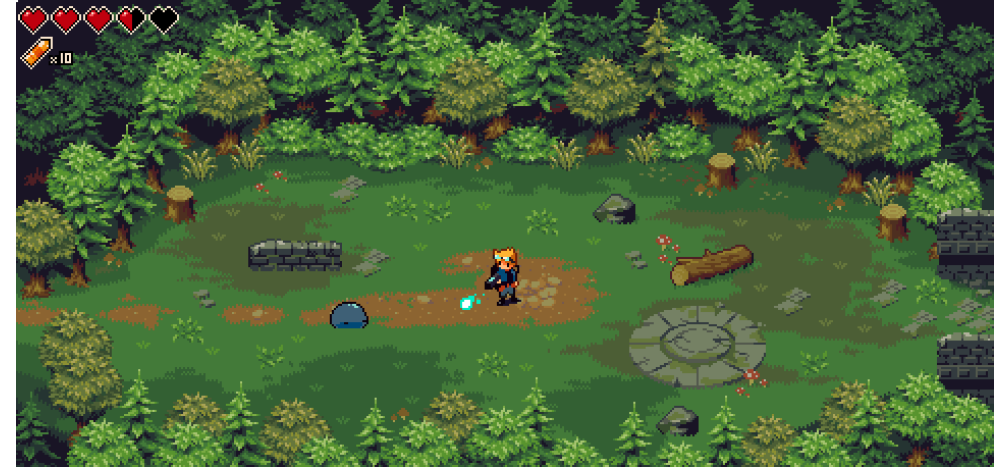


Style Guide



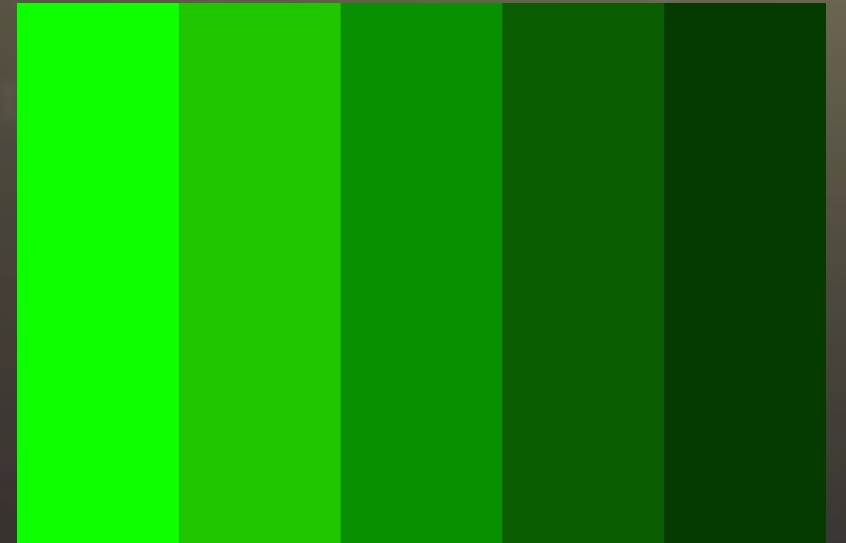
Style of Aphonía

- Aphonía is a 2D top-down style game. The primary style we will be using is 2D pixel art, with the perspective and angle of characters, enemies, and landscapes being a high angle. See in these images how the camera is always looking down, yet the characters and landscapes give a solid and natural view.

