# Visual design

Alexandre Variengien

Background elements

Mood board
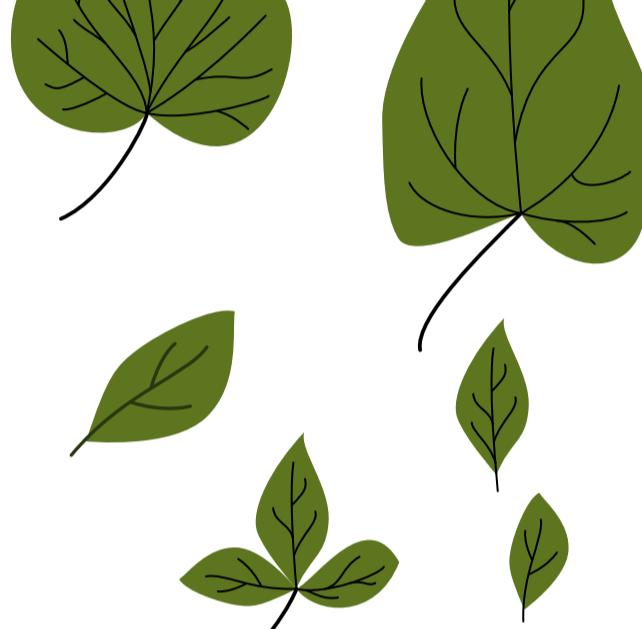
Model & leaves
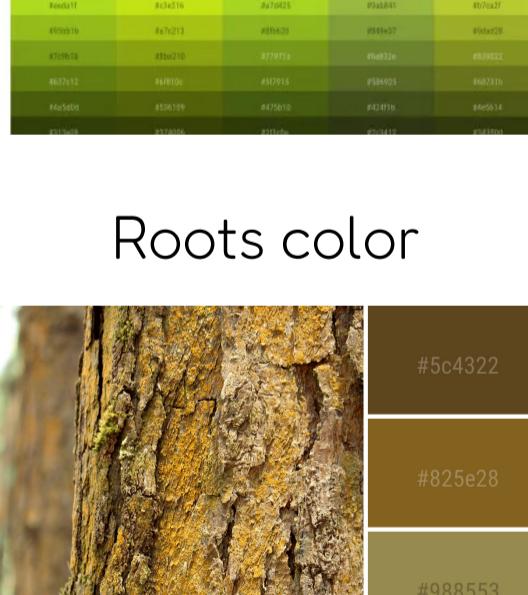

