

Charge Forth

Art Style Guide

Charge Forth

Octocorn Studios

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Overview

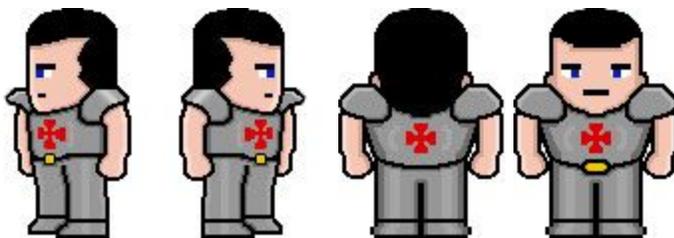
Aesthetic Summary

Charge Forth is set in a fantasy medieval world. The artwork is done in a 16 bit pixel style. The studio chose the pixel style to give the game a retro feel while at the same time making the game have a charming accessible tone. The main color palette used throughout the game are an abundance of vibrant colors. Particularly different shades of green to simulate the experience of player being in a fantasy medieval forest. To achieve the fantasy medieval look artists drew inspiration from actual medieval style equipment such as the sword, the shield, the signposts and the armor of the knight.

Characters and Animations

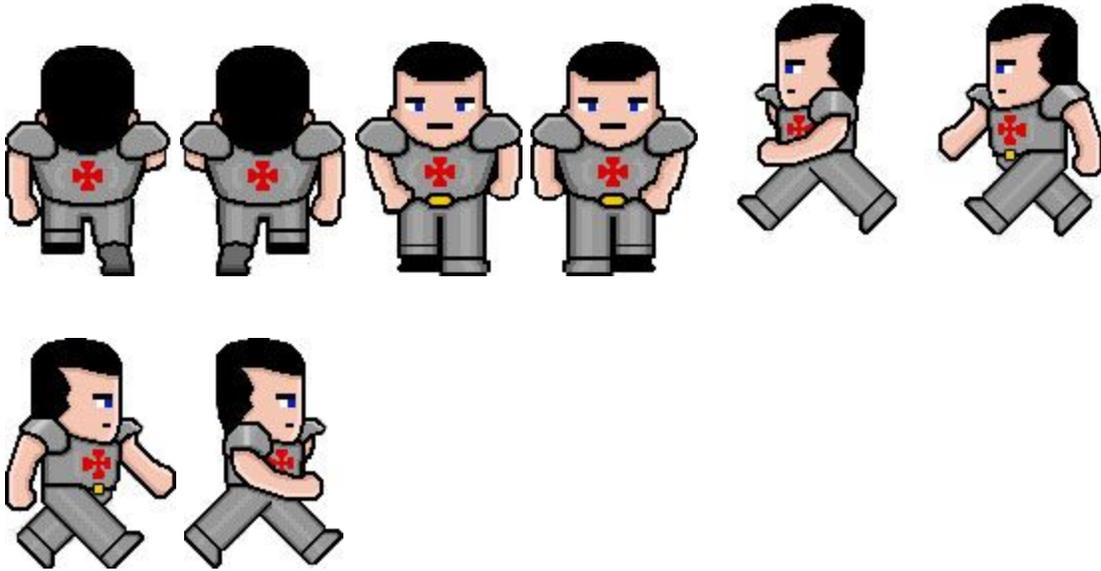
Sir Dullard (The Knight)

The hero of Charge Forth. He is devout and good natured, but naive. His only philosophy for succeeding against the perils of the world is to charge straight ahead blindly. He does not carry any items on his person, but he is skilled enough to use any items set straight in his path by the Creator.