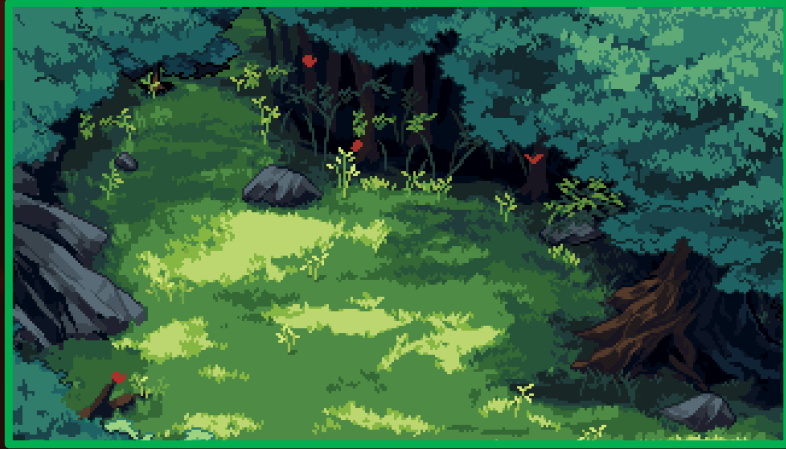


Overworld Landscape: Nymphwood Area

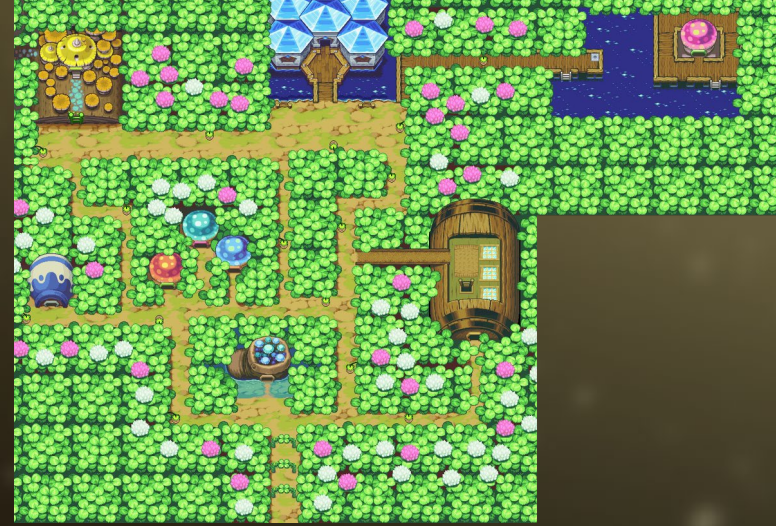
- The Nymphwood should resemble a standard forest area, lush with green trees and grass alike. The grass tiles should be 1 x 1 and should match the color palette based on the area. This will be 2D top-down style.
- These tiles need to have variation, with some having flowers of different colors and some that don't.



Nymphwood Reference



Take note on how the shades of the grass under the trees are shaded. This is imperative for the feel of a top-down game.



The paths of the forest should be aligned with bright colored dirt like so. Note how the leaves cast a shadow on the edges of the dirt.



Areas in real life always have some form of elevation. See how in this piece there are different elevations and hills. Gameplay-wise they don't add anything, but it contributes to the overall aesthetic.

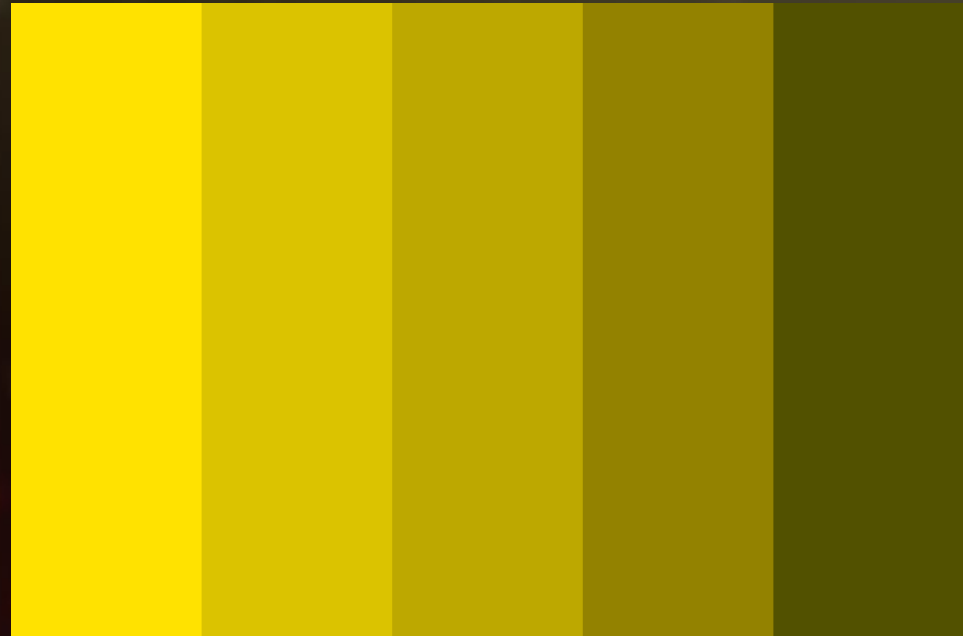


The transition from the Nymphwood to the Dark Nymphwood should match this darker color while having the same aspects of the brighter area.



