

HEADVENTURES IN THE UNDERWORLD

ART DESIGN DOCUMENT V1.5

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GAME OVERVIEW

Headventures in the Underworld is a 3D isometric action game where the player controls the Body and the Head of their character separately from each other in order to attack enemies with their Head, and evade them with their Body. Two kids, **Gus** and **Olivia**, long to escape from the boring suburbia they live in. But when they summon a demon who promises them an adventure, they get more than they bargained for after he tricks them into having their Heads lopped off and transports them to a realm of nightmares. **Gus** and **Olivia** must use the spirits of their lost Heads as weapons to defeat minions of the underworld, solve devilish spatial puzzles, and ultimately reclaim their stolen Heads!

STYLE

We are aiming for a cartoony style, avoiding realistic characters or environments. The protagonists and enemies we face are usually over-animated and have exaggerated proportions, having big heads and huge hands and feet.

The background assets twist and deform in impossible shapes, as their vivid colors give players the sense that they are in a fantasy world, as opposed to a literal hell.

The color palettes for both characters and environment are intense and glowing, similar to many colorful classic children's animated series and films.



BAD STYLE



GOOD STYLE



RESEARCH & MATERIAL GATHERING

Headventures in the Underworld aims to have a colorful and exaggerated visual style. Even when the main characters are in a “hellish” and spooky Underworld, it will be portrayed in vivid colors. With the prominent use of saturated green, purple and orange tones we want the players to feel as though they’re not in a scary place, but a magical and extraordinary one.

Movies

The Goonies Richard Donner (1985) [IMDB](#)

The film's premise features a band of pre-teens who try to find an old pirate treasure in order to save their houses to be converted in a golf resort. The inspiration comes from the idea of young kids having adventures in extraordinary worlds, facing all kind of problems and traps, and resolving puzzles to succeed in their quest.

The Evil Dead Sam Raimi (1981) [IMDB](#)

This horror movie has manages to fuse both scary situations and laugh out loud comedy with its irreverent tone. The film involves the summoning of creatures through the reading of a book called the Necronomicon, similar to the method used by Gus and Olivia to summon the antagonist in our game.

Up! Disney/Pixar (2009) [IMDB](#)

A beautiful and colorful 3D animated movie whose beginning shows the relationship between two kids, best friends, that play together and go on adventures.

Inside the Labyrinth Des Saunders (1986) [IMDB](#)

A young girl enters a fantastic world to rescue her brother. In this labyrinthine place there lives a host of whimsical creatures that will help the girl to succeed in this mission, but also some other creatures that want to stop her.

TV Series

The Grim Adventures of Bill & Mandy Maxwell Atoms (2001-2007) [IMDB](#)

Bill & Mandy are two kids that becomes friends with the reaper, and they live bizarre adventures within an eerie environment.

Adventure Time Pendleton Ward (2010~) [IMDB](#)

In this Cartoon Network animated series, Finn & Jake are two best friends that are constantly involved in the most awkward journeys to become heroes. The Nightsphere, a place where the souls of dead people go, is the perfect inspiration for the tone of *Headventures in the Underworld*.



Books

Goosebumps

R.L. Stine (1992-2007) [Wikipedia](#)

These terror books for teenage audiences were a huge success in the 90's. Their writer, R.L. Stine, nailed the formula of creating horror stories without using gore or violence. The stories in the Goosebumps series are more focused on mystery, paranormal activities and uncanny creatures as the products of failed experiments rather than physical or mental anguish as a method of frightening readers.

Hansel & Gretel

Brothers Grimm (1812) [Wikipedia](#)

In this 19th century folk tale, Hansel & Gretel, a brother and sister, find a house in the middle of the forest. In the house is an old woman who turns out to be a witch tricks them with candies in order to make the siblings fat so she can eat them.

Videogames

Torchlight (PC)

Runic Games (2009) [IGN](#)

Torchlight is a 3D isometric game for PC that has an attractive cartoony and colorful visual style that is similar to the style we desire for *Headventures in the Underworld*.

Luigi's Mansion (GameCube)

Nintendo (2001) [IGN](#)

The first solo game for Mario's younger brother is a huge inspiration for our game's visual and artistic target. Not only the backgrounds, the enemies and assets fit perfectly with the mood of *Headventures in the Underworld* but the music is a flawless example of the themes and sfx we want to create.

Heart of Darkness ([Playstation](#))

Infogrames (1998) [IGN](#)

A little boy afraid of the dark gets involved in the rescue of his beloved dog who has been taken to the Darkworld. With the help of some weird inventions the boy manages to survive the Darkworld, where crawling shadows and monsters try to catch him.

Medievil ([Playstation](#))

Sony CE (1998) [IGN](#)

Sir Daniel Fortesque returns from death as a skeleton knight looking for vengeance after being killed and resurrected by the same evil wizard in a funny and twisted middle age world with plenty of vivid airs and fantasy.

Environment music

Banjo & Kazooie: Nuts & Bolts OST: Grunty's Final Challenge

[\(LISTEN\)](#)

Danny Elfman: Edward Scissorhands Main Theme

[\(LISTEN\)](#)

Luigi's Mansion OST: Title Screen

[\(LISTEN\)](#)

Nightmare before Christmas: This is Halloween

[\(LISTEN\)](#)

Harry Potter OST: Double Trouble

[\(LISTEN\)](#)

Medievil Main Theme

[\(LISTEN\)](#)

Extra references

Grabbed by the Ghoulies (Game)

[IGN](#)

Braindead 13 (Game)

[IGN](#)

Epic Mickey (Game)

[IGN](#)

Nightmare before Christmas (Movie)

[IMDB](#)

Little Monsters (Movie)

[IMDB](#)

MAIN CHARACTERS

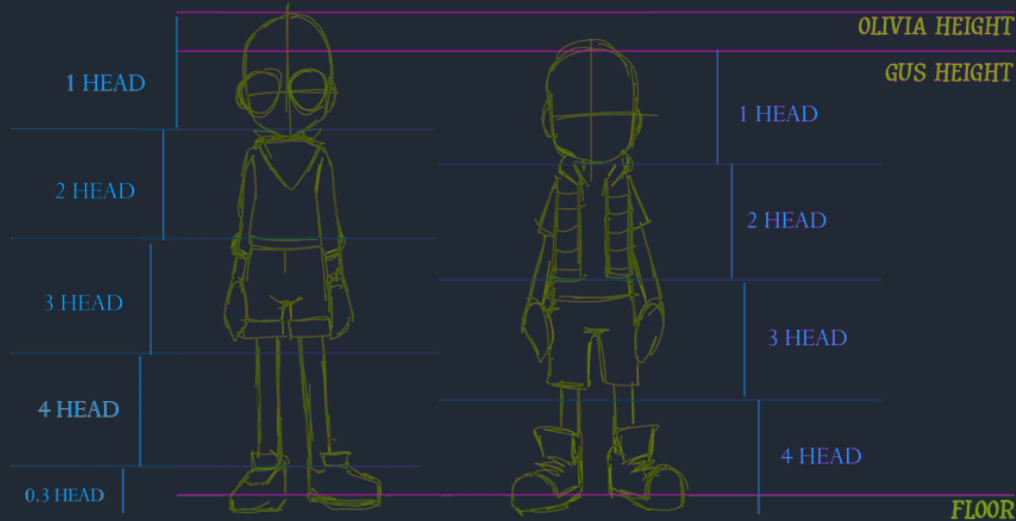
THE KIDS

Gus and Olivia are two friends living in a quiet but boring residential neighborhood. Gus is a shy 13 year old boy that has difficulty making friends. His best and only friend is the 14 year old Olivia, who lives next door.

While Gus is more relaxed and likes to play with toys and board games, his counterpart, Olivia is very active and loves outdoor activities. Olivia usually takes Gus on some kind of fantastic adventure to explore to make the boring routine of the neighborhood more fun. These shenanigans usually get them in some trouble with the adults around the neighborhood, however.

KIDS VISUAL TARGET

HEIGHT COMPARISON & PROPORTION



KIDS MOOD BOARD



GUS

Gus' mood board illustrates our desire to portray Gus as timid, somewhat in over his head, yet willing to step up to the plate to help his friend Olivia. Visually, he draws inspiration from characters from Tim Burton Films, and heavily draws from the style of Disney characters, specifically the film *Up*. Gus' color palette is primary oranges and reds to differentiate him from the environments and their heavier use of secondary colors.

