

Cely G. Progress Report #2

In this update report, my art team and I have discussed the art style for our characters with Elijah. We decided on an art style that combines two video games art style; Omori and Dangaronpa. Shaina (our volunteer digital artist) sent us two versions of the work with two different uniform base colors for the characters. We will also look at the background layout. Like a classroom background, schoolyard, etc.

We must think carefully and choose wisely to pick one for the game so that Elijah can put them for the prototype session and final game for the final presentation. So, Shaina will start finalizing the characters' art, and I will be there to help her once we pick out the uniform color. However, Shaina and I cannot continue the drawing process due to a missing personality background for the characters in the game so that we can visually draw them down accurately.

Our Tech Advisor mentioned a certain layout for the character's dialogue. Meaning, having the characters' expressions next to the dialogue text so that their reactions can be shown during a situation.

For the next progress, we will have to fully color the characters' uniforms and to make them look even better. Then sending them to Elijah to put them in the game so it can look more presentable. Even with the background layout. Lastly, having each of the characters personality.