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Art Style Document ver. 1.0.5

Smash the Castle

(working title)

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Art Style Document History

This is a living design document meaning that it will be edited and changed to reflect design changes made throughout the production of the game.

DOC VER	DATE	NOTES
1.0.0	09/18/2013	Initial version of the document.
1.0.1	09/19/2013	Small formatting changes.
1.0.2	09/25/2013	Added screen grabs and Castle elements.
1.0.3	09/25/2013	Some small text changes.
1.0.4	09/25/2013	More small text changes ("cell" to "cel").
1.0.5	09/25/2013	Placed new screen shots.

Overview

Smash the Castle will include the following elements:

- The Environment is downscaled so that objects appear larger. This will be in various rooms in a human house as well as areas outside (including in a tree, in a garden, etc.).
- Castles/Fortresses are formed from household and homestead items (e.g. pencils, rulers, toys, garden tool, etc.).
- You launch Projectiles from a catapult made from household items (e.g. mouse trap with spoon).
- The Environments will have time-of-day lighting and (possibly) seasonal attributes.
- Soldier archetypes will include a basic Soldier and a larger, harder to topple Soldier.
- There will also be appropriately themed Offensive (attack) Items that activate when hit by a Projectile. These may include:
    - A stationary explosive object.
    - A large, moving massive attack creature or object.
    - An object that swarms and only attacks the soldiers.
    - A stationary object that, when hit, dashes at the fortress.
- There will be appropriately themed Defensive items (in Multi-Player Mode) that Players can place around their Castle.

Story (Premise)

Single-Player Mode

You are the Leader of the cute Clan of Ittles and have to defend your territory in and around the Human's House.

The cranky Rat Queen has set up fortresses ("Castles") and stocked them with her Rat Minion Soldiers to try and claim areas of the house as her own and capture your fellow Ittles. She also works with the Sugar Gliders – and the Sugar Glider King - who protect the outdoor Castles.

You must fling items to destroy the Rat Queen's and Sugar Glider King's Castles and thwart their territorial takeover as well as free trapped Ittles.

Multi-Player Mode

For the game's Multi-Player Mode, the Story Premise remains the same although the sides are essentially irrelevant as each Player is a Protagonist.

Graphic Concepts

The game will utilize cel shading (within Unity), 3D character models with painted textures and some painted elements.

These objects may include:

- Cute, likeable and (nearly) universally appealing 3D cartoon characters (cel-shaded): Ittles, Rats and Sugar Gliders (see the Main Characters section).
- Stackable objects that are used to construct the "Castles" as well as objects scattered around the room (cel-shaded). (See the In-Game Elements section).
- Indoor terrain including Walls, Ceiling and Floor (cel-shaded).
- Outdoor terrain including Sky and Ground (cel-shaded).

Main Characters

Primary Character Types

Ittles (a.k.a. Clan of Ittles) – These are the main protagonists and your "Soldiers" of the game. Your fellow Ittles are also being held captive by the Rat Clan.

Ittle Prince/Princess – This is the leader of the Ittles. You are playing the game as this character.

Rat Clan – This is a clan of rat-like creatures and the game's main indoor antagonists/opponents. These are the game's "Soldiers" for the Levels that take place inside the House.

Rat Queen – This is the leader of the Rat Clan and the main "Boss" of the game's indoor Stages.

Sugar Glider Clan – This is a clan of sugar gliders and the game's main outdoor antagonists/opponents. These are the game's "Soldiers" for the Levels that take place outside the House.

Sugar Glider King – This is the leader of the Sugar Glider Clan and the main "Boss" of the game's outdoor Stages.

Rough Concepts

These represent rough concepts of each Soldier type.

RAT SOLDIER

Example of a Rat Soldier (rough concept - not a final concept).

SUGAR GLIDER SOLDIER

Example of a Sugar Glider Soldier (rough concept - not a final concept).

ITTLE SOLDIER

Example of an Ittle Soldier (rough concept – not a final concept).

Early Game Mockups

Below is an early concept for the game that shows cel-shaded Castle/Fortress elements and relative environmental proportions.

Below is an early concept for the game that shows different Castle/Fortress elements (along with an early alternate Catapult and early Rat Soldier).

Prototype Screenshots

This screenshot shows a basic game room with very basic floor, walls, ceiling and Castle structure elements.