GUS VISUAL TARGET

SPECIFICATIONS

POLY COUNT: 10.000 (INCLUDING HEAD)

TEXTURE MAP SIZE: 2048X2048 (2K)

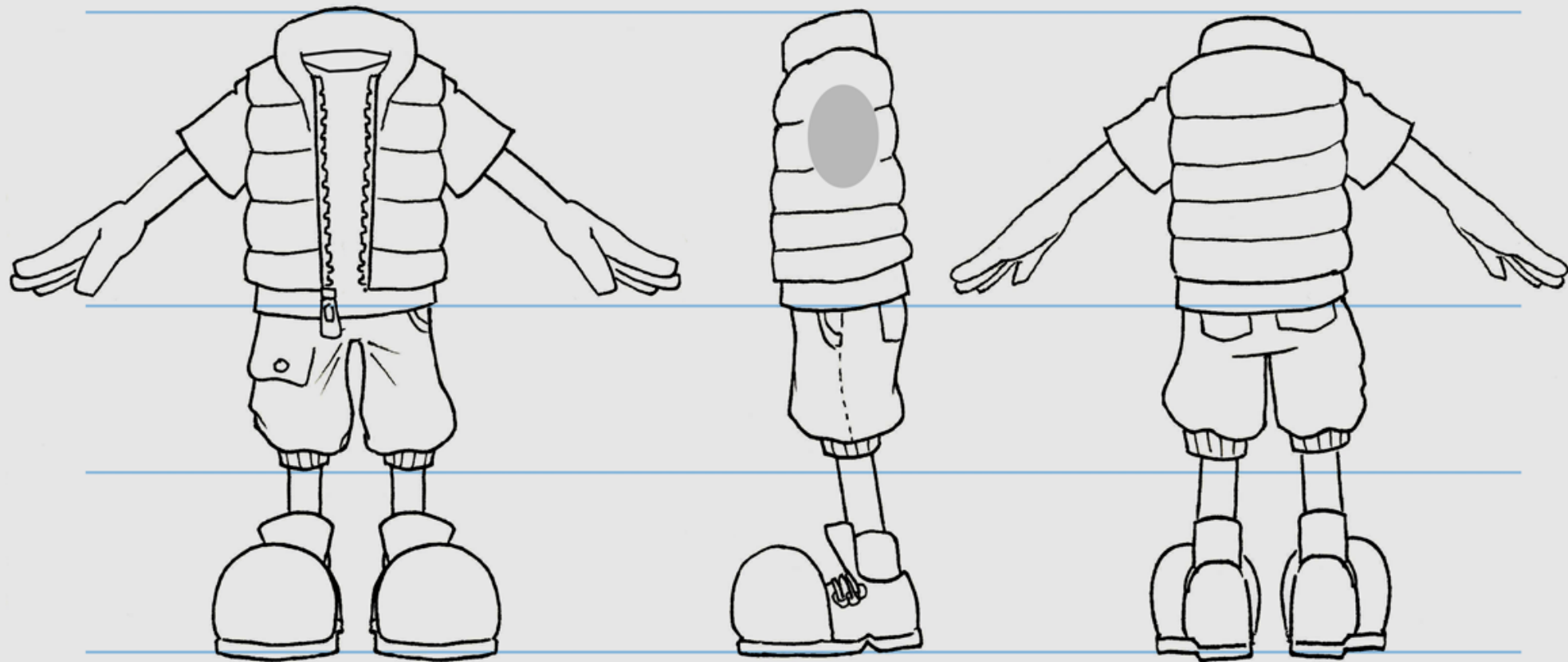
COLOR SWATCHES:



GUS
MOOD BOARD



GUS TURNAROUND



OLIVIA

Olivia is somewhat of a troublemaker who is constantly dragging Gus into her shenanigans. Despite his pleas to exercise caution, Olivia knows Gus secretly envies her ability to jump headlong into anything. Olivia's mood board illustrates her strong personality, confidence, and her zeal for adventure. Visually, Olivia is designed to reflect this adventuresome spirit through her bandana and cargo shorts. The use of purples and grey/green/browns is meant to provide her with some unique color flavor while at the same time giving her colors a distinct separation from the more saturated tones of the environments.

OLIVIA VISUAL TARGET

SPECIFICATIONS

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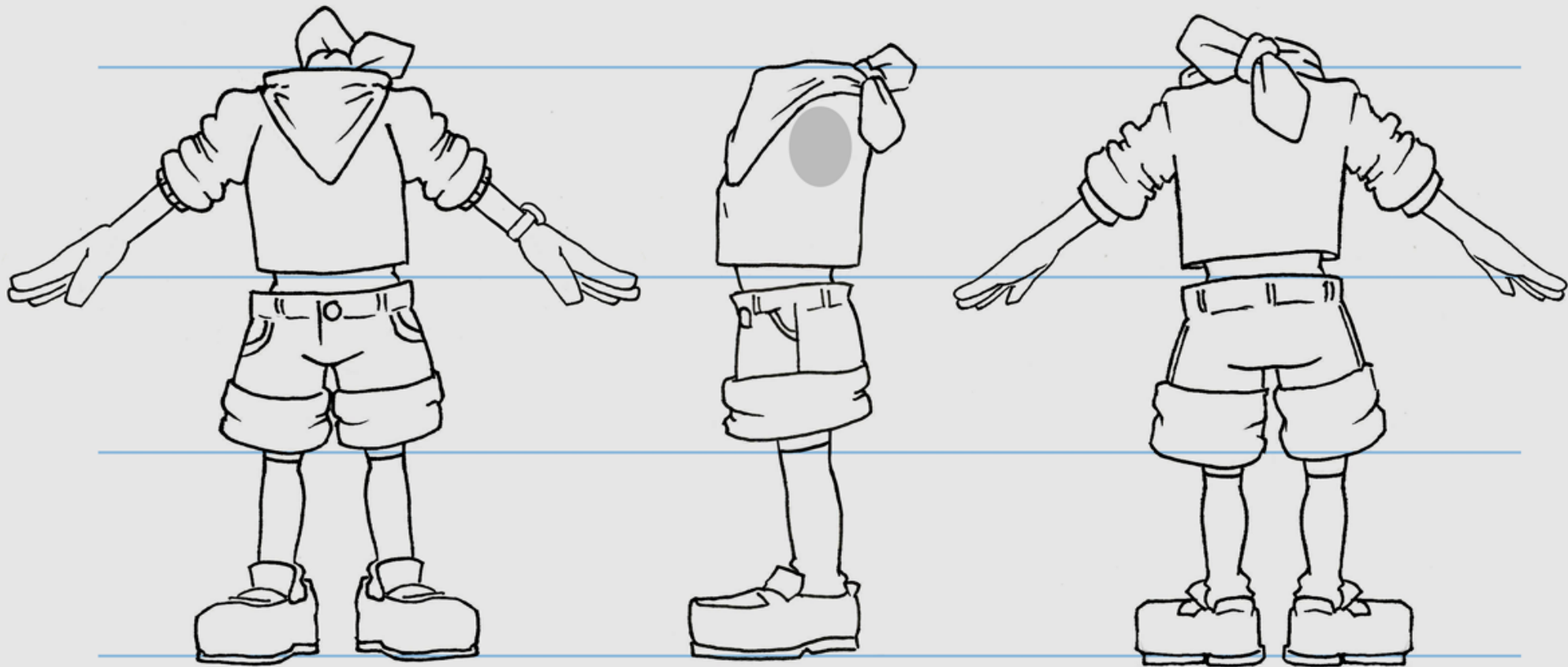
COLOR SWATCHES:



OLIVIA
MOOD BOARD



OLIVIA TURNAROUND



ENEMIES

BEELZEBOSS

More than 5000 years old, the Devil is a combination of many evil creatures into one body that rules the Underworld.

Under the Demon mask, this tricky and well-mannered guy is a skeleton with sharp teeth and goat legs. His mask shows a very expressive and friendly face that looks confident and makes people trust in him. He is always looking for elaborate ways to trick people and makes his victims sign contracts to give them their greatest desires. The Devil only lists in the fine print that payment for the granting of his victim's wish is the removal of their heads to add them into his private collection, which he proudly mounts on his wall. He lives in a house in the deepest part of the Underworld where Gus and Olivia must "head" to take back their stolen noggins.

Beelzeboss' mood board trends towards a mischievous tone as opposed to outright evil. Hades from *Hercules* is the closest analogue to Beelzeboss, and Beelzeboss' color palette incorporate elements from both Gus and Olivia, since he tries his best to "blend in" with regular people in order to deceive them.

