

Designing assets for a game

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Art style

- The art style of different games is very important to each game because if you have a military game such as COD black ops 1 in zombies the map looks very decerped, old and rusty but if you compered it to something like Skyrim a beautiful fantasy world with dragons and the game is so bright and realistic with the streets design.



Weapons Reference Images



MOLOTOV



CYMBAL MONKEY



Setting, i.e. past, present & future

- The game is set in modern time so it take place from 2020-25 in that time span so the technology that if current right now is the one we are using right now. We might implement some technology from the future.
- The game will not look like the 2020 nuke town map from black ops 2 it would look like Kino de tor from BO1 zombies.
- It would look like modern warfare because the guns and the tech looks like the one we would have in real time.

Environment references images