Overworld Landscape: Putrid Marsh

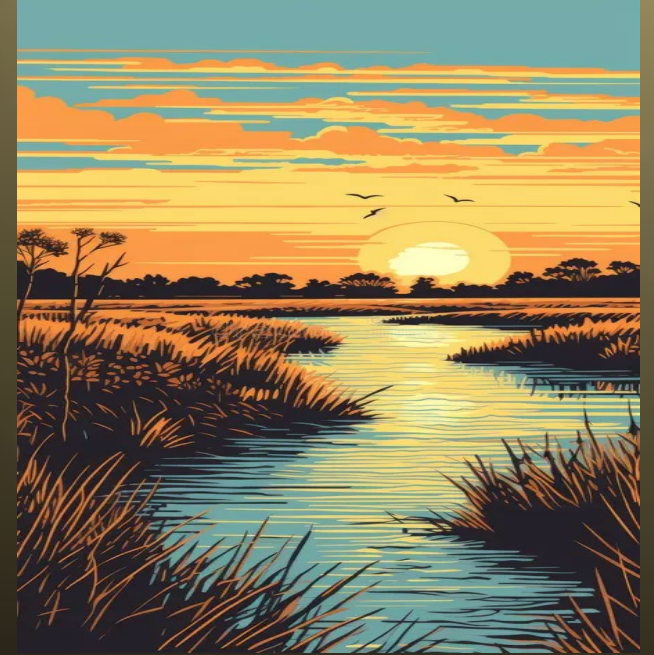
The Putrid Marsh is a swampish area with a sickly yellow to dark yellow color palette. The grass tiles should be 1 x 1 and should have multiple variations. One with branches, one with dark patches, and one that is just a grass tile. These should all be varied between the last two swatches on the color palette. The swamp tiles should also be 1 x 1 and be on the first two swatches. These should be animated to shift back and forth like a river.



Putrid Marsh References



Note how some of the trees are leafless and decayed, and the branches line some of the water. This is to give the player a sad and melancholy feeling, like a distorted autumn.



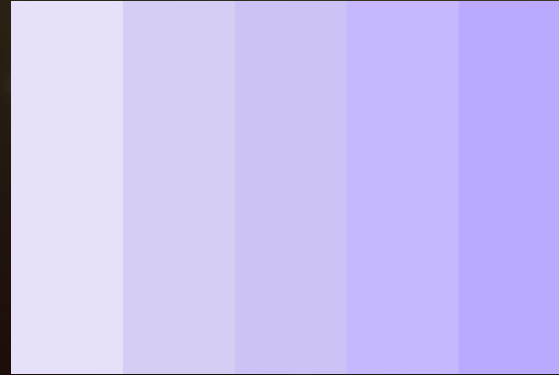
This image doesn't match the color palette but it's important to note how the water looks in this marsh. It shouldn't just be linear it should curve and flow in paths like a river should.

The marsh should be a yellow-sickly color just like in this image. Branches and trees are growing from the marsh and the leaves are yellow.



Overworld Landscape: The Transfigured Weald

The Weald is meant to be a barren, snow-like wasteland that has a mix of vibrant and dark colors. It needs to generate an other-worldly feel with the ground tiles being 1 x 1. Some of these tiles will have light blue flowers, while others will have purple dust on them. The grass tiles should resemble snow and the roads should look gray and dusty like something was once there.



The area is meant to range from white to light purple with dashes of light blue in the mix. These colors will invoke the otherworldly theme the most.