Color palettes

Leaves color

Roots

Roots color

# Background composition

First proposition
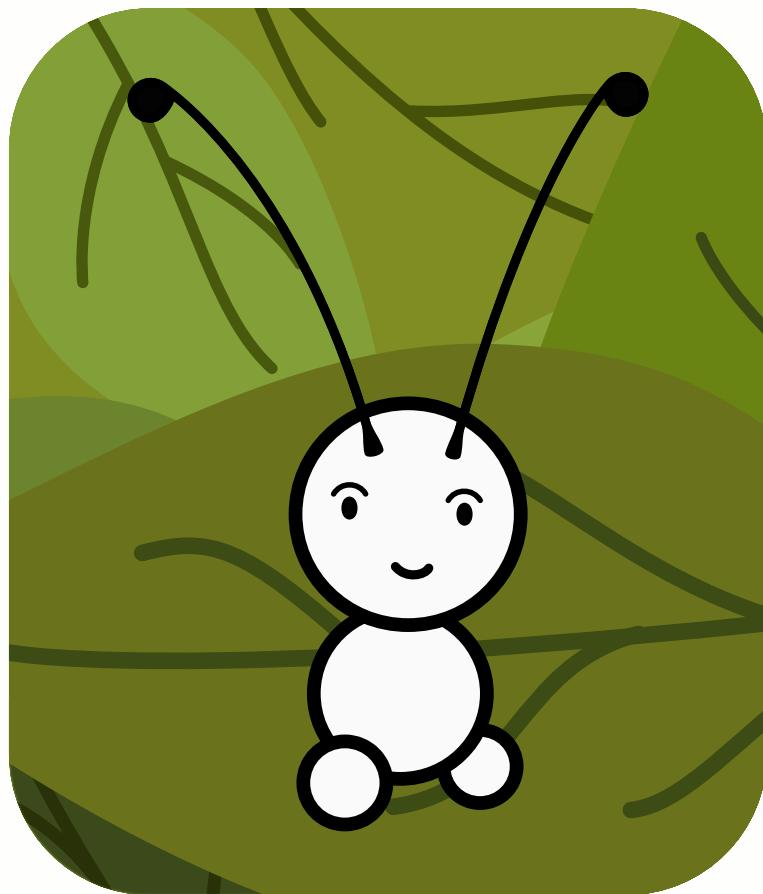

Seventh proposition

Main character

First design
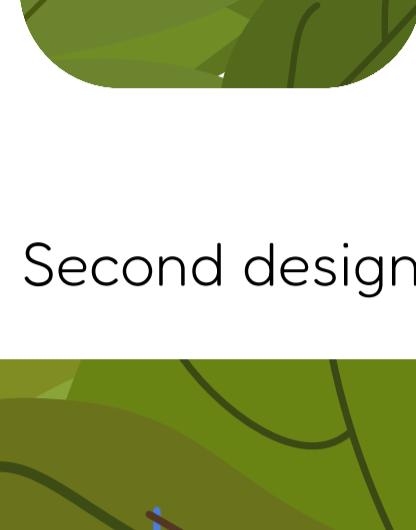

Second design

Environement objects

Spider Webs
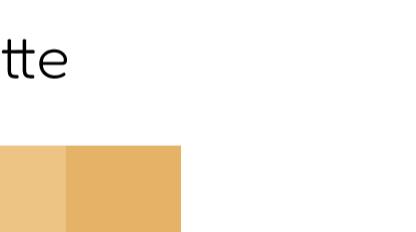