Please Note: This is a work in progress and represents very early, unfinished elements. (For example, the Soldiers are placeholders and the Catapult is not shown).
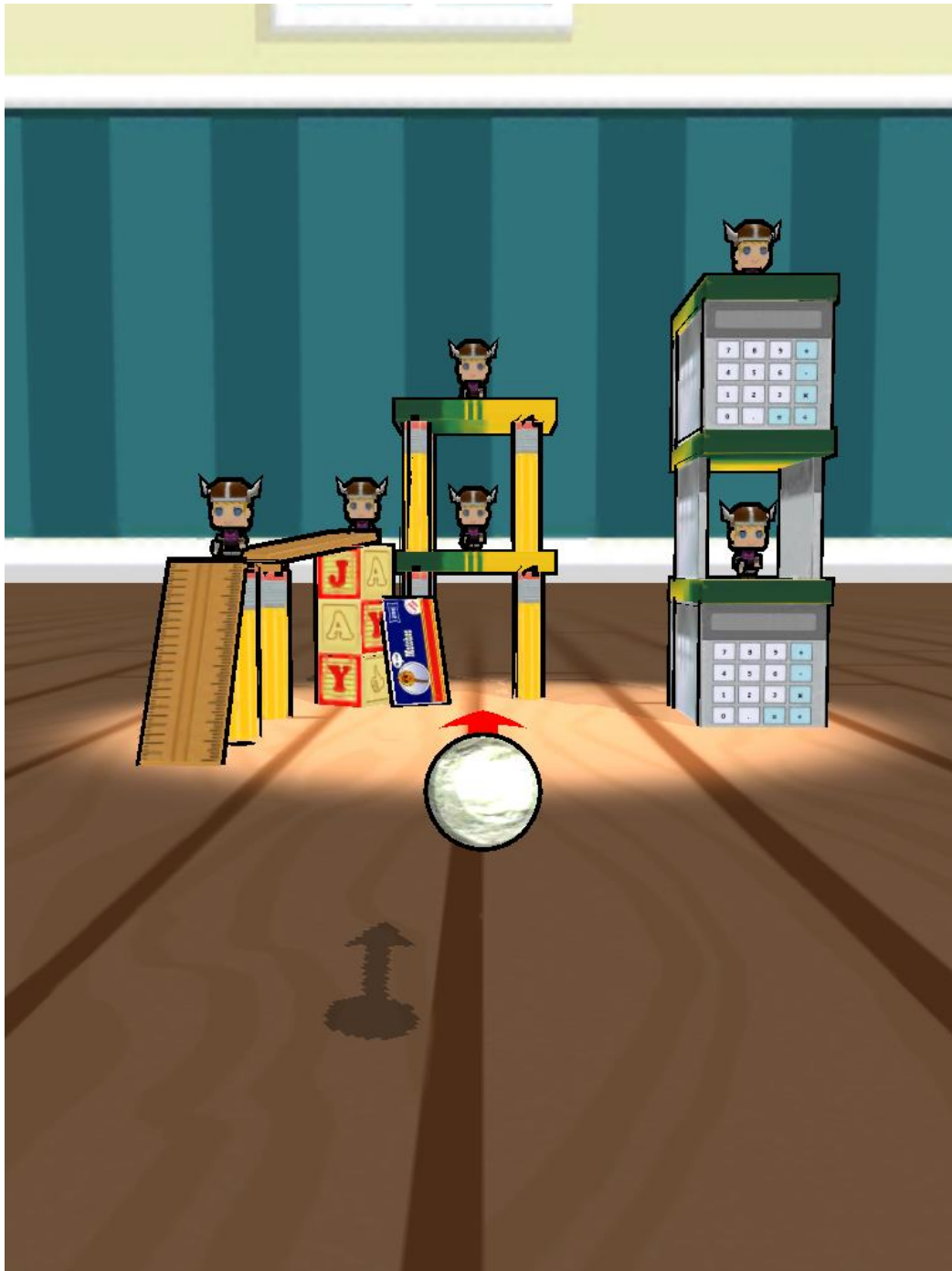
The following screenshot shows the Castle above after it has been hit by a simple Projectile.