Transfigured Weald: References



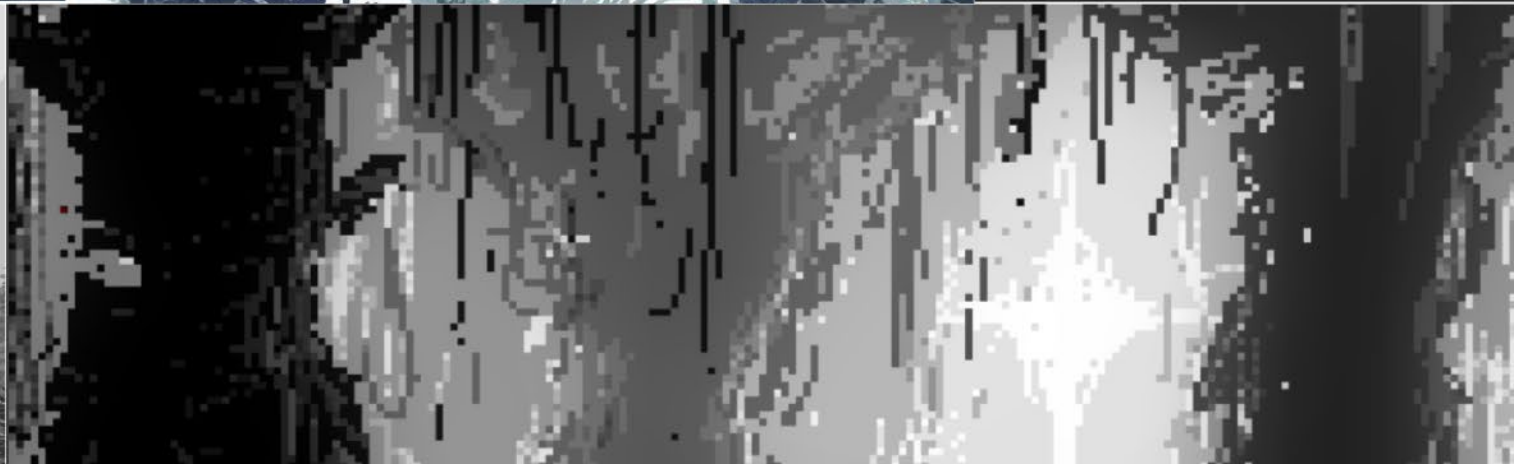
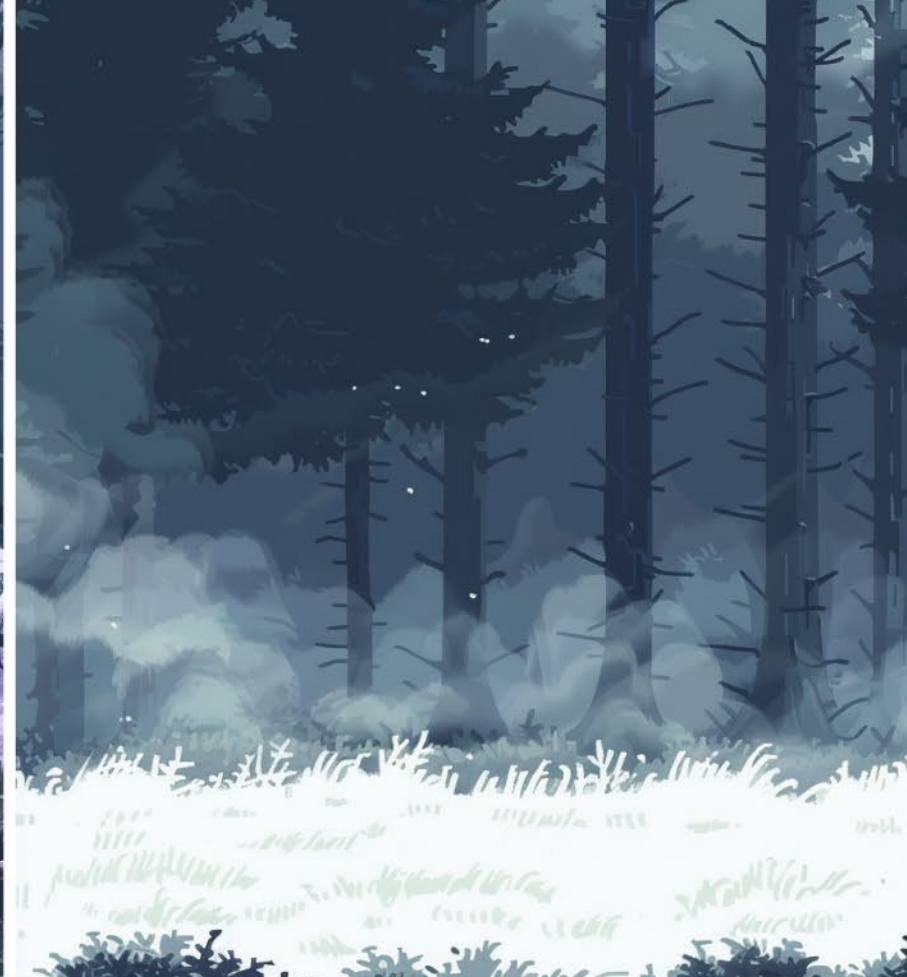
Note the way it looks in this picture. The white grass with what looks like corrupted patches underneath, and the eerie vibe it gives off.