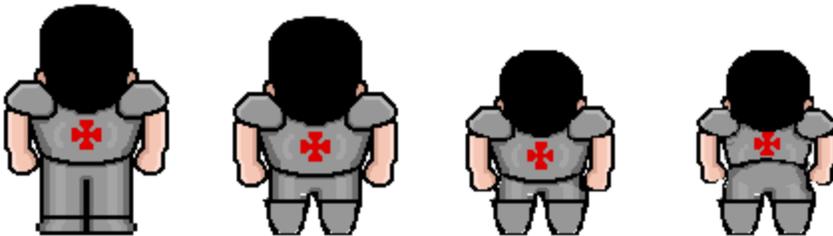


Sir Dullard has a very simple two frame step animation for each direction he can face. The death animation from front perspective is three frames long, the behind perspective is three frames while the one for the side view is three frames long. Death animations activate based on what state Sir Dullard is in when the death state is activated. For example, if Sir Dullard is facing north the death state for him facing north will activate. If the character moves into a water trap or water then the drowning animation will play regardless of what direction the character is facing. The drowning animation and sandtrap animations are four frames long and the idle animations are two frames long.

Walking Animations:



Death Animation Back View:



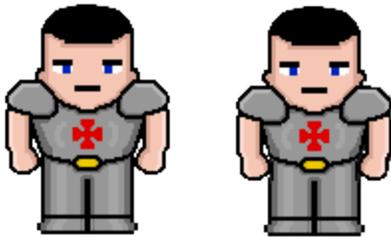
Death Animation Front View:



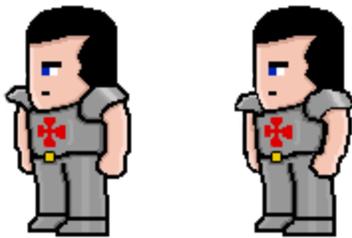
Death Animation Side View:



Front View Idle Animation:



Side View Idle Animation:



Drowning Animation:



Sandtrap Animation:



Front View Pick Up Animation:



Side View Pick Up Animation:



Bats

The dominant winged creature of the forests. They are fast moving and have a particular fondness for human blood.



The bat enemy has an idle animation from the front and back that are five frames long. The bat also has a flying animation for each direction it can face. Each movement animation is four

frames long and the death animation is five frames long. The death animation occurs when the bat is hit by the knight regardless of the direction the bat is facing.

Behind Moving Animation:



Facing Forward Idle Animation:



Behind Idle Animation:



Facing Forward Moving Animation:



Side Idle Animation:



Side Flying Animation:



Death Animation:



Goblins

Ill natured denizens of the deep forest area. Goblins do not take kindly to intruders in their forest. They act as sentries for other creatures of the forest. Goblins do not attack unless something directly crosses their path.



The goblin has an idle stationary animation that is three frames long. He also had a death animation that is five frames long.

Idle Animation:

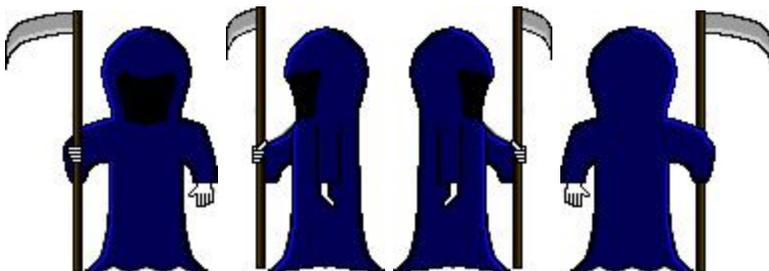


Death Animation:



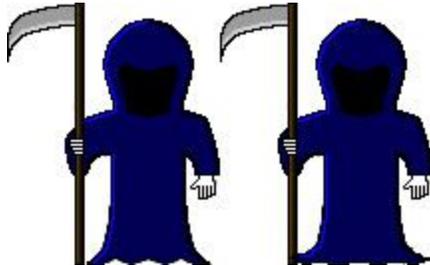
Grim Reapers

Among the most dangerous beings in the world. Grim Reapers are a neutral party in the grand scheme of the world. Their only purpose is to transport dead souls to the afterlife. Any contact with a Grim Reaper is fatal.

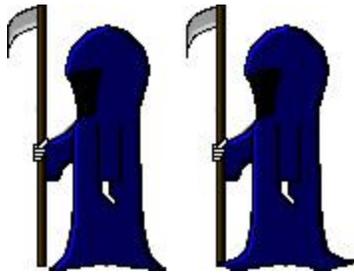


The grim reaper has an idle animation two frames long for each direction it can face and a three frame attack animation.

