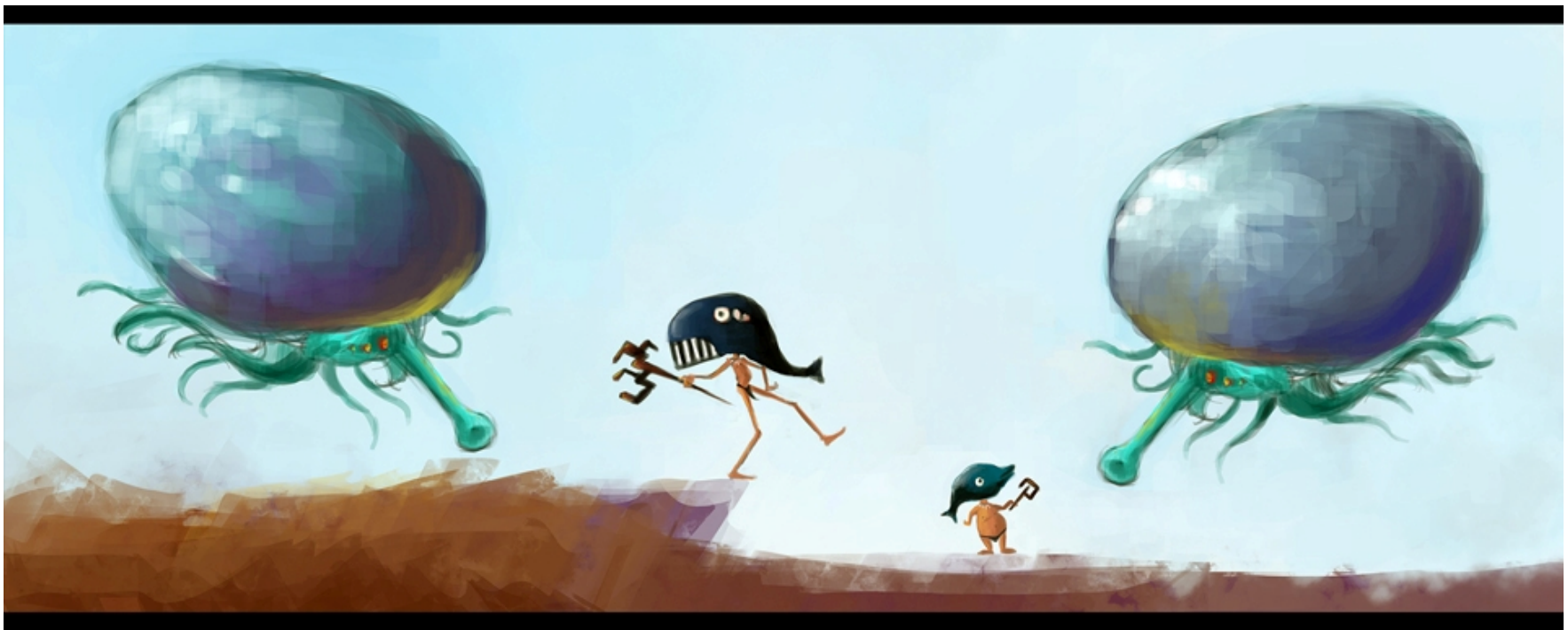
## Landscape and Architecture

In the beginning there is a famine, drought, no rain etc. The ground is dried and dying. When water is released, the landscape changes and flowers and plants bloom and grow (see *Altered Landscape System* in GDD).

The plants will be cursive, elegant lines that contrasts the existing architecture built with hard, sharp shapes.

Architecture should also be referenced from ancient animistic civilizations like the Aztec and Sanxingdui.

Buildings should be styled in the fashion of those cultures, which will be able to fit in various sizes of tiles for the maze, e.g. house fits in a 1x1 tile, bird totem in 1x2 tiles, whale statue in 2x2 tiles.

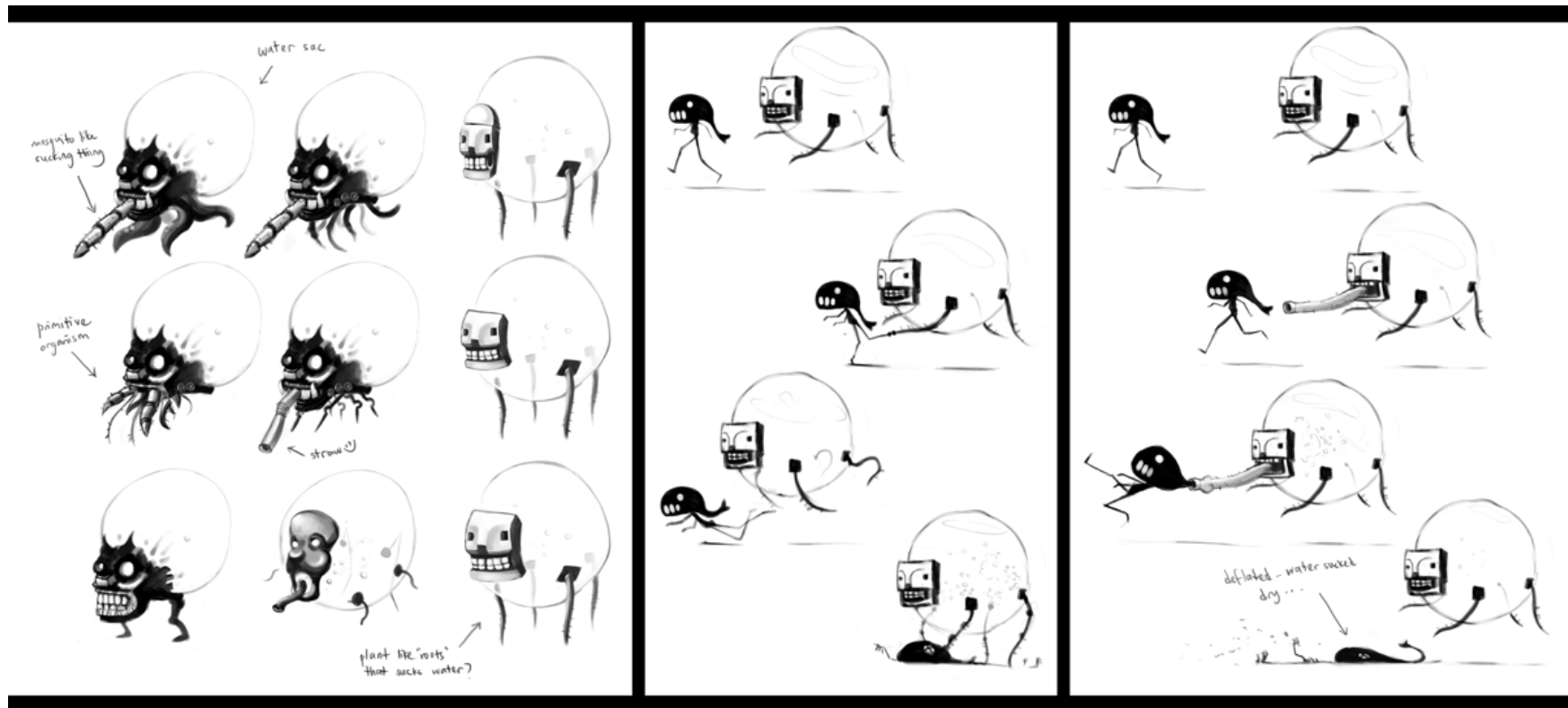


## Enemy – Water Bug (temporary name)

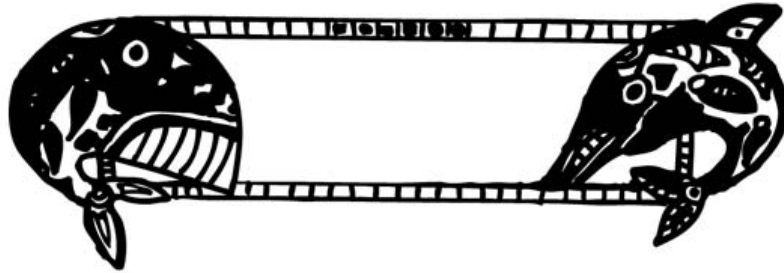
These creatures of ancient legend has root-like tentacle to suck water from anything, anytime, anywhere.

If the player gets caught by it, it sucks the water out of the shaman's body, thereby killing him and Game Over.

The player's objective is to collide two or more of these to release the water trapped in them, activating the *Altered Landscape System*.



## GUI Design



In line with the tribal, mystical look of the game world, the GUI design should be styled similarly.

Designs of buttons, menu layout will communicate and reflect an ancient shamanistic civilization.