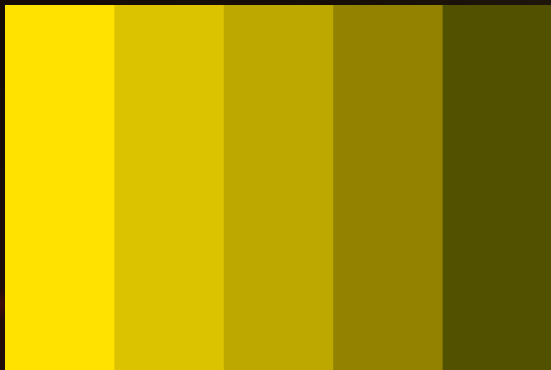


This picture invokes the empty feeling of a forest. Note how alone the silhouette looks in the forest, and how the grass is glowing. Even though it's white you can tell it's not snow because of the faint glow about it.

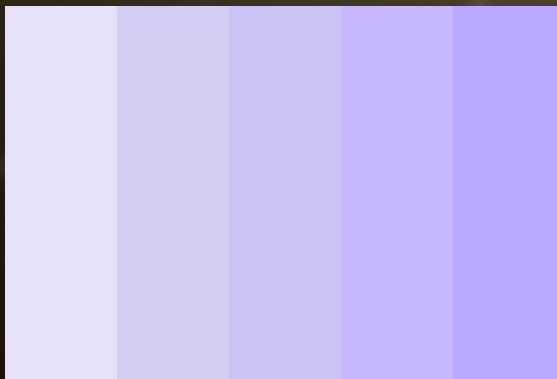


Note the decaying trees and how even though their dead, it gives off an eerie enough feeling to look like they're going to jump at you. The branches are curved upward and resemble veins, this is how the decayed tree should look.

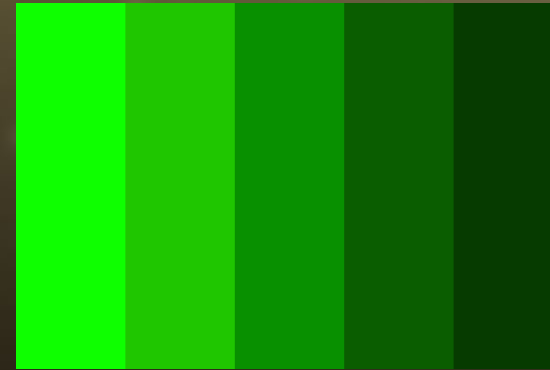




Putrid Marsh



Transfigured Weald



Nymphwood

Color Palette



Minished Cap



Main Character



Minished Cap

Overworld Character Style

- Overworld characters have a Chibi style and can look up down left and right.
- Top-down style so it functions as the player looking down at the character, which is why some areas are shaded the way they are.

Forest Enemy Style

- The style of the enemies and boss will be slightly more realistic than that of the player character. It will also be 2D but it won't be top-down style because it will only appear in battle. The enemies in the forest are the first boss who is a human, a wolf, and a tree monster.