Facing Forward Idle Animation:



Side Idle Animation:



Behind Idle Animation:

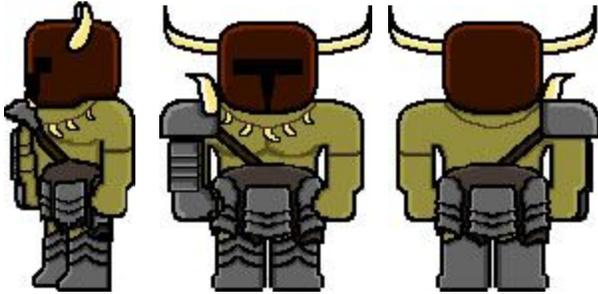


Attack Animation:



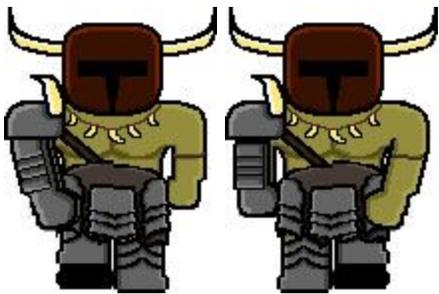
Orc

The preferred infantry of the forest. Orcs dwarf humans in both size and strength.

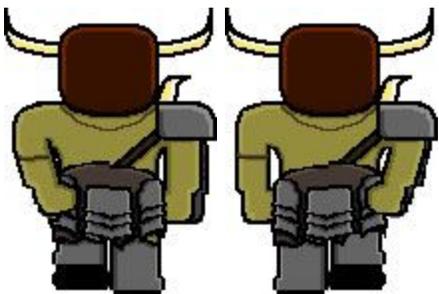


The orc has a simple two frame walking animation for each direction it can face. The orc also has a two frame death animation and a three frame attack animation. Both these animations occur regardless of what direction the orc is facing. The orc has a three frame idle animation for each direction it can face.

Front Walking Animation:



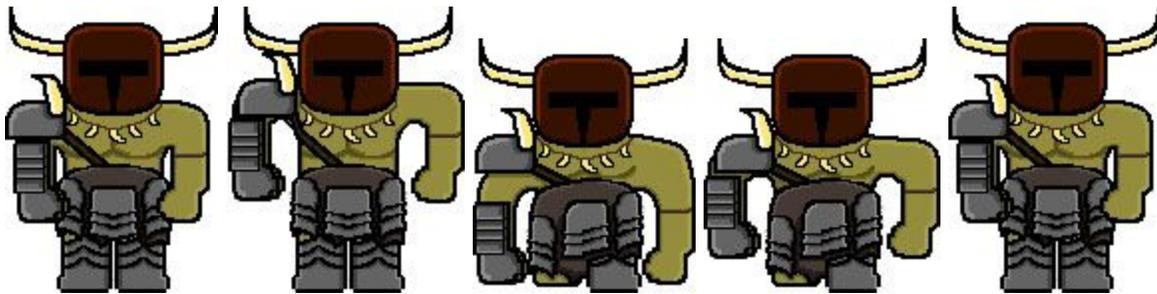
Behind Walking Animation:



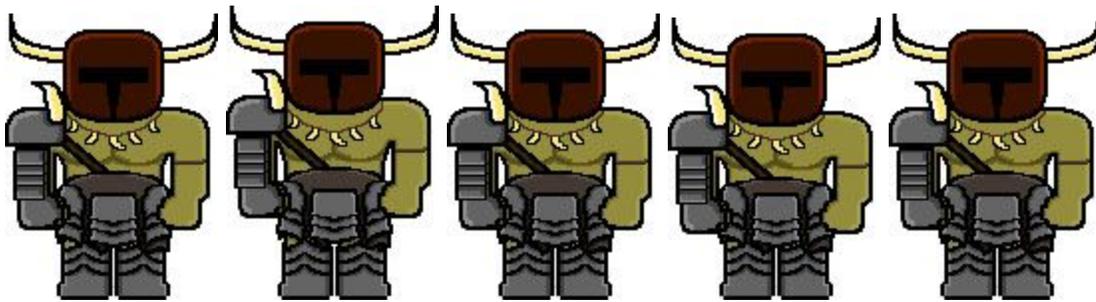
Side Walking Animation:



