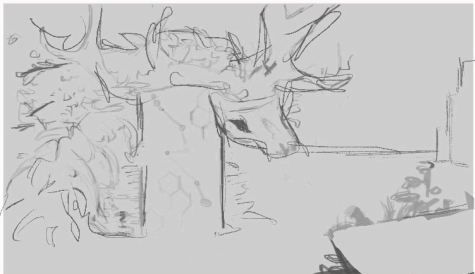
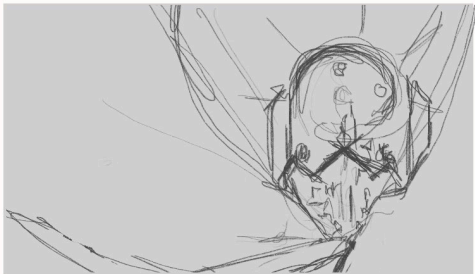
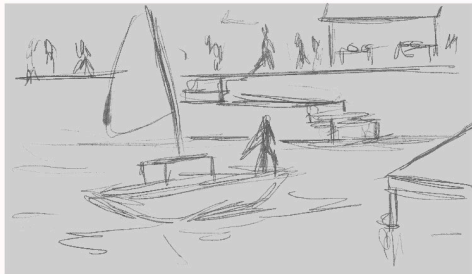


①

## Rough Thumbnails

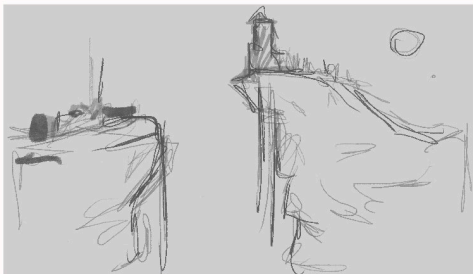
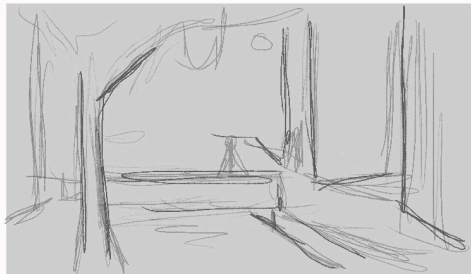
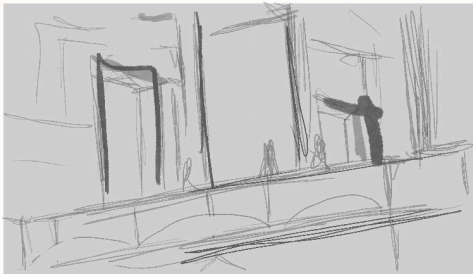


## Environment



②

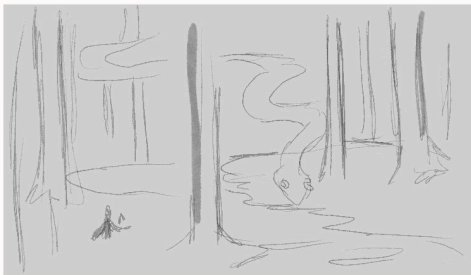
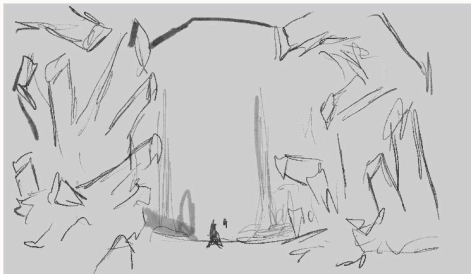
## Rough Thumbnails



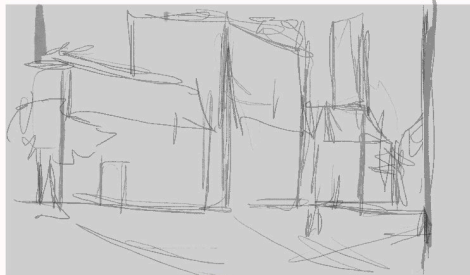
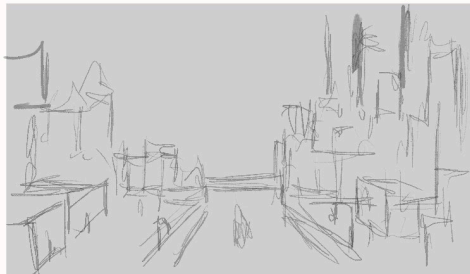
Environment