First design


Second design

Tiny Plant

Shell
(aka LE VENTILO)
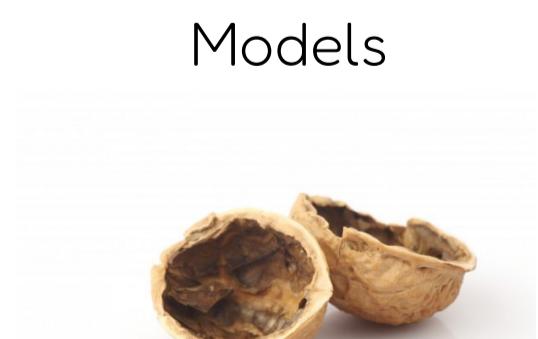
Color palette

Final design

Model

Bowl

Models
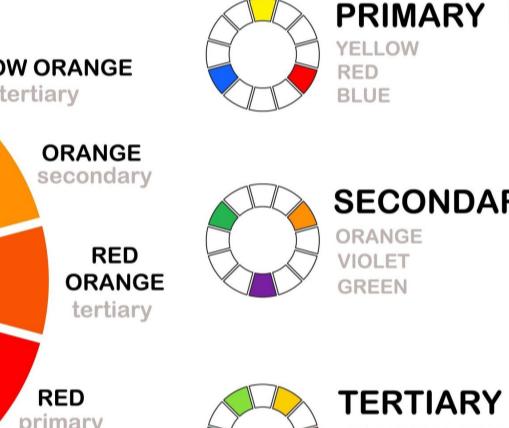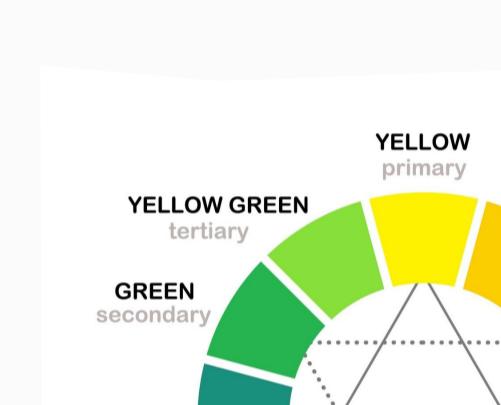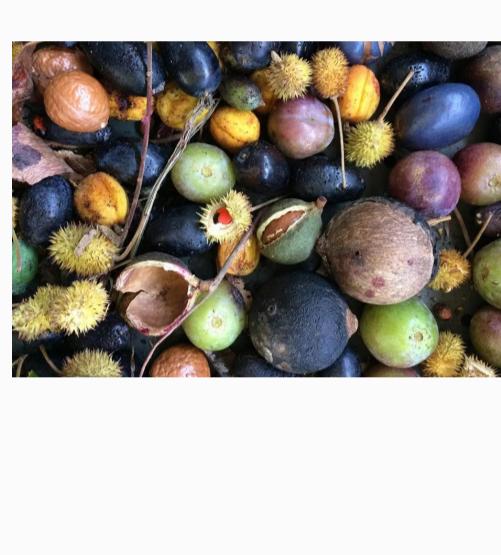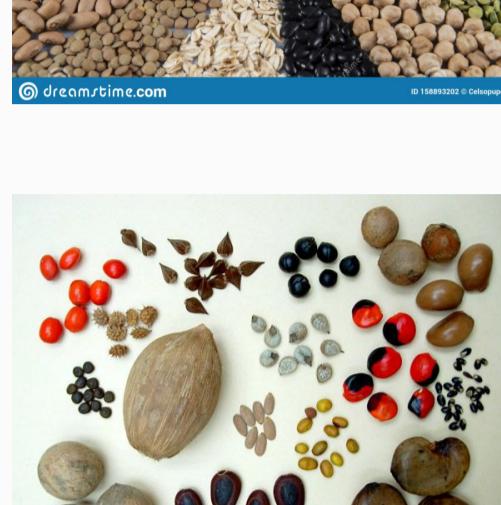

