

Content Creation Pitch

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Background story:

A ship has sunken underwater after crashing into a rock. After being on the ocean floor some parts of the ship have aged faster than others. The ship has been inhabited by seagrass, fish, crabs and sharks.

Goal of the game:

The ship has loads of hidden treasures; can you find them all?

Theme:

Cartoonish stylized underwater (baroque style?)

Colors:

Dark blue/purple/green for the water

Pink/red color on some of the furniture

Golden color for the metal parts in luxurious part and metal color on the shabby parts

Yellow colors mixed in with the others

Jellyfish that light up with a purple/pink color outside

Environment:

Indoor on a sunken ship (underwater)

Some parts of the environment are bright and luxurious and other parts are dark and shabby.

Inspiration:

- Rapture from Bioshock
- Atlantis
- Otoh Gunga (Star Wars underwater city)
- Titanic
- Disney's Ariel
- Beauty and the beast

Modular pieces:

Priority:

- Windows
- Doors
- Walls
- Roof
- Shipwreck

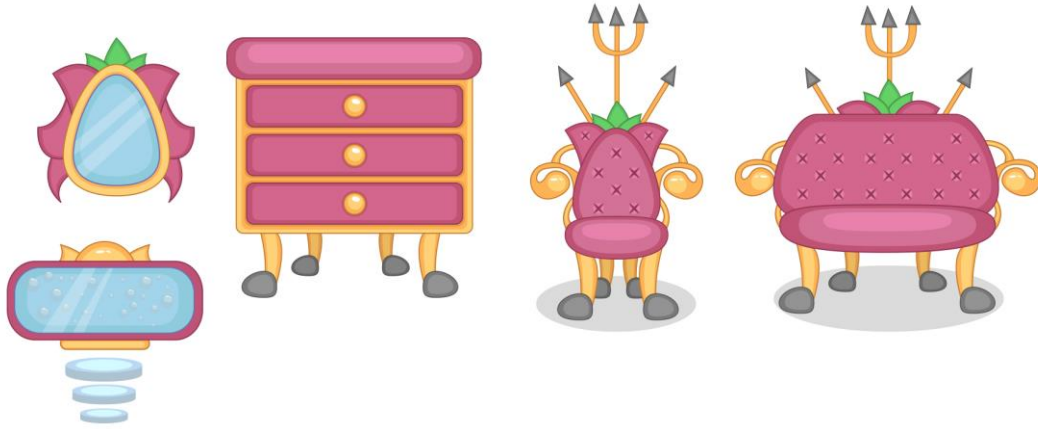
Second priority:

- Sofa
- Chair
- Aquarium
- Table
- Seafloor
- Seagrass
- Dresser
- Treasure chest
- Pile of money
- Trident
- Lifebuoy
- Banners
- Curtains
- Fish
- Jellyfish
- Shark
- Pillars
- Checker floor
- Crabs
- Fishing net

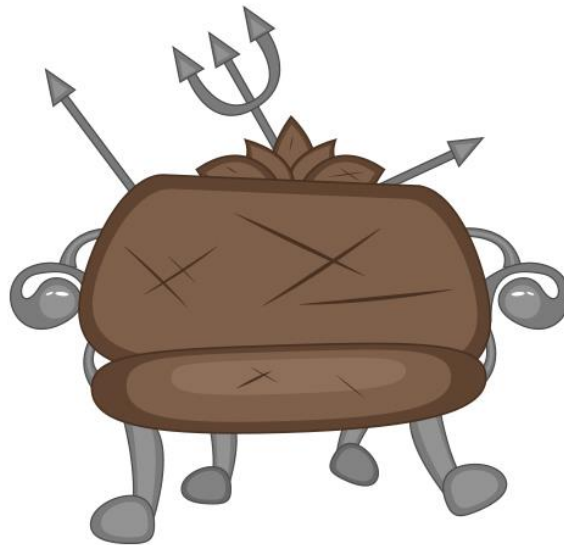
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Early concepts (furniture):

Luxurious:



Shabby (old, aged):



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Early idea (not going to use this):



Concept so far:



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Visual style guide (moodboard):