③

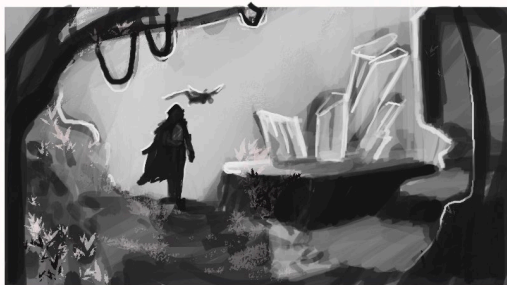
## Rough Thumbnails



## Environment

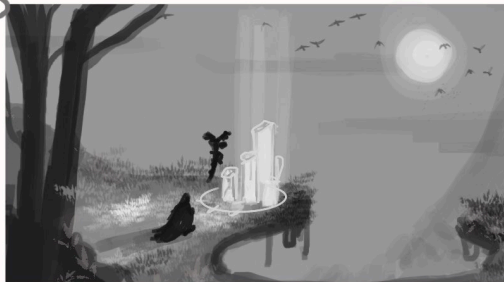


① Thumbnails

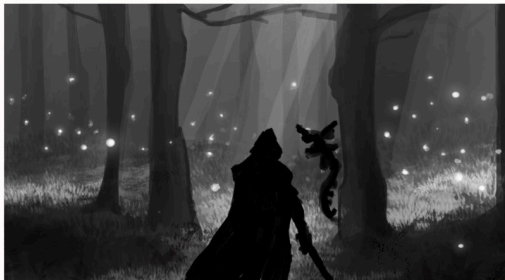


Environment

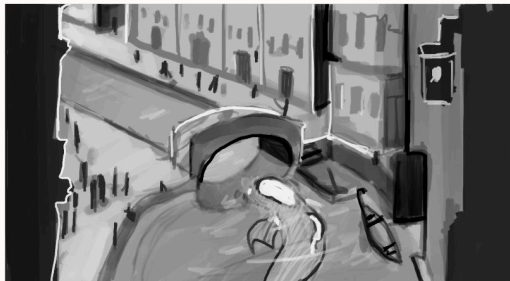
②



③



① Thumbnails



Environment

②



③







magic glove



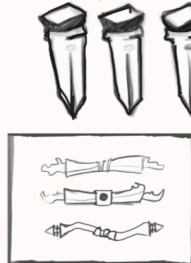
GEM STONE



MASK



INVENTORY



Prob = Asset

Focus on Character inventory.

Mask, Weapon, potion, magic scrolls,  
gem stone, gloves

SWORD







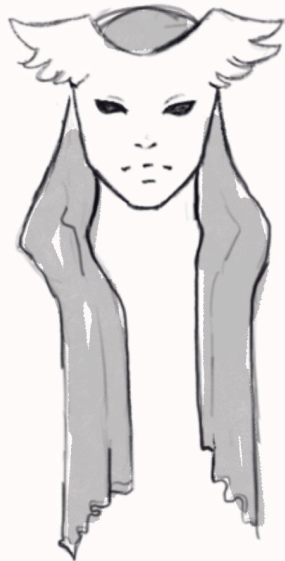
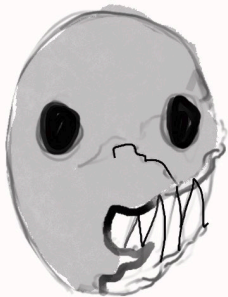
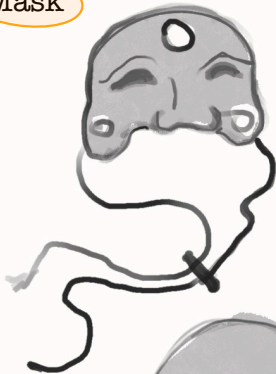
# Weapon

Different option of swords.

I want it to be exchangeable, swords can raise hp, or magic level.