Final design
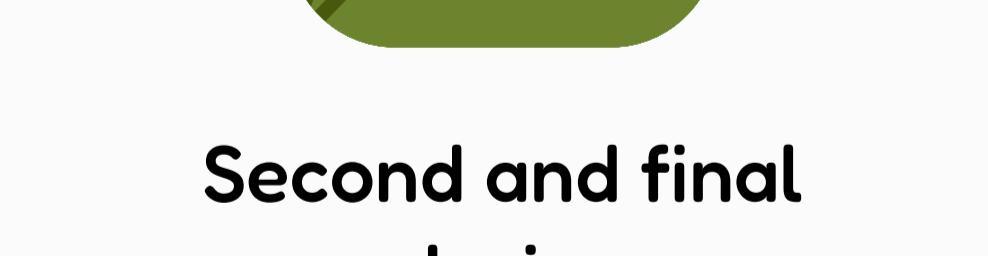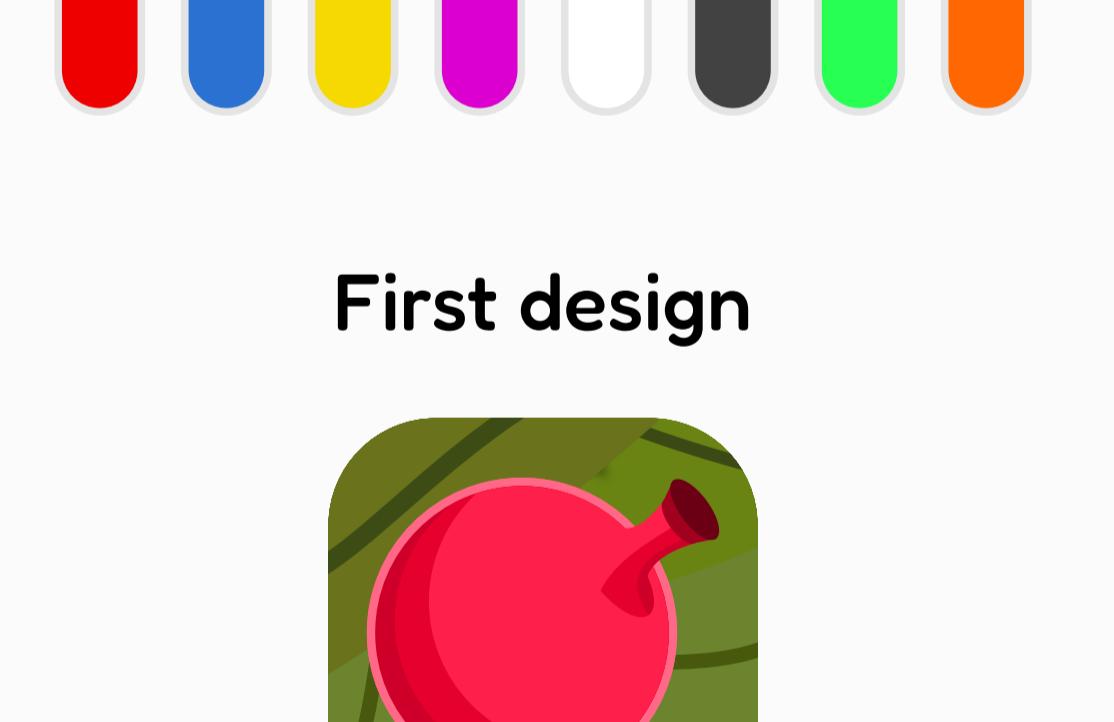
Collectable Seeds

