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Art Document

Regarding the tactical map

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1. Artstyle

1.1 Technical limitations

As sprites are being rendered hundreds or even thousands of times on the screen, optimization should be a consideration*. The current size of the sprite is dictated by how small I could draw a chud that still resembles a chudjak (picture 1). While in game these sprites are rendered so small that a lot of it is lost, future plans include camera zoom and movement so it pays to keep some extra detail. Other elements (like the UI or strategic map) are not bound to any limitations, however they ought to be harmonious with the sprites from the tactical map.

*note I may be overstating the importance of optimizing sprites as I'm still experimenting with the engine.

1.2 Direction

Chuds should look like the biggest larpfest ever, using exclusively world war 2 equipment, from weaponry down to uniforms and radio equipment. Everything should feel archaic.

1.3 Animation

With the volume of happening on the screen, animation can be very modest in most part. A couple frames for shooting and reloading to get the idea across, just gesturing movement.

1.4 Layout

The tactical battle would be seen through a viewport (picture 2). The purpose of the viewport is both to further immersion and allow greater liberty when tackling audio design. It's possible to add minigames or "chores" for the player in case the battles start to drag, where keeping tabs on the battle can be it's own bit of strategy.

2. Environment

2.1 Foreground

The war would span 2 distinct regions, Saharan Africa and sub-Saharan Africa. For Saharan Africa a desert with light vegetation would be good (vegetation, small rocks and other doodads exported separately so they can be procedurally placed) sub-Saharan Africa would need to be greener while still remaining flat and free of obstacles.

2.2 Background

Background elements would consist of sand dunes, mountains, mud huts or industrial plants if niggers push into the chud territory. In cases of coastline battles the background should consist of a sea and potentially a distant battleship providing fire support

2.3 Structures

The defenses ought to consist of a trench line supported by pillboxes, towers, barbwire and potentially a wall. The purpose of these elements is to allow a greater volume of fire (as only a certain amount of chuds can be crammed into a single trench, and chuds can't shoot through each other. This would be a natural way of limiting a number of troops any given point of defense can have.

3. Units

3.1 Rifleman

Riflemen will make up the bulk of the defense. They are simple units, shooting their rifles at irregular intervals. A reload animation isn't necessary, there's too many of them for reloading to play any part in gameplay. A few frames for whenever they fire a shot is enough, as well as a grenade throwing animation for when niggers get too close.

3.2 Machine gunners

A more complex unit and a power multiplier. Taking two chuds to operate, it is a fast firing, inaccurate weapon that chews through ammo in exchange for a high nigger killing capacity. Unlike rifles, the machineguns exhibit more complex behavior, firing in bursts and reloading. The reloading animation, while long, needs not be complex. A couple frames repeating to convey the action of reloading.

3.3 Radio Operator

A chud representing the connection between the viewport and the player, also used to call in support fire. Requires only a small radio set up behind the front lines, potentially a different uniform.

3.4 Flame thrower chud

Self explanatory albeit but I still need to figure out how I'd implement fire so disregard for now

3.5 Anti tank gun

Gun with good armor penetration, or nigger penetration, operated by 2 chuds. Feel free to draw an impressive muzzle flash, the barrel can be animated through code (as it is currently) it just needs to be exported it separately. The 2 chuds operating it should be animated firing and reloading it. For reference use the pak 38.

3.6 Mortar

Indirect fire support. Stationed behind the enemy lines, a mortar is operated by 2 chuds and slowly lobs grenades into the sky landing on nigger skulls.

3.7 Vehicles

Currently entertaining the idea of making 3d models for vehicles to give them perspective while also making it easy to rotate the turret. For reference these vehicles would include halftracks, armored cars, light and heavy tanks and a flak tank.

4. UI

Proposing a sort of retro futurist design for the UI. A WW2/cold war vibe but obviously with a lot more screens for characters and what not. Worn out steel, analog buttons and switches, similar to highfleet but simplified and less realistic.

5. Images



Picture 1 (head is 15 pixels tall)



picture 2 (subject to change)