Attack Animation:



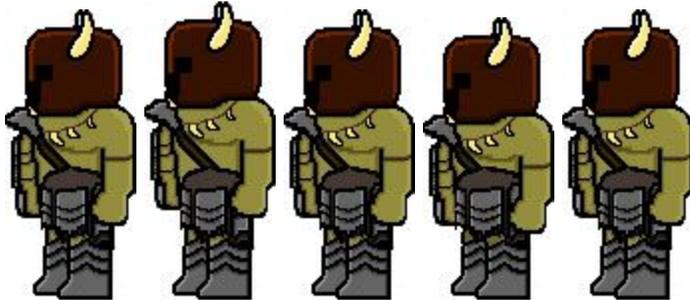
Front Idle Animation:



Behind Idle Animation:



Side Idle Animation:



Environmental

The Forest

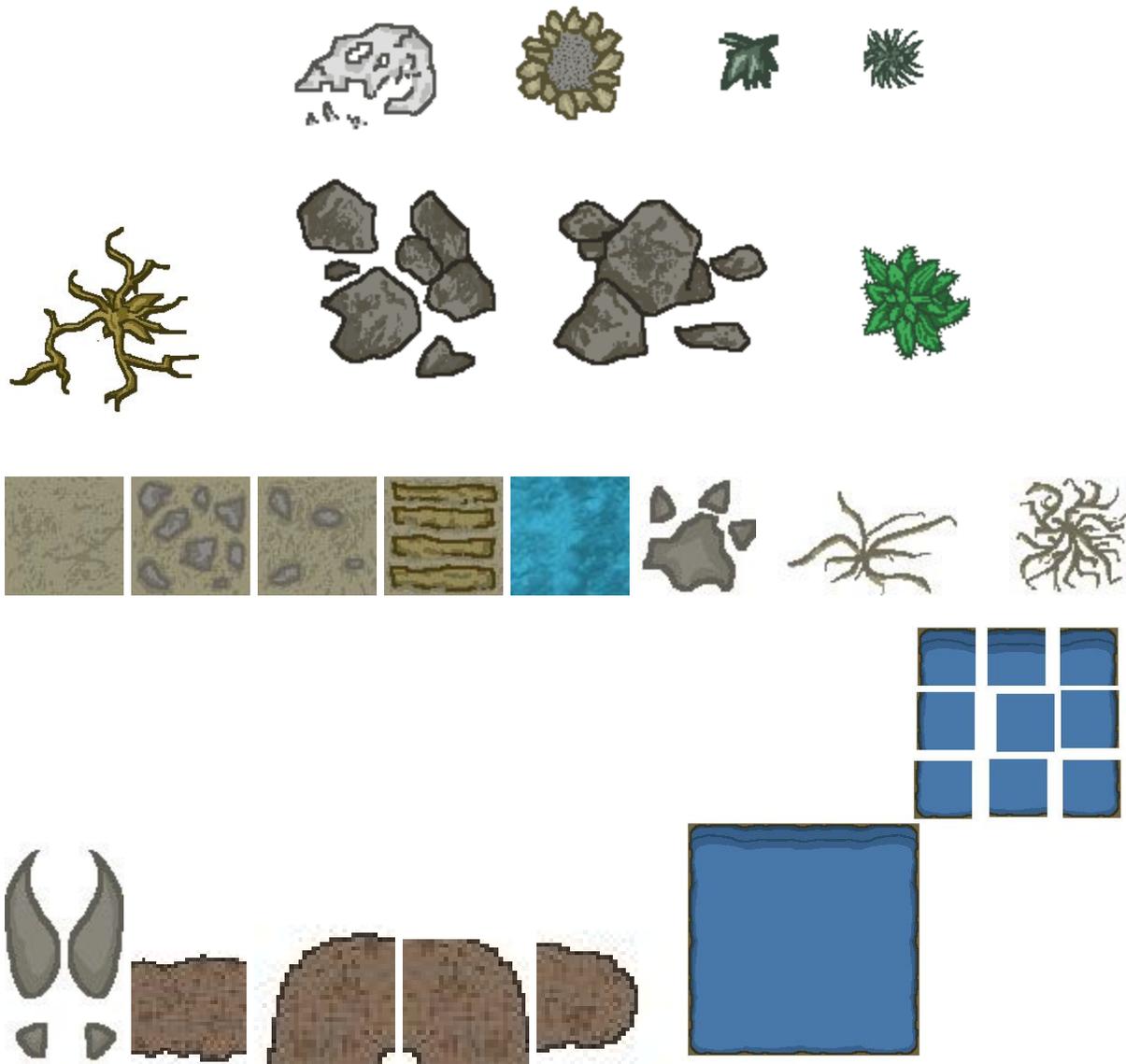
The forest stages act as the tutorialization section for the player. It is a lush green and brown environment containing a variety of different tree and bush varieties. The forest environment also has a river segment which boast a light blue color.