Moodboard
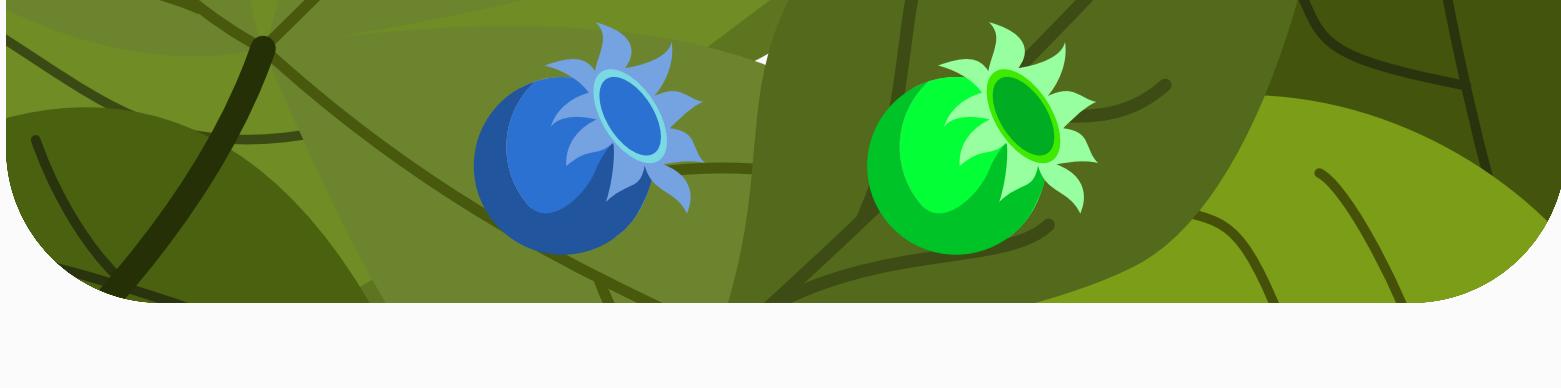
Color palette



First design
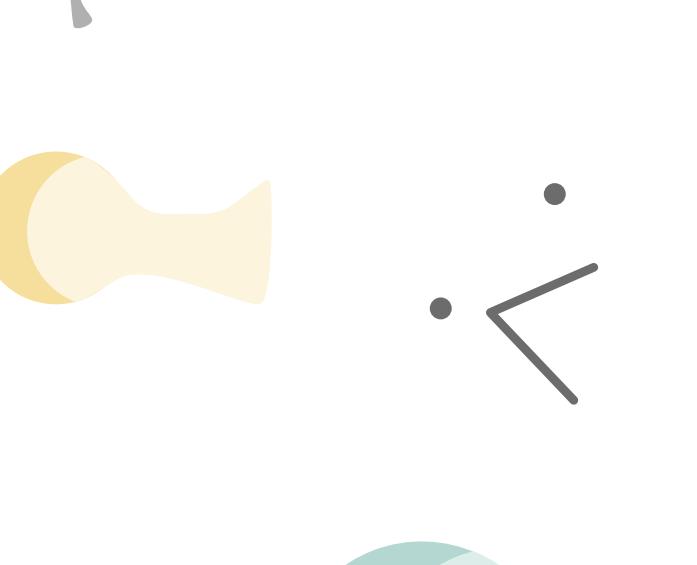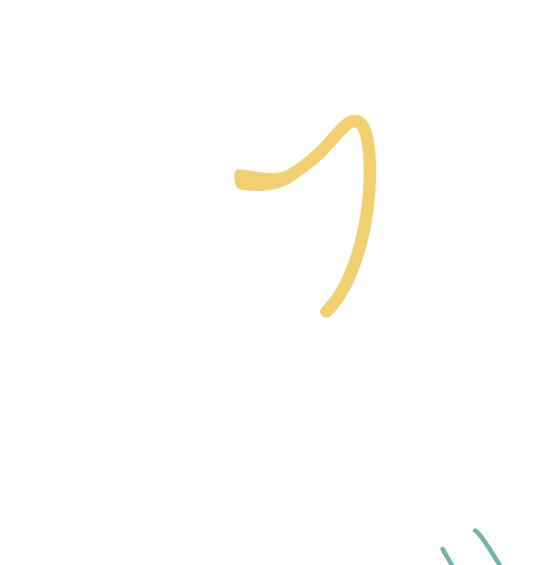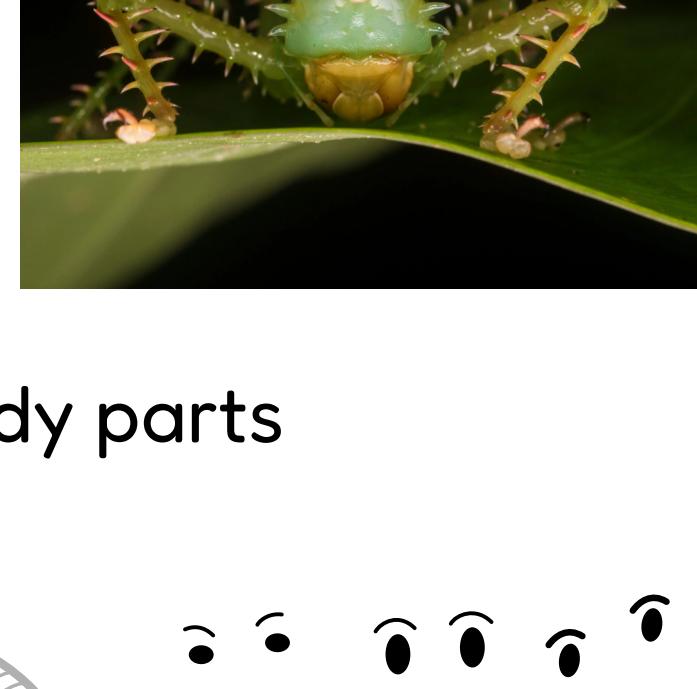