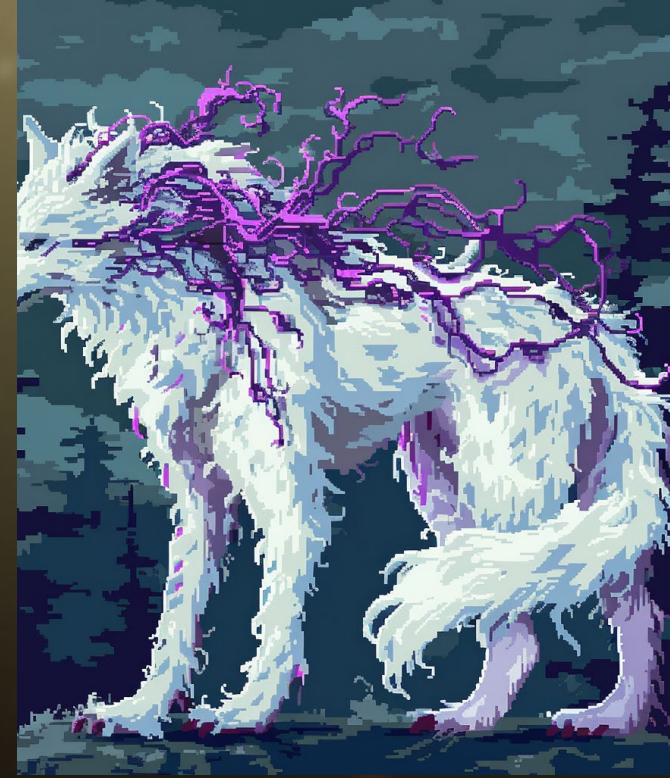
Enemies: Wolf Reference images

- The wolves should have grayish fur and red eyes, it is mean to resemble a forest wolf prowling the wild. The pixel outlines of the wolf should be grayish to not conflict with the color scheme, and the tail should be a darker shade. In the putrid marsh, it should resemble more of an orange fox, and in the Transfigured Weald the wolf should have purple veins growing from it's back.



Transfigured Weald Wolf Reference Images

- The color of the wolf should change from gray to white, and notice the veins protruding from it's back. We want those to be apparent to show that the wolf is not in control, but the parasite is. The veins should be purple to mesh well with the area.



Tree Monster Reference Images

- The important thing to note in these pictures is where the face is. The roots are dug into the ground and the face is right under the leaves with red beady eyes. In the Putrid Marsh, the leaves on it's head and body should match the color palette and change to a brownish yellow.



Boss: Zana

- Zana is a human and will have a humanoid design for her pixel art in-game. She will have an over-world chibi sprite referenced in the over-world character style, and will have a slightly more realistic battle sprite just like the main character.

- In these pictures take note of her red eyes and asymmetrical hair, and her serious expression. These are key to give the player the serious vibe she is meant to have.



In-Battle Sprite and background style

The battle sprites will look more realistic than the over-world sprites and abandon the chibi style in favor of a more humanoid look.



More references for in-battle

- Health displayed on the bottom to bottom-right of the screen.
- Turn order will be displayed on the top.
- Note the bottom left image where the characters are standing, it will function like this.



Buff System Style



What happens after you win a battle. The buff screen will look like this except the buffs will be in snowglobes.