# Mask

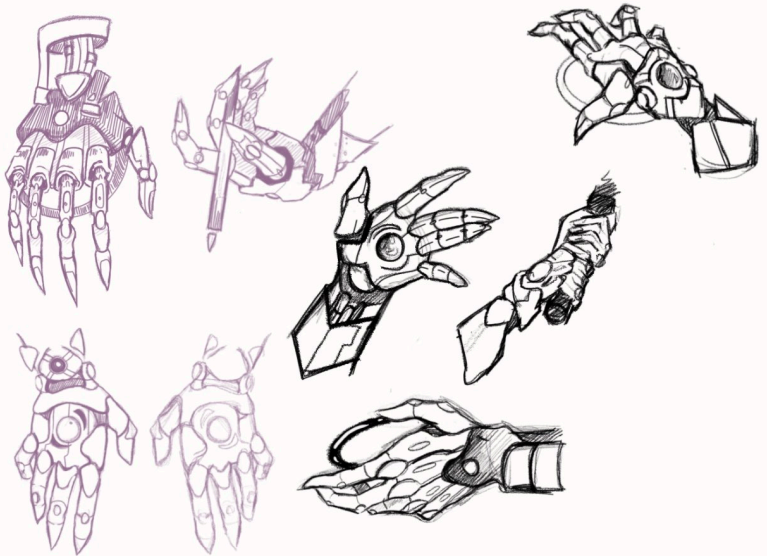
Help the character hide from the gods/ raise hp or magic levels

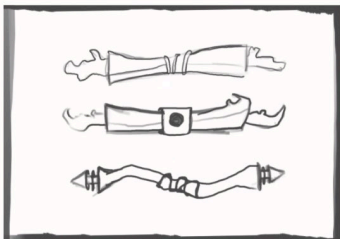


## Magic Gloves

Magic gloves  
that control  
Magic output.

Infused with  
rainbow gem  
stones can push  
further into the  
extension of the  
swords power





## Potion/ scrolls

Inventory for the player.  
Multi- option

Hp/magic bar are significant  
in boss battle. Player can go  
to the store and collect on  
potion into their inventory  
box and find new fatal spells





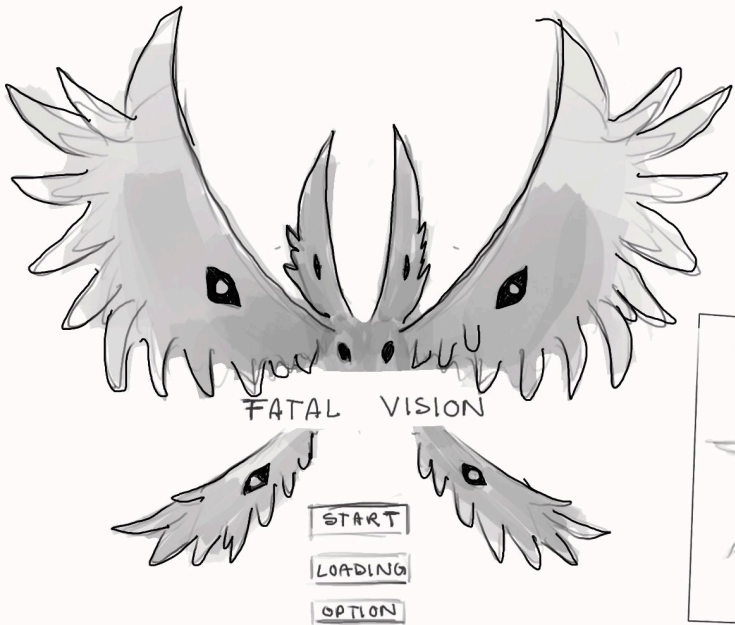
## Rainbow Gem

Every realm has a special set of gems to that region.

These gem are crafted by the gods and need to be handle with care. In the wrong hands can destroy a whole nation.

Gave them characteristic to add diversity from the realms. Giving more character to the world.

The dragon bunny are able to harness this power.  
(Fuzzy but is special)



### Start screen/Loading

I played around on how I wanted the title to appear. I knew the wings are really important in the game. I used Fuzzybutt, as the sample and I really enjoy the whimsical look.