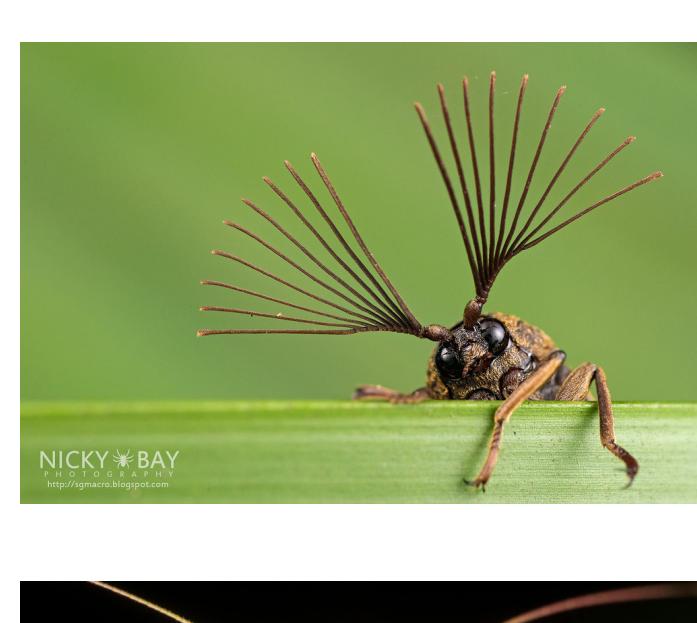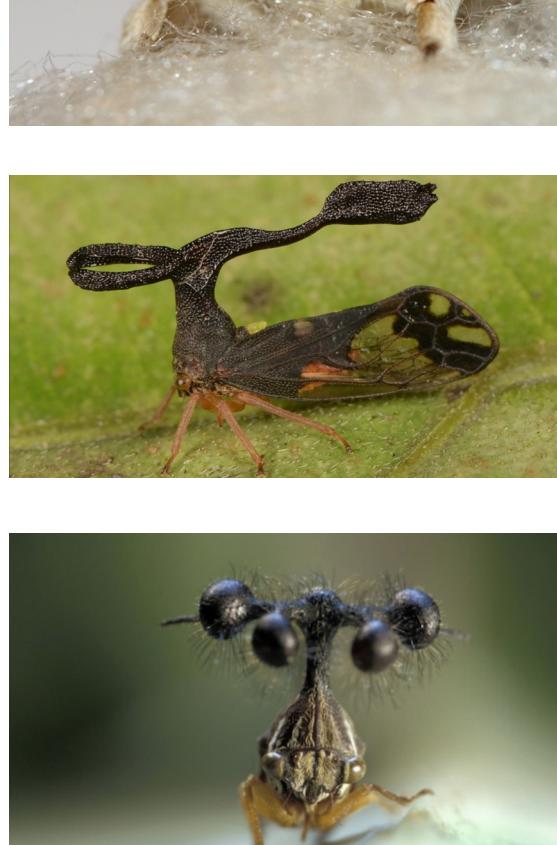
Second and final design
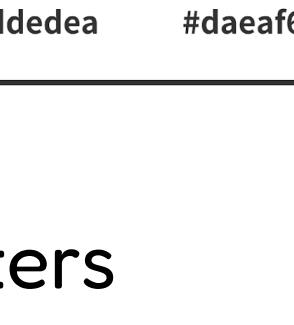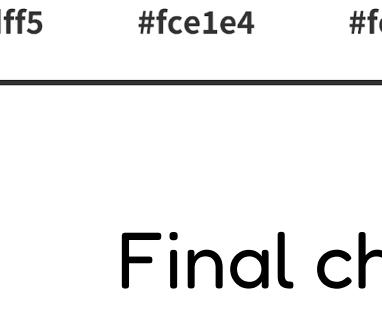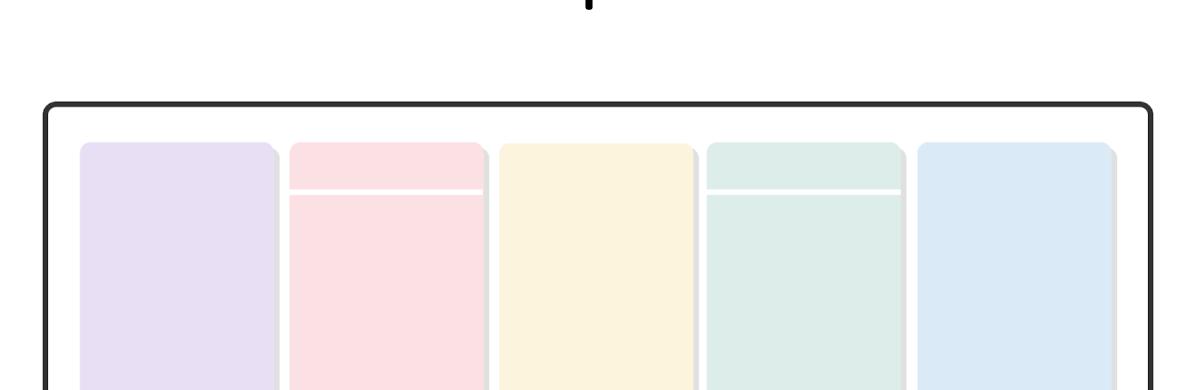