Please Note: This is a work in progress and represents very early, unfinished elements. (For example, particle effects have not yet been created.)
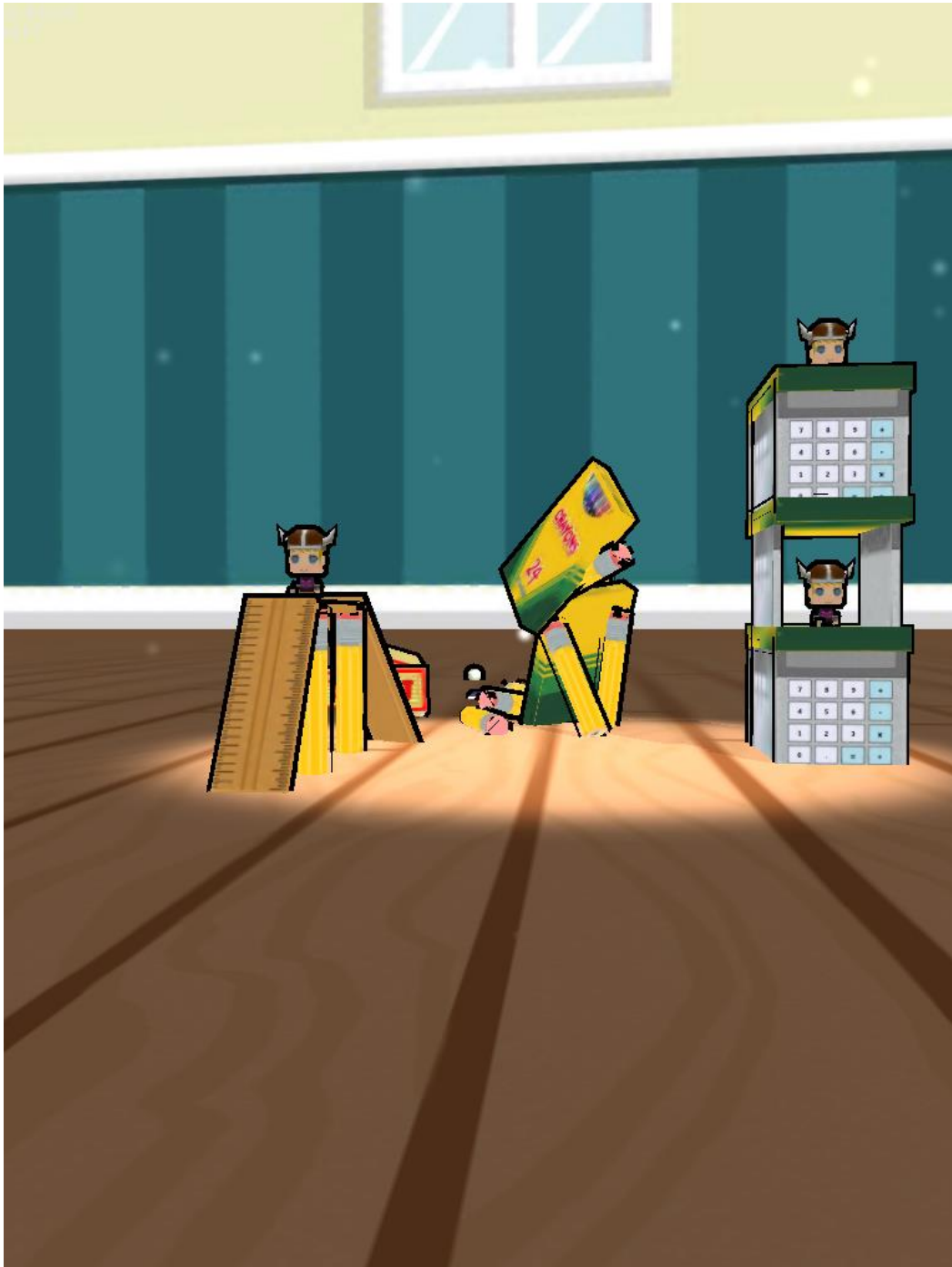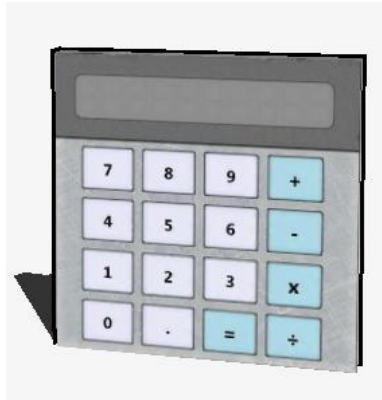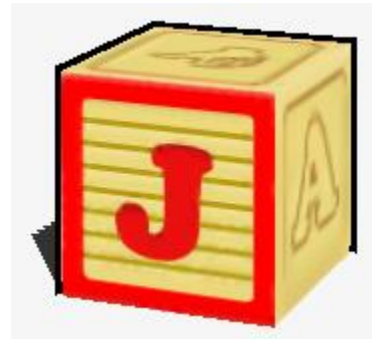
In-Game Elements

Below are examples of some of the elements that will be used to construct Castles. (This is not a complete list and may not reflect the final appearance of each item).
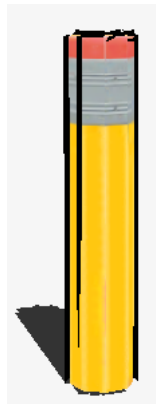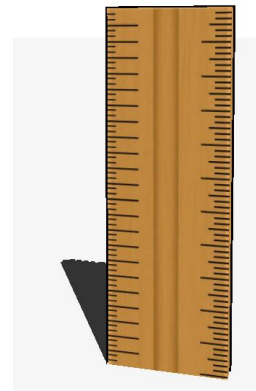
A box of crayons.

A pocket calculator.

A kid's letter block.

A box of matches.

A wood pencil.

A wooden ruler.