BEELZEBOSS VISUAL TARGET

SPECIFICATIONS

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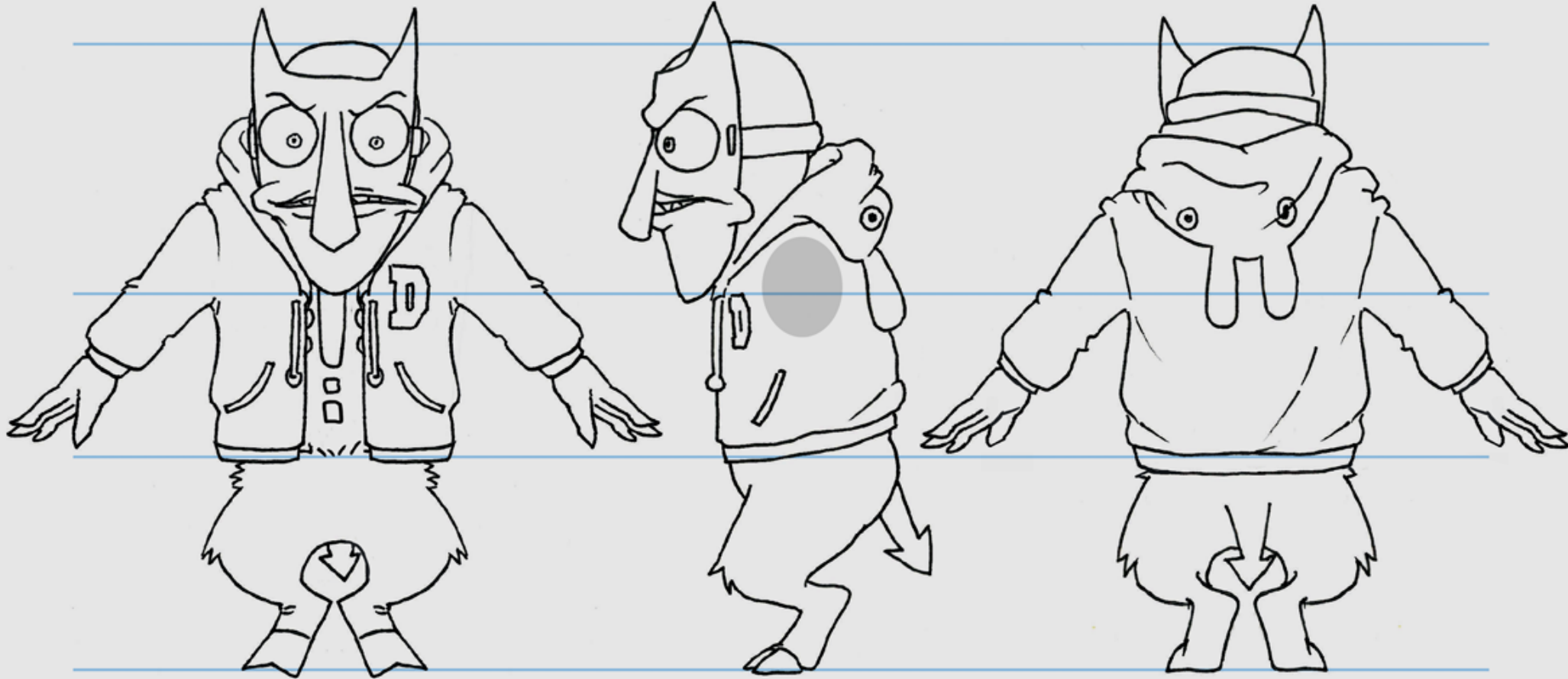
COLOR SWATCHES:



BEELZEBOSS
MOOD BOARD



BEEZEBOSS TURNAROUND



THE MINIONETTE

Minionettes are incredibly stupid, but incredibly loyal minions of Beelzeboss. Nobody knows what Minionettes really are, but they are obsessed with acting as tough as possible. They constantly think they are at the gym, so they wear a headband wherever they go in the hopes that they will one day be made into a Babau.

MINIONETTE VISUAL TARGET



MINIONETTE MOOD BOARD

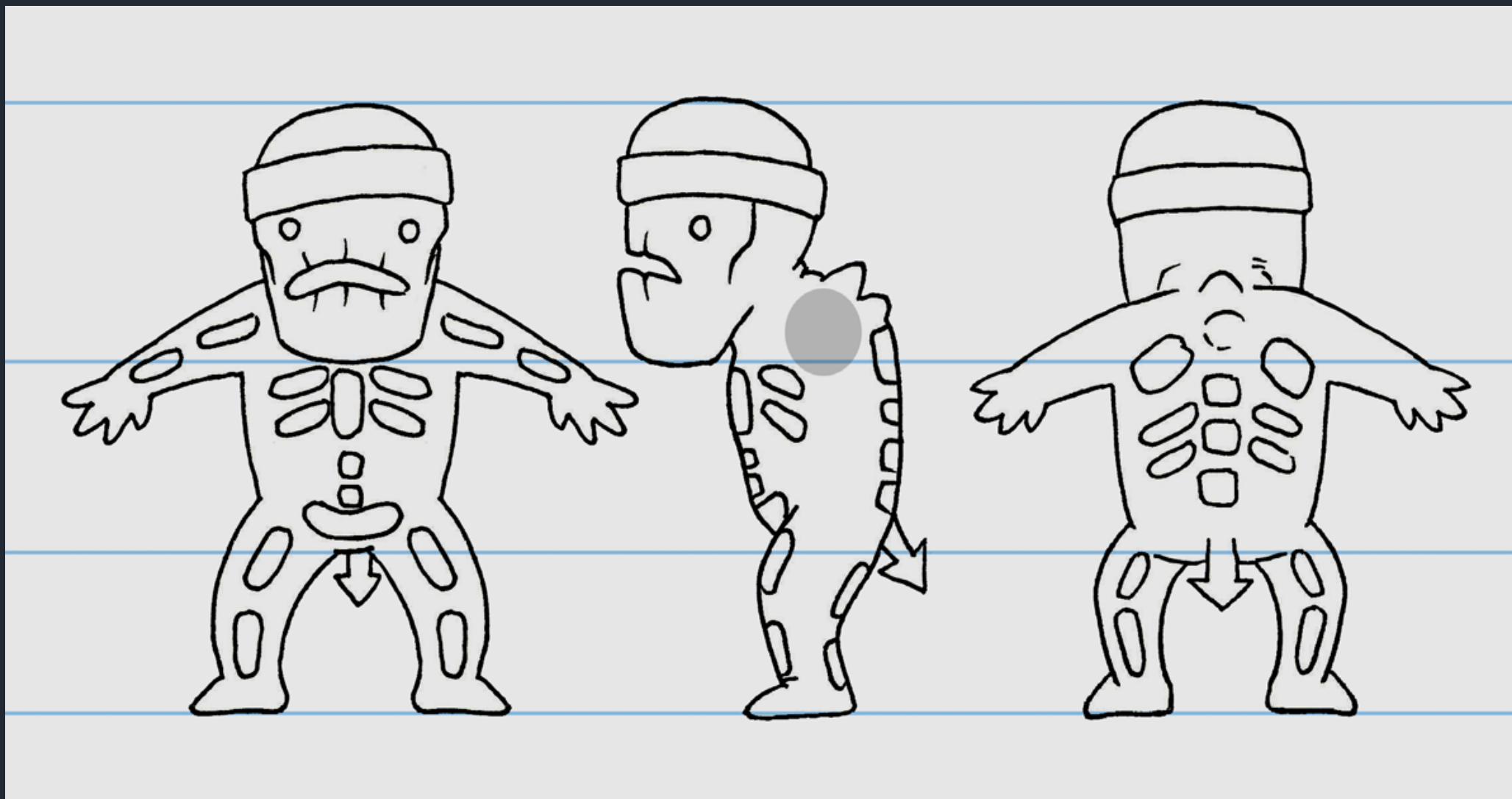


MINIONETTE TURNAROUND

SPECIFICATIONS

POLY COUNT: 5.000

TEXTURE MAP SIZE: 1024X1024



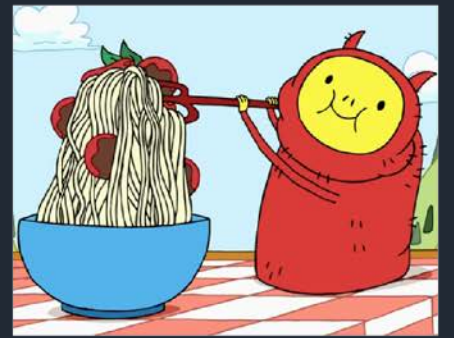
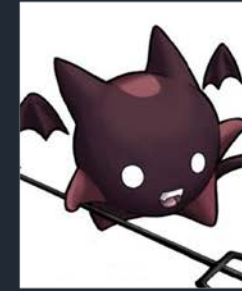
FURFUR

Furfurs are the lost spirits indoor cats who once longed to explore the great outdoors. Beelzeboss tricks these cats into becoming his minions by promising them the hunt of a lifetime and all the mice they could ever want. Furfurs are designed to appear cute but dangerous, having been convinced by Beelzeboss that Gus and Olivia are the “Great Hunt” he promised them.

FURFUR VISUAL TARGET



FURFUR MOOD BOARD

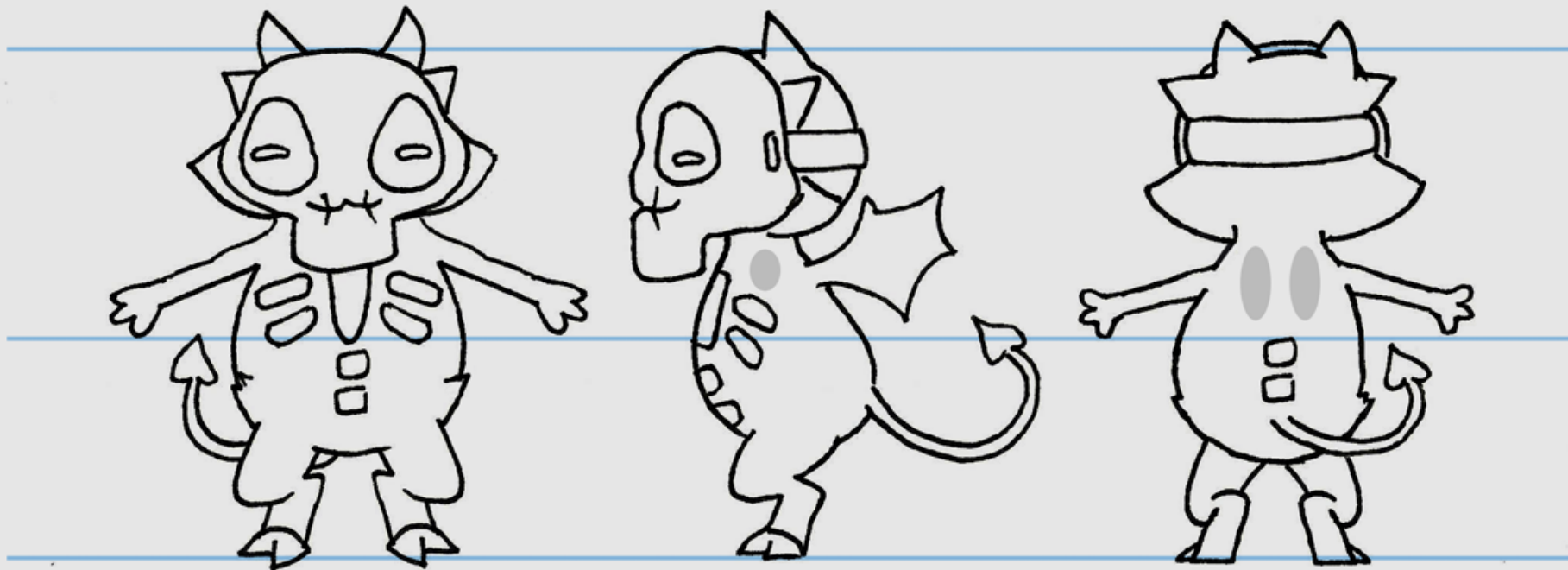


FURFUR TURNAROUND

SPECIFICATIONS

POLY COUNT: 5.000

TEXTURE MAP SIZE: 1024X1024



LAMIA

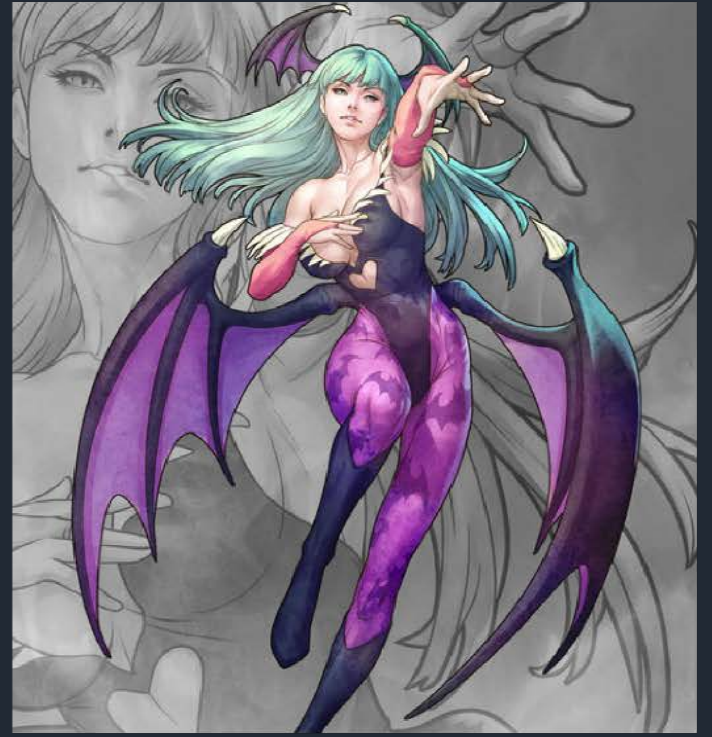
Lamia are members of an order of immortal witches that once ruled over a prosperous and beautiful Underworld. When Beelzeboss needed a new base of operations, he tricked the leader of the Lamia into relinquishing all her authority to him by asking her what she would do for a Klondike Bar. Since then, Beelzeboss has enslaved all the Lamia to do his bidding.



LAMIA VISUAL TARGET



LAMIA MOOD BOARD

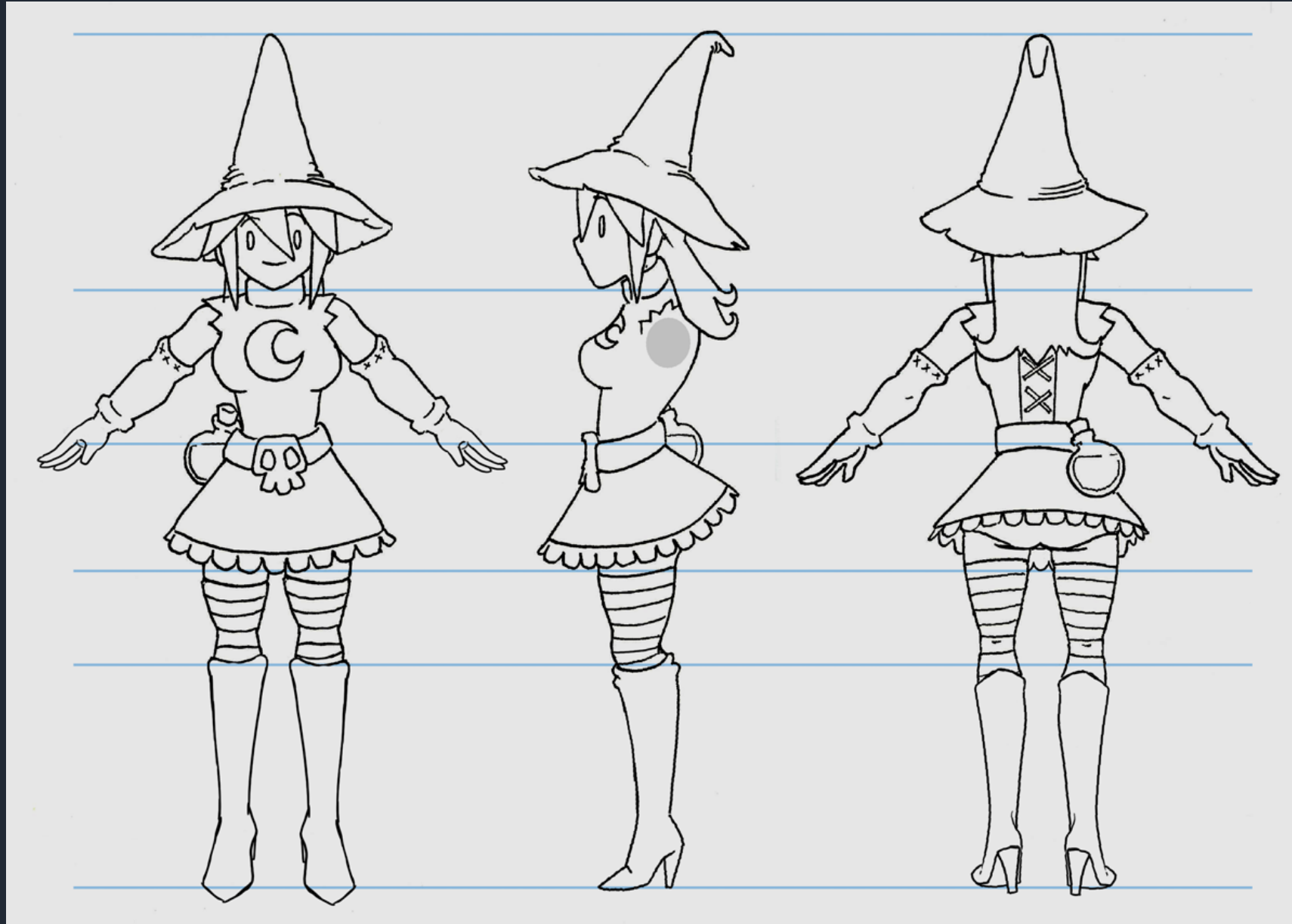


LAMIA TURNAROUND

SPECIFICATIONS

POLY COUNT: 5.000

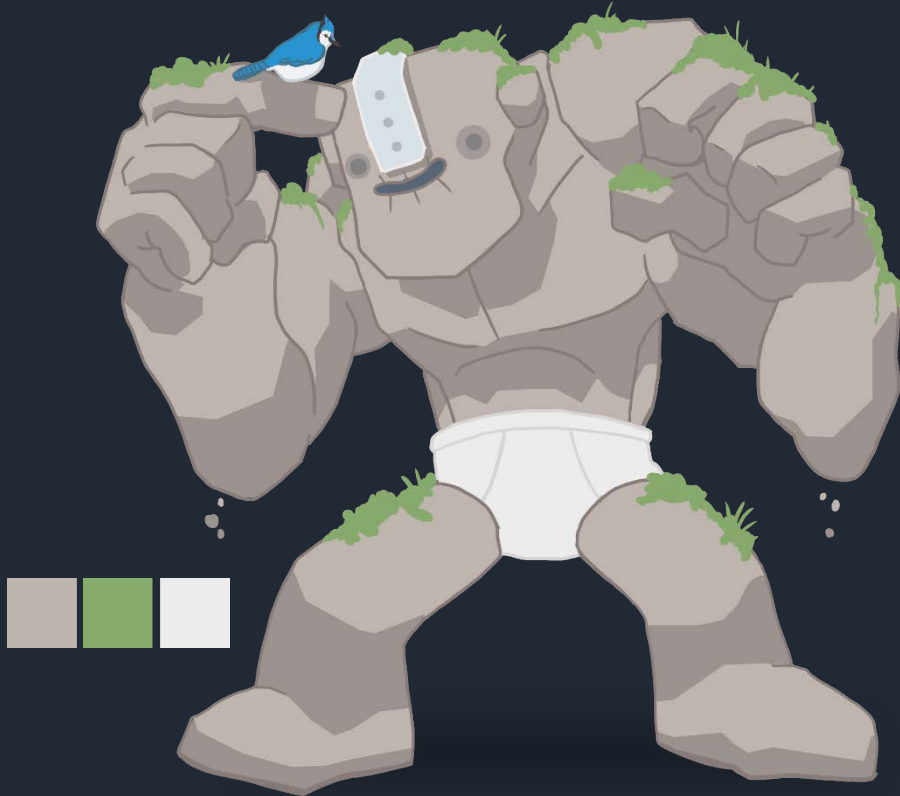
TEXTURE MAP SIZE: 1024X1024



BABAU

Babau are unusually strong Minionettes who have proven themselves worthy to Beelzeboss, and have been transformed by him into hulking beasts with magical abilities. Babau are significantly stronger than Minionettes, but have almost exactly the same level of intelligence. This makes them much more dangerous than the average Minionette.

BABAU VISUAL TARGET



BABAU MOOD BOARD

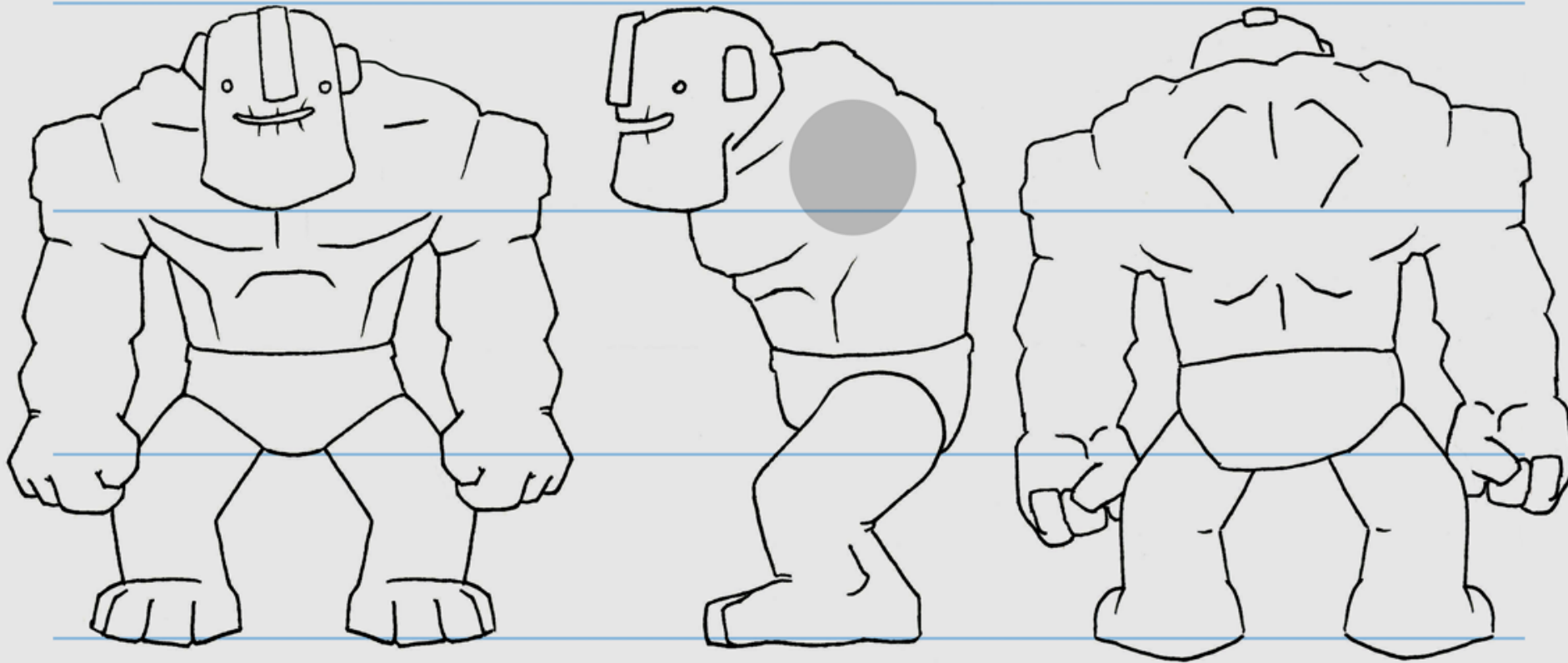


BABAU TURNAROUND

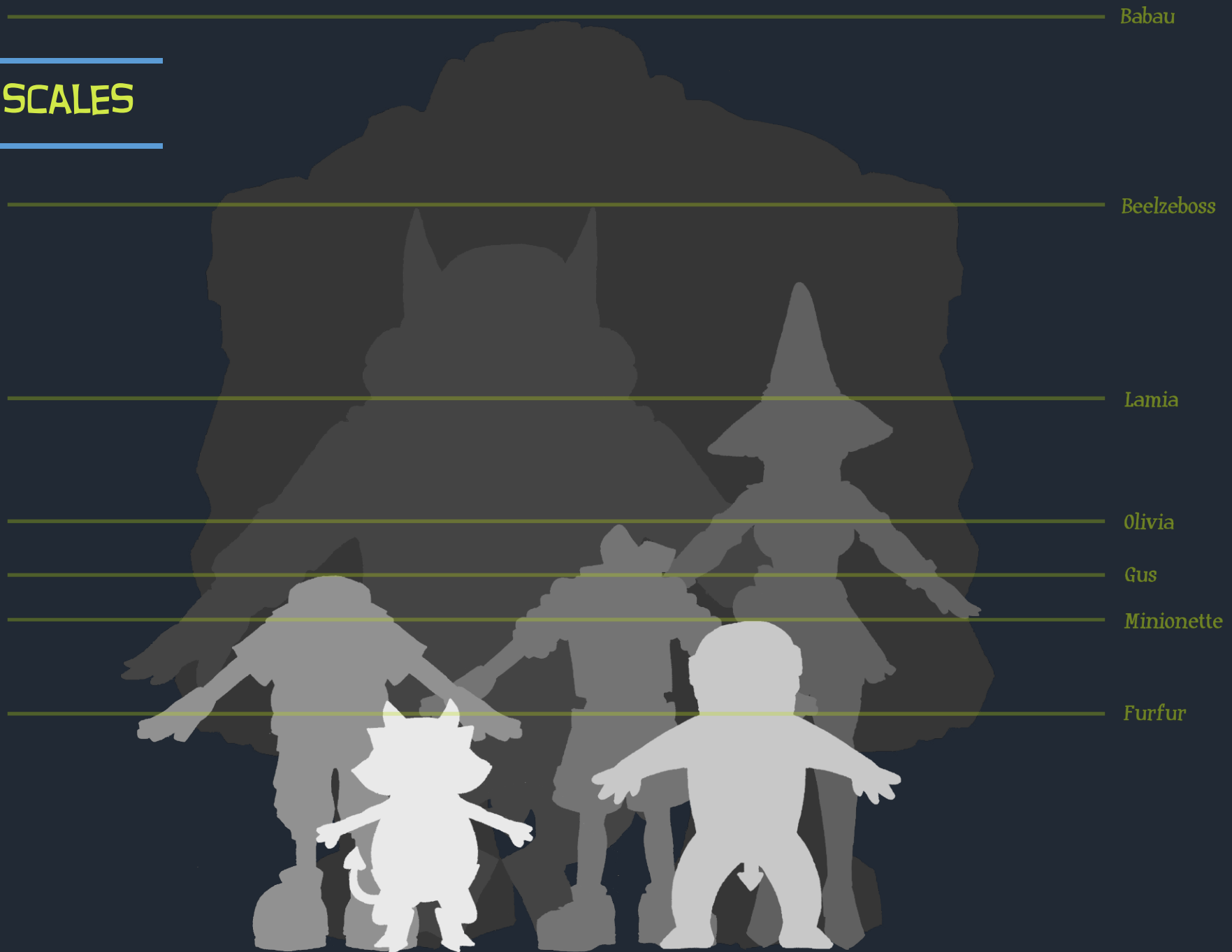
SPECIFICATIONS

POLY COUNT: 5,000

TEXTURE MAP SIZE: 1024X1024



SIZES & SCALES



THE UNDERWORLD

ENVIRONMENT VISUAL TARGET

When the kids enter the Underworld, they discover a dark place with strange creatures living there. In this odd world of shadows, there are vividly colored lights, almost like neon, that make contrast with the dark purple, blues and red tones that fill the environment.



ENVIRONMENT MOOD BOARD



ENVIRONMENT CONCEPTS & LOCATIONS

Environments maintain the overall visual style of *Headventures in the Underworld*, with a saturated color palette and whimsical, exaggerated shapes. Below are two examples of how each environment kit maintains a sense of individuality to show progress through the game, but still works within this framework.



ITEMS



Heart Container

Restore part of the character's health.

Poly Count: 500 /Texture Size: 512x512



Brain Freeze

Enemies hit have a chance to be temporarily unable to move.

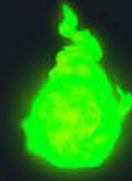
Poly Count: 1000 /Texture Size: 512x512



Volcano Eye

Enemies hit burns for a time, receiving extra damage.

Poly Count: 500 /Texture Size: 512x512



Soul

Increase the combo meter of the player.

Poly Count: 0 /Texture Size: 0 (particle)



Poison Stomp

Generates a poison cloud that deals damage over time.

Poly Count: 0 /Texture Size: 0 (particle)



Holy Shield

Prevent the body to take certain damage.

Poly Count: 100 /Texture Size: 512x512



Electric Touch

When hit an enemy, it has a chance to arc damage to surrounding enemies.

Poly Count: 100 /Texture Size: 512x512



Soul Link Boost

Makes the soul link between Head and body deal damage when touched

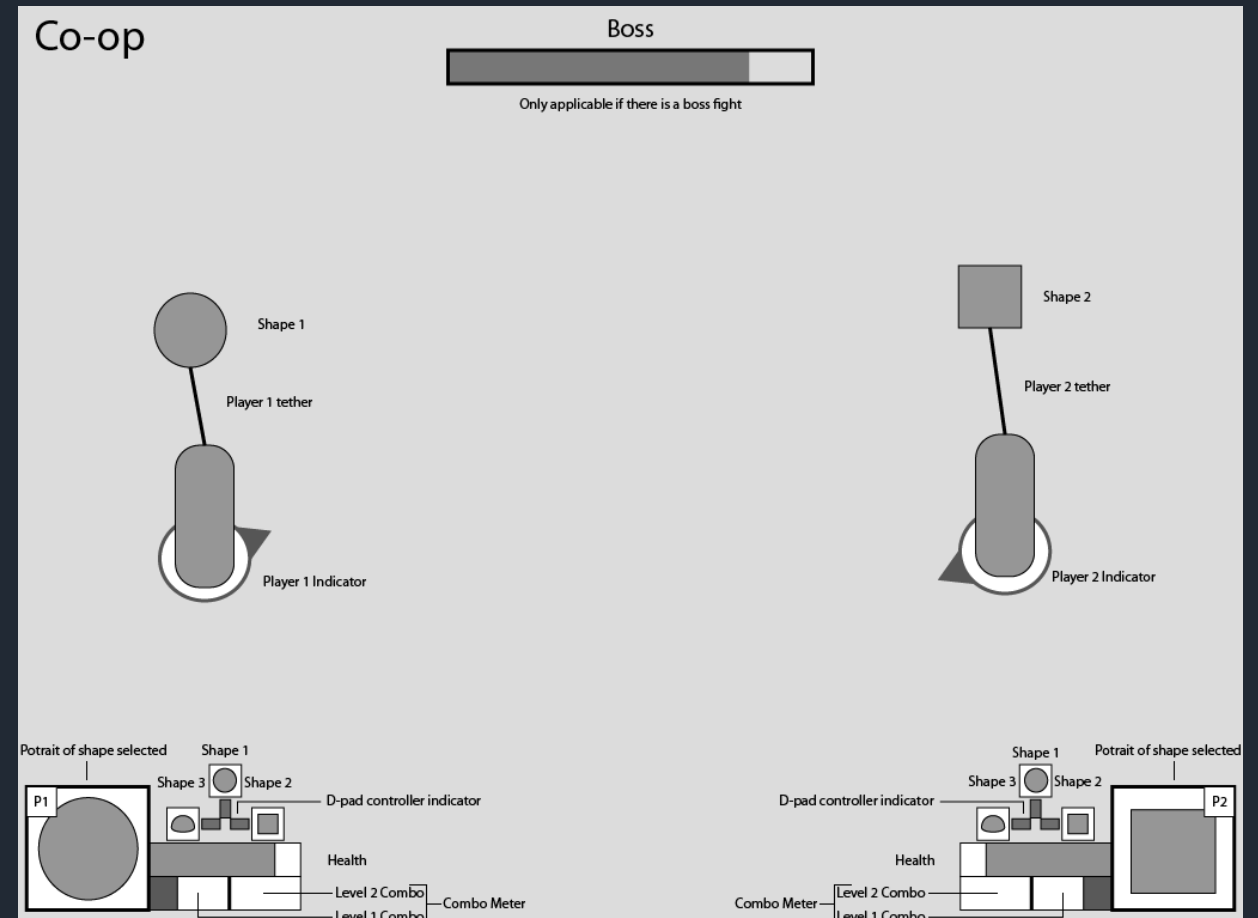
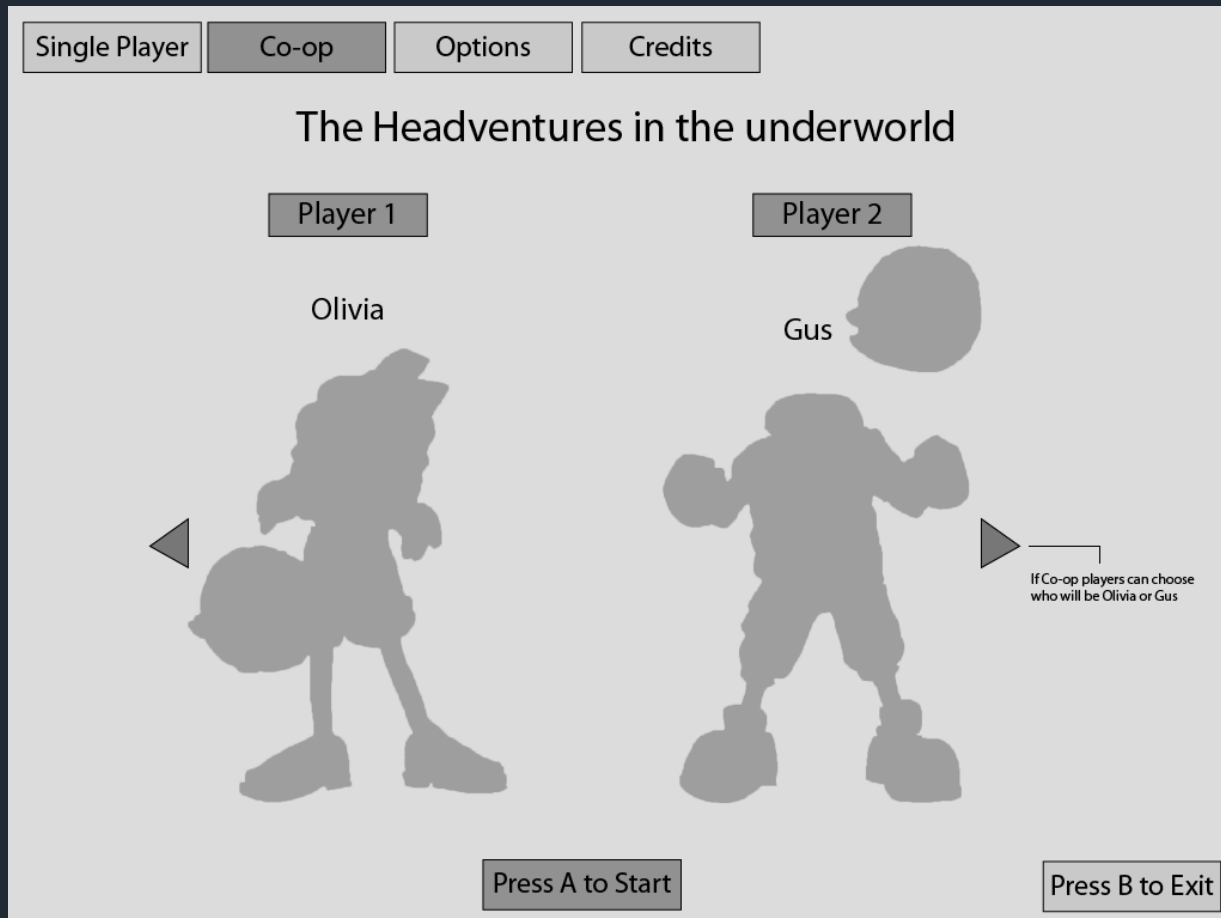
Poly Count: 0 /Texture Size: 0 (particle)

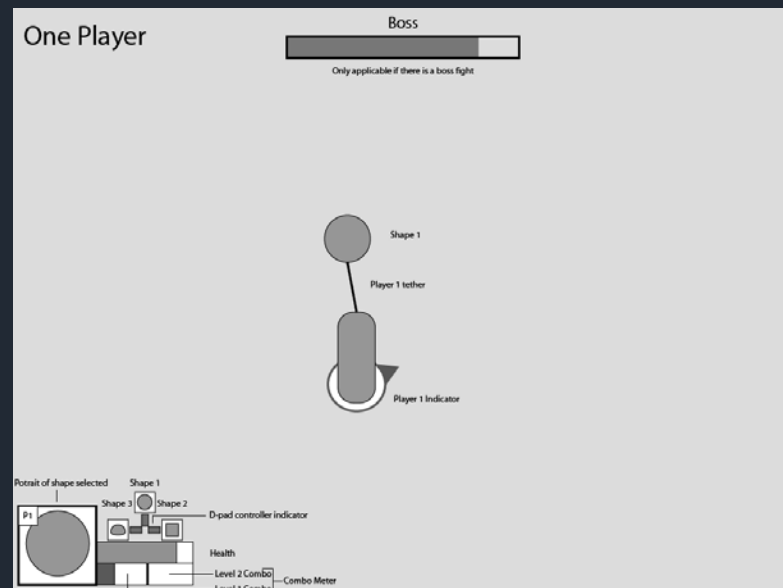
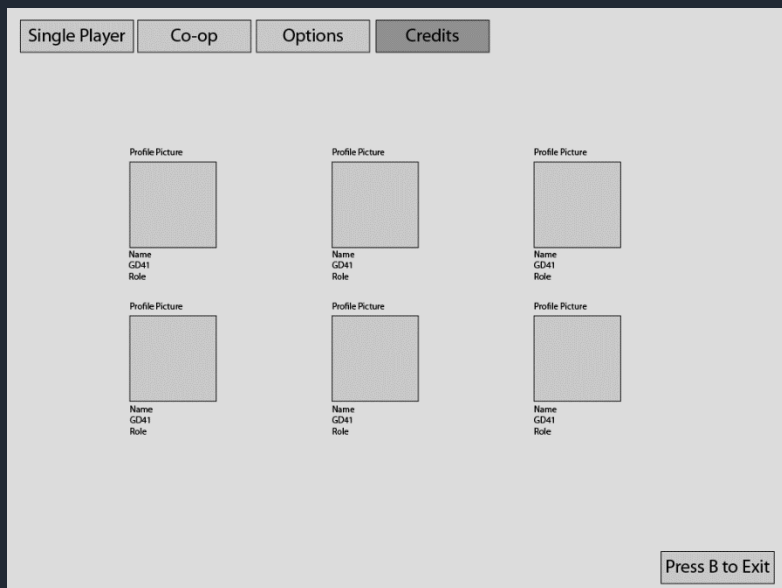
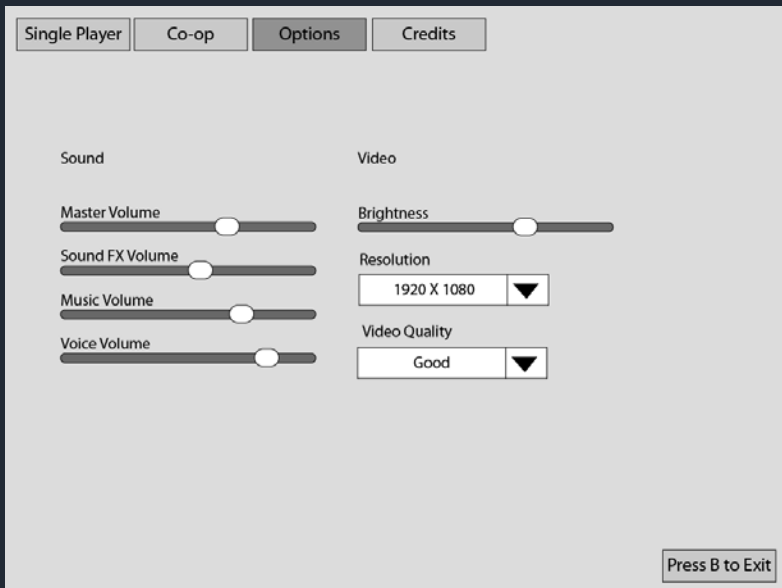
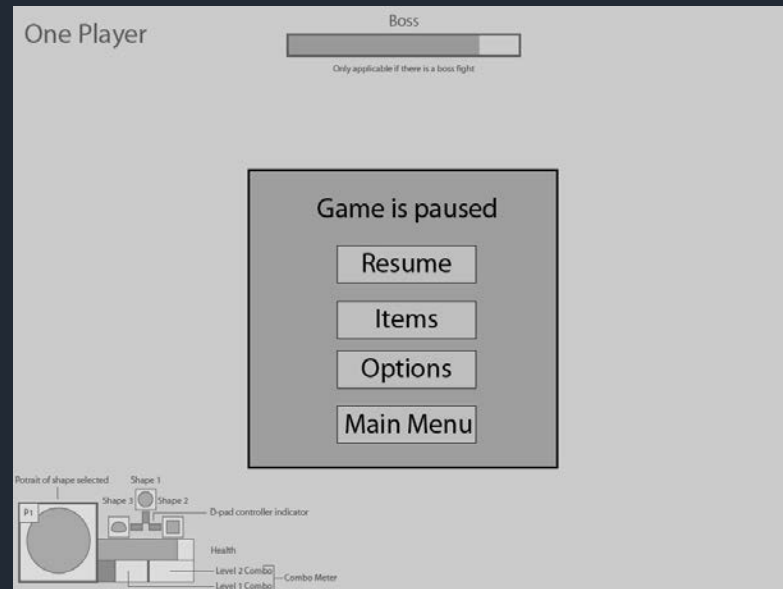
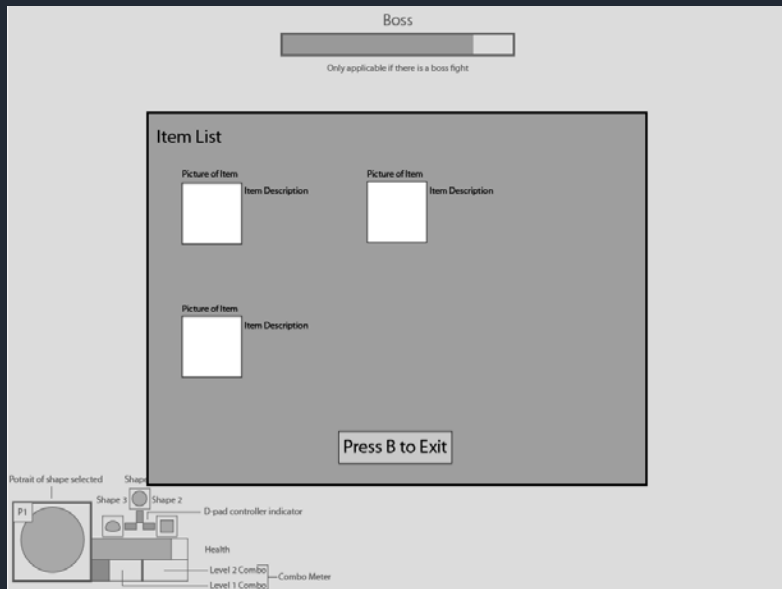
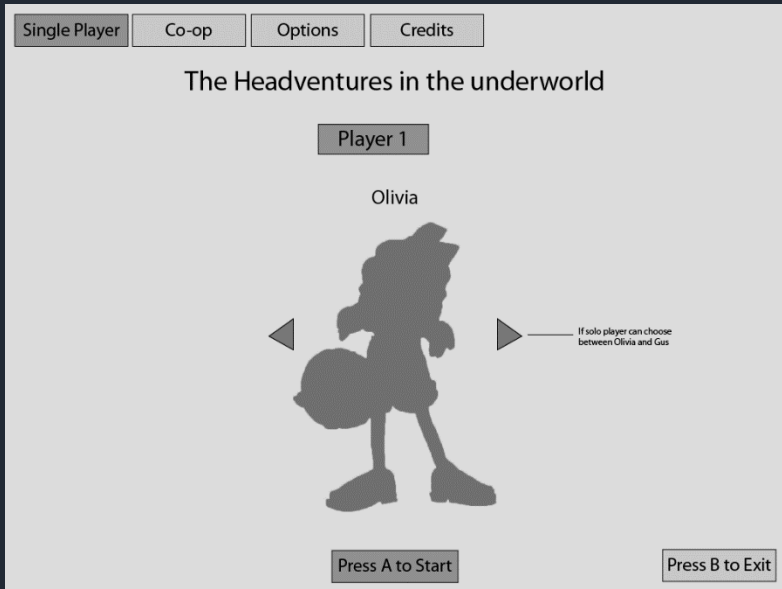
GAME INTERFACE