Non player characters
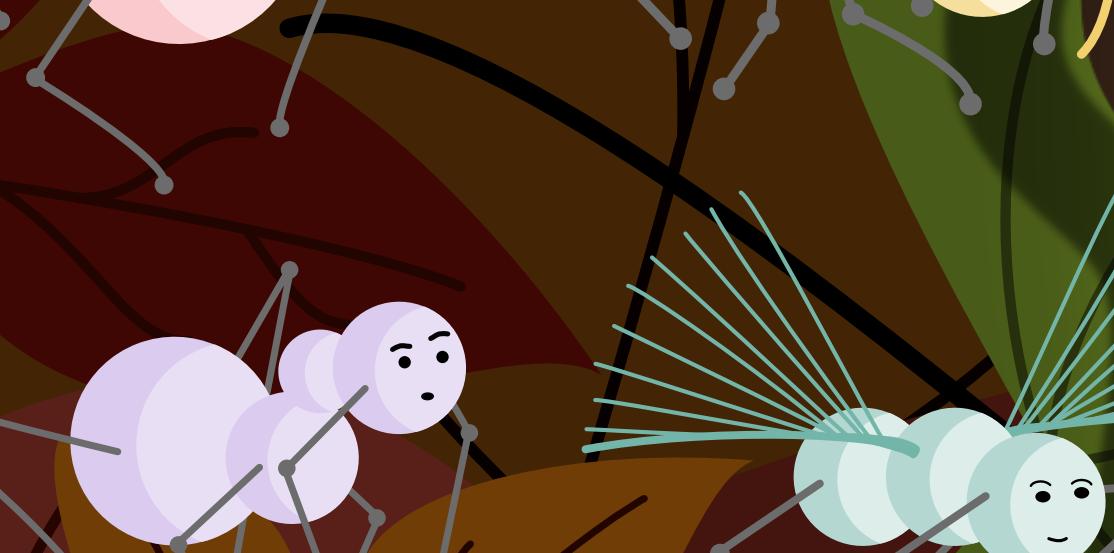
Moodboard
(Google image results for "weirdest insects")
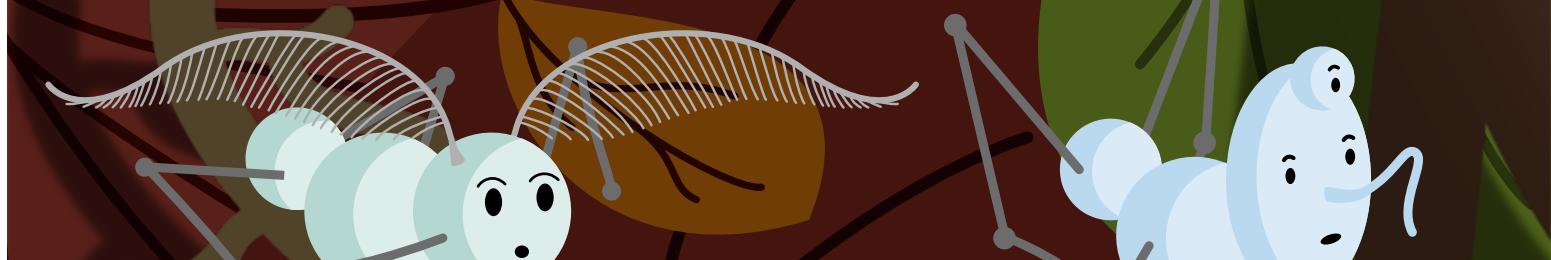
Body parts