The Mountain

The mountain is the second level that a player will encounter in Charge Forth. The mountain in comparison to the forest is much more saturated. Brown and grey are the predominant colors

whether it is the individual tiles that make up the area or the rocks formations that dominate the landscape.



The Desert

The desert is the third level that a player will encounter in Charge Forth. The desert uses a variety warm colors as a color palette. Yellow and light browns are the predominant colors of the desert whether it is the individual tiles, the sandtraps, or the rocks that populate the environment. There are a few items that have a green palette, the cacti and the desert flowers.



Items

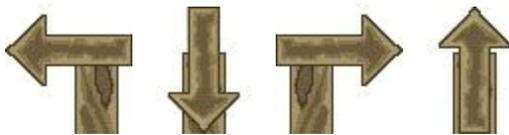
Sword

The main item that the knight may use. The sword is a breakable item.



Signposts

Signposts act as a means for the the knight to switch his direction.



Grails

Grails act as a marker to end the level.



Color Palettes

The Forest



#38A332 #2F8B2A #287423 #0C5A03



#A79667 #86774E #6ADE3E

The Mountain



#DEDEDE #BBBBB9 #8D8C85 #5F5D54



#585344 #BCB691 #9E9979 #575234

The Desert



Asset Creation Guidelines

Assets in *Charge Forth* are scaled in relation to the size of the Knight who stands at a 83x116 pixels. The individual tiles that make up the environments of the game are 64x64 pixels.

UI, Menus, and HUDs

Main Menu

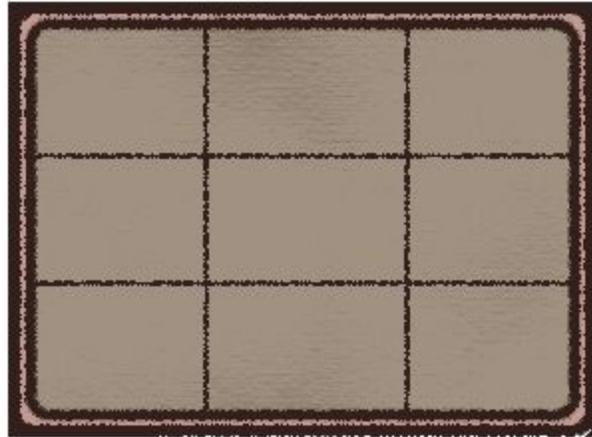
The main menu opens on a background with Sir Dullard engaged in combat with a Grim Reaper. The title of the game is in stylized pixel letters.

Charge Forth



UI

Charge forth utilizes a simple UI that takes a small portion of the screen. Stylized to fit with the medieval theme using of scrolls and other medieval-esque objects. The scroll on the left is used to display the amount of health that the player has left. The scroll on the right is used to display what objects the player has at their disposal.



Hearts are used to show how many hits the player can take before dying. A red shaded heart signifies one health point or one hit.



Ending Screen

The ending screen is Sir Dullard returning from his journey with Holy Grail at hand.