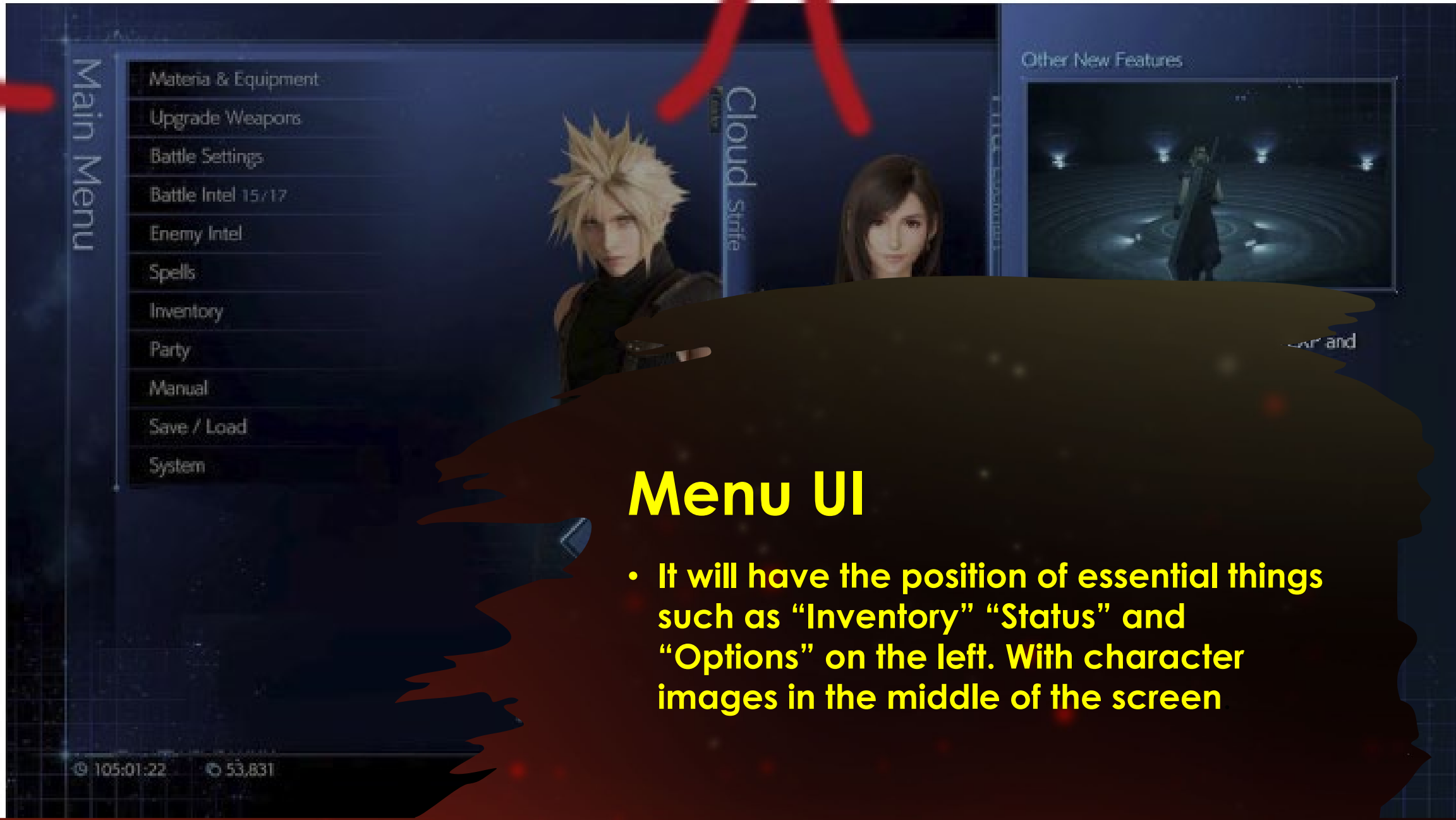
The buff screens border design and accessory should change depending on the area. If in Nymphwood it would be green with leaves, Obsidian Crag would be orange with lava dripping down the borders, and The Void would have strange flowers and purple goo around the border.



All buffs attained will be shown in a shelf like this

Character Image in front of status

Pos



Menu UI

- It will have the position of essential things such as “Inventory” “Status” and “Options” on the left. With character images in the middle of the screen



More References



Dialogue Style

This “portrait” style will be used for the dialogue only. It is meant to contrast from the pixel style to show the realistic expressions of the character to assist in dialogue.

These facial portraits are meant to be shown on the side of the dialogue text with a transparent background. This is to accommodate it and give the player an imaginative feel on how the character is expressing themselves.





Portraits will accompany dialogue to sh



Dialogue will be shown in boxes



Dialogue References

Karma Style Changes in battle



Based on in-game karma, battle sprites should change. The “Good” version should have light and stars around them, with the color being a vibrant white.



Based on in-game karma, battle sprites should change. The “Evil” version should have discolored skin preferably with a grayish violet hue, and have a dark red aura bout her.

Karma style(Good) reference images



Note the aura of the sprite. Look at how there are stars around her fading upward, and the shading of her aura below her feet.



Look at the stance of this character and the way she is holding her sword. Try to go for something similar to show she's not experienced but confident enough.

Karma style(Evil) reference images



This is the pose that her sprite should have in battle. She should have two knives, one red and one normal floating above her hands.



Take note of her skin tone, it should be like this except slightly darker. Use the base sprite that we already have as reference.