Color palette

| #e8dff5 | #fce1e4 | #fcf4dd | #ddedea | #daeaf6 |

Final characters

Interface

Typography

Degantara Titles & Logotype

Fredoka Light

Fredoka Medium
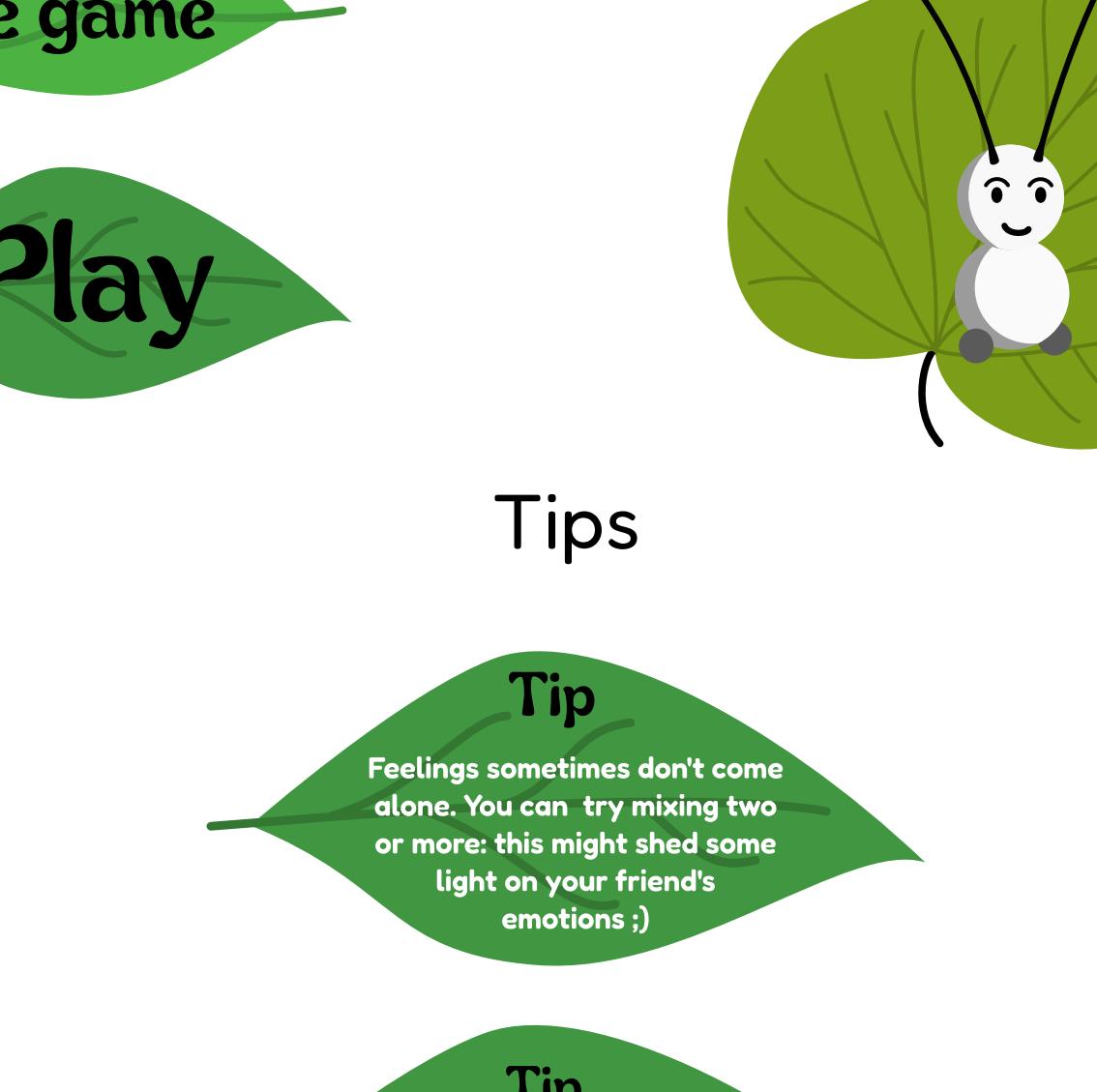
Fredoka Semi-Bold

Fredoka Bold

Interface texts
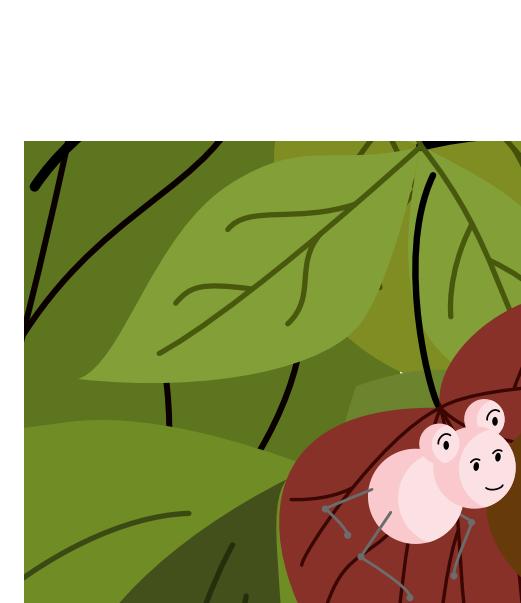
Wellbutrin In game text (optimized for low resolution)

Logotype

Buttons

About the game

Play

Icon

Tips

Tip

Feelings sometimes don't come alone. You can try mixing two or more: this might shed some light on your friend's emotions ;)

Tip

You can try to gather a white seed and color it according to what your friend is feeling.
You can use your slingshot to lanch seeds, don't forget to bend it to reach far away targets !

End screen

Well played David!

"About the game" Screen

Mixed Feelings was created during the Orbital Game Jam at Satellite, Lausanne!

We are feeling berry good that you tried our game! :D

Controls

Arrows / TFGH - Move
Click and Drag - Aim
Unclick - Lauch the seed
Q - Quit screen

Credits
Game design - Diego Dorn
Storry telling & level design - Anita Dürr
Development - Yann Aguettaz, Guilhem Niot
Graphical design - Alexandre Variengien