WIREFRAMES

We have decided not to go with a traditional menu screen. We went with a screen that gets you in the game as fast as possible.

We did not want the HUD to take up most of the screen, because we want the player to focus more on controlling both the head and the body of the character. So the HUD is mostly tucked away in the bottom corners providing just enough information for the player.





BEELZEBOSS

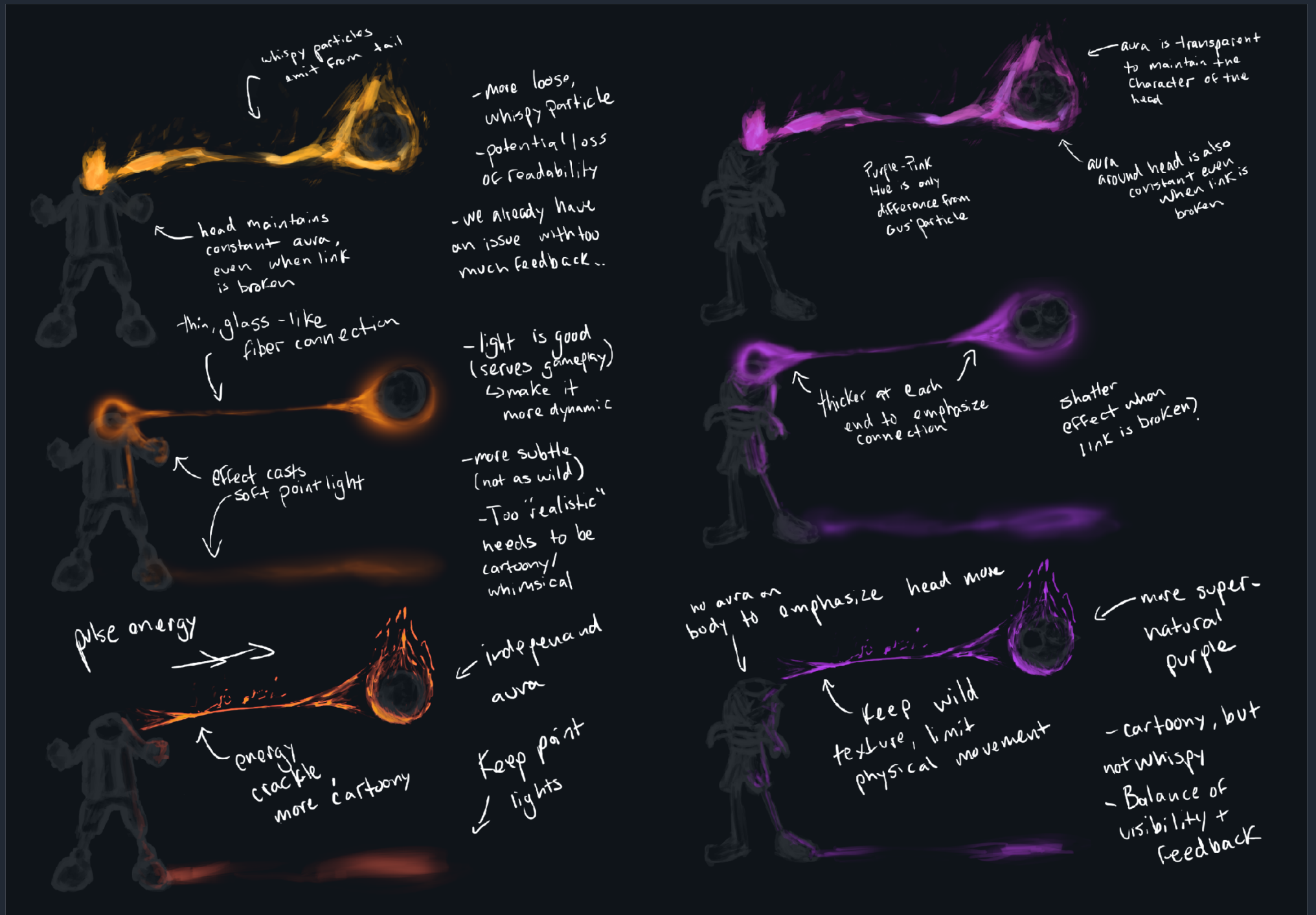


PARTICLES

SOUL LINK

To the right are explorations of the particles that link the Body and the Head together. These explorations define the link in several ways:

- Soul Link should cast light into the environment
- Soul Link should seem solid, but ethereal (not like an actual substance)
- Soul Link needs to give the player a sense that their body and their Head have a specific functional range
- Soul Link should be animated to provide subtle but constant feedback to the player, emphasizing when the link is broken
- Soul Link is *the* most important particle in the game.



TORCHES & LAMIA ATTACK

Torches appear everywhere around the Underworld, and like the Soul Link, serve as both an environment art asset as well as a UI asset. Each art kit must contain two different torch kits, since the torches in a room are one color when the room is locked, and another when it is unlocked.

The Lamia's attack occurs in multiple stages, first spawning as a glyph on the ground, then emitting beams of energy from the outside edge of the glyph.

The torches and Lamia attack concepts clarify the visual style of our particle systems overall:

- Colorful
- Dynamic both in how they affect the world around them, but also in the amount of feedback they provide at different times
- Animated in a looser, painterly style
- Not overly complex, given the amount of particles in general
- Should cast light wherever logical

Torch Concepts



Two states

Doors locked > = 1 set
Doors unlocked

2 sets (1 for each level kit)

locked + unlocked should be very clear diff.

Mage Attack concept

- two states need to be clear

glyph appears on ground, glows before activation



magical, fire-like

← activates with ring of energy

LOGO

REGULAR LOGO

LOGO WITH SHILOUETTE FOR DARK BACKGROUNDS



MINIMUM SIZE

4X1CM



LOGO FOR LIGHT BACKGROUND

PLAIN LOGO FOR LIGHT BACKGROUNDS



FONTS

HURRY UP.TTF

AA BB CC DD EE FF GG
HH II JJ KK LL MM NN
OO PP QQ RR SS TT UU
VV WW XX YY ZZ
0123456789.,-!?!0&

Hurry Up is the font we use for titles and labels. It is used to provide variation from Huxtable, and has a slightly more whimsical tone.

Aa Bb Cc Dd Ee Ff Gg Hh Ii
Jj Kk Ll Mm Nn Oo Pp Qq Rr
Ss Tt Uu Vv Ww Xx Yy Zz
0 1 2 3 4 5 6 7 8 9 . , - ! ? () &

Huxtable is the font we are going to use for most of the game, such in dialogue and information text. This Serif font slightly tilted and with no straight lines is different in upper and lower case and contains all characters we need for the game and it fits perfectly with the tone of *Headventures in the Underworld*.

Aa Bb Cc Dd Ee Ff Gg Hh Ii
Jj Kk Ll Mm Nn Oo Pp Qq
Rr Ss Tt Uu Vv Ww Xx Yy Zz
0 1 2 3 4 5 6 7 8 9 . , - ! ? () &

Perpetua is a font predominately used in documentation that bears more exaggerated serifs than other text body fonts. We use Perpetua as opposed to other serif fonts like Times because it more closely fits with the exaggerated serifs of our title fonts, Huxtable and Hurry Up. We use it instead of Huxtable and Hurry Up for body text, however, because it is less stylized and thus more readable in paragraphs.

CONTACT

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END OF DOCUMENT
