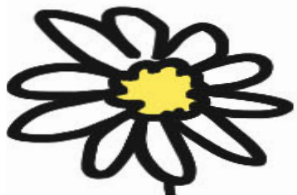


Daisy Chain Game Design Proposal

Prepared for
Assessment 1 CAMF 6004



PROJECT BACKGROUND

As passionate artists, my partner and I have always striven to work on projects that are both meaningful to us as individuals but also challenging. I have been working on my skills in traditional art for 10 years but in the last year I have seen a shift in my style and workflow as I decide to work digitally. Digital art has opened many doors for my passions in character and environment design as I learn more about the field. Ed has been interested in gaming and its relation to art for 2 years and has been working digitally for the majority of that time.

Gaming is something I have grown up surrounded by, enjoying the simple platform style games like *Sonic* to more in depth and difficult puzzle games like *Portal*. Ed's passions and extensive knowledge of gaming comes from being a RPG player for almost 10 years.

Character and environment design as well as story making are all intrinsic to a games foundation and are all parts of the creative process I find most enjoyable whilst Ed wants to reach deeper into the world of gaming using his artistic skills.

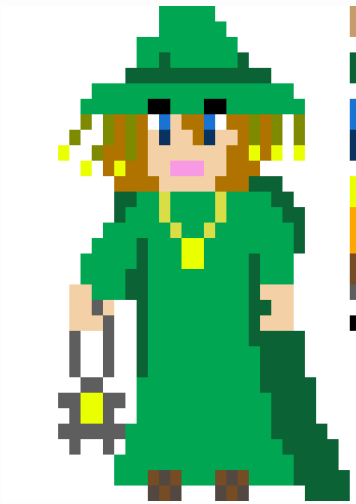
With this in mind, my project is to design a game that encompasses both simple movement based tasks and more difficult puzzles to keep the players attention. This all with a focus on the things that I am most passionate about. I want to make a game that is story focused and create characters that are personable, memorable and individual.



OBJECTIVES

To meet the goals outlined, our objectives for creating Weatherless are:

We aim to design a game logo that can be used when advertising the game. The logo should be minimal and pixelated that can be used as a profile picture for our games social media, including DeviantArt, Twitter and instagram.

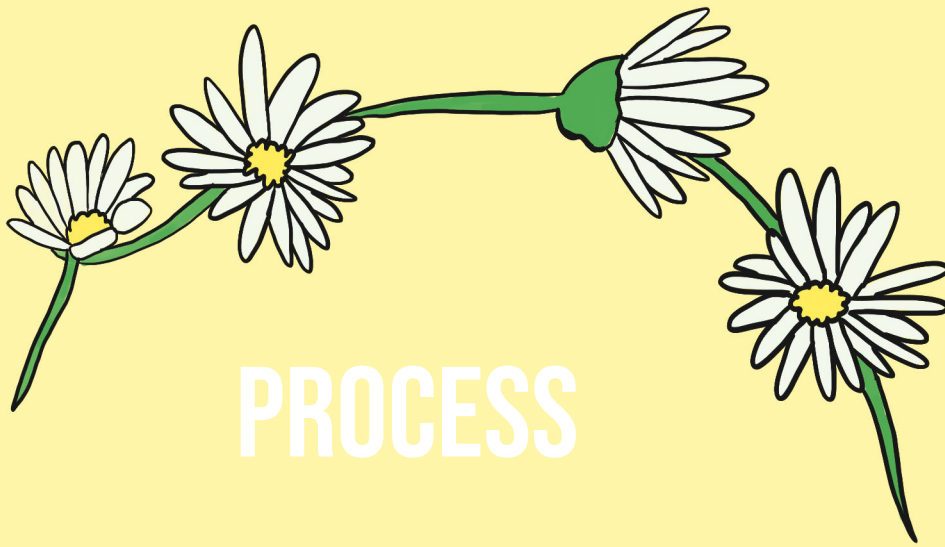


In the next year, we aim to create and have our concepts and designs approved for the main characters and NPC's including all sprites and animations. This will also include any items that the characters interact with and menu icons. Also key to creating an immersive experience we will be creating designs for the environments and map layouts.

DEVELOPMENT PROCESS

Daisy Chain wants the design project to go as smoothly as possible and so we have created an in depth plan that lays out each step of our process in creating character designs.

This step will be repeated for all elements of the process including environment designs.



PROCESS

- Begin design research
- Create moodboards
- Discussion and approval of design plan
- Initial design creation
- Feedback
- Finalise designs
- Create sprite designs.
- Work on sprite animations
- Create cut scenes in procreate and Premiere.

OUR TEAM

Megan Phillips



I am a digital artist working on developing skills in character and environment concepts. I have been honing my skills as an animator as my major project is a minute 30 seconds poetic animated piece.

Eddie Elliott



I am an amateur artist who has been practising for 12 years as a hobby. I am primarily a traditional artist with a focus on character design and learning colour work.

