

CHARACTER ART AND DESIGN OF

BLOODY MARY

CONCEPT VIDEO GAME



ARTWORK JAKE LAW

BLOODY MARY

CONCEPT VIDEO GAME

Bloody Mary is a made up concept game by me used as a way of me creating concept art for the horror genre, based of the folklore of Bloody Mary, its story of the game is completly made up and here is a quick run down.

Our 4 players can choose to control Terry, Joey, Hazzel, and Monica a group of friends who decide its funny to play the Bloody Mary game, Which they didnt think it would work at first, but it all went from here, they opened up the entrence to the realm of the dead.

Here Mary appears and starts to hunt down our players and they must use puzzels and escape there mansion, once freed they are rescue by the guide that shows them how they must leave, and to do that they must enter the home of Mary, her castle that is full of horrendous monster that hunt and try to stop our players from leaving, keeping their soul forever, after making their way around the castle avoiding monsters and solving puzzles there final boss, is mary herself who shows her true form and the players must defeat to get past her, each players choice can effect the turn out at the end of the games so choice the best ways for you.

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TERRY

Age - 21

Height - 6ft 2

Attributes - strong, most health, versatile in weapons use

Cons - makes the most noise, can't fit in small spaces, doesn't get assists in puzzles



Terry a sports loving enthusiast, the most athletic out the group able to use it for great strengths, allow him to defend himself the best, but struggles to hide for his bigger size, and lacks the intelligence for the puzzles, and is given no hints or clues for them.

Grown up in a lower class family, never halted him as a person, grew up playing sports and trying to turn it into a future, he became popular and with that got the popular girl, in a relationship with hazel, he tries to defend her as much as he can once their reality switches and the experience to horror of the realm of the dead,



JOEY



Age- 20

Height- 5 ft 10

Attributes- decently athletic, has most storage

Cons- cant fit into small spaces and get a very small amount of hints

Joey decently athletic allows him to defend himself just not for too long, but love to be versatile so brings his back pack everywhere, this allows him to carry more equipment for the group, but must be near people to give it out, so dont get split up, but with this can be really noisy and cant fit into small spaces.

Growing up in middle class, wasnt someone too social but still made his friends with him, average and everything doesnt like to stand out, but can be very courageous when he needs to be.



