

# Art Assets

## 2-D:

### Main Logo

### Menus (Menu tree coming soon; start with concept art)

This includes: a background, buttons, creative layout for character selection, etc.

### Character Portraits (at least 5)

### Background Overlays (at least 3)

These semi-transparent layers move across the screen at different rates to give the illusion of depth. Should be tile-able, about 3-4 screens tall/wide. One opaque starry layer with the galaxy angling across it, one wispy space-dust cloud layer, others with scenery such as planets (see **Large Scenery**).



### HUD

Simple, logical layout for a taller-than-wide screen. Speedometer, clock, race ranking, etc.

### Splash Road Signs

As of now, includes these signs: 3,2,1,GO! countdown, wrong way, out of bounds, and checkpoint.

### Catapult Bar

Appears when the player moves into a checkpoint. Like a swing bar in a golf game or the reload bar in Gears of War, an indicator moves back and forth on this bar marking the spot when a button is pressed. These marks decide how far the catapult stretches and how much boost the racer gets (See **Checkpoint Target**). The indicator starts in the middle, bounces right, then left, then flies off the screen to the right as the racer is boosted forward. A perfect boost would be at the far ends.



## 3-D:

### Racers

These are the player's racer as well as the opponents. They are rocket-packed and winged space-suited characters, like Toy Story's Buzz-Lightyear character. They should have such animations as boosting forward, slowing down and crashing, and maybe also pushing opponents, cheering, taunting, spinning out, exploding, etc. If necessary, they could all share the same animations just with different models, or they could also share the same recolored model if we get in a really tight spot. A rocket engine effect would be cool, maybe with different colored contrails.

### Checkpoint Target

The main piece of infrastructure in the space racetrack, these ring-shaped targets mark the major legs of the race. Once inside, the checkpoint produces several Trek-ish tractor-beams that lock onto the racer. Like huge slingshot rubber bands, these rays stretch, bounce back, and then catapult the racer forward. The boost achieved depends on the racer's timing (See **Catapult Bar**). Also, the racers will push and shove to aim for the exact center of these rings, because the closer to the center they start the boost, the greater affect it will have.

### Race Boundary Markers

*(could be 2-D sprites, if necessary)*

Like simple dashed road lines on an invisible surface. Make sure they stand out from the stars. They fly by on all sides of the racer several times per second, twisting and turning in all directions to mark the track as well as help provide the illusion of motion. Also, color/pattern variations cue what's coming:

**Regular** – normal straight track. Pick a good solid color that isn't close to red, green or yellow.

**Checkpoint** – a checkpoint is coming up soon. Checkered flag pattern.

**Warning** – an obstacle of some kind is coming up. If warning markers are on one side only, they describe the outside edge of an upcoming turn. Yellow, preferably with a chevron pattern.



### Booster/Brakes Pickups

*(could be 2-D sprites, if necessary)*

Instead of gas/break buttons, the player must run over these items to affect their speed (unless they'd rather smash into an obstacle or a race marker). Think like Sonic rings or Mario coins, but with a “red light” brakes version and a “green light” booster version. Neither is inherently bad or good – too much speed and you'll crash, too little and you lose. (imagine scenarios in the higher levels where the player is forced to hit a ton of boosters!)

### Small Scenery and Road Hazards

*(could be 2-D sprites, if necessary)*

These will help provide the illusion of motion, and may interact with the racer if they're on the track. We definitely need asteroids, as well as space-dust clouds in wispy streams (slow the racer like dirt on a track). But be creative! This is a significant portion of the eye-candy during gameplay. Space junk, meteor showers, ice crystals, stampeding herds of space cows (I like this one a lot), solar flares, passing space ships, wicked witches of the west on bicycles, etc.

### Large Scenery

*(could be 2-D sprites, if necessary)*

These are extras if we have time for them. Objects that the racetrack winds around and through: the Sun, a ringed planet, nebula, wormhole, large asteroid, spaceship, space station, space farm (for the space cows, of course), a fleet of ships, etc. Any of these could easily be put in a semi-transparent 2-D background overlay (See **Starfield Background Overlays**). Combinations like a space station or a moon floating over a planet could be particularly compelling and break up the monotony of empty space.

## The Theme:

I'm picturing a semi-cartoony goofy feel, yet grounded in somewhat-realistic technology; not off-the-wall-funky-zany like Ren & Stimpy, but not too serious like Batman or Thunder Cats (lol). I suggest that we make it funny, yet strongly themed, like **The Flintstones**, **The Jetsons**, or **Dexter's Lab**.

Please let me know if you think of any other art assets that might be necessary. More gameplay specifics will be laid out in the Functional Specs soon. From here, it's up to Vanessa and the rest of our talented art team's artistic interpretation. It's been fun working on this concept, and I'm pretty excited about it! I hope you guys are pumped about it too and are looking forward to working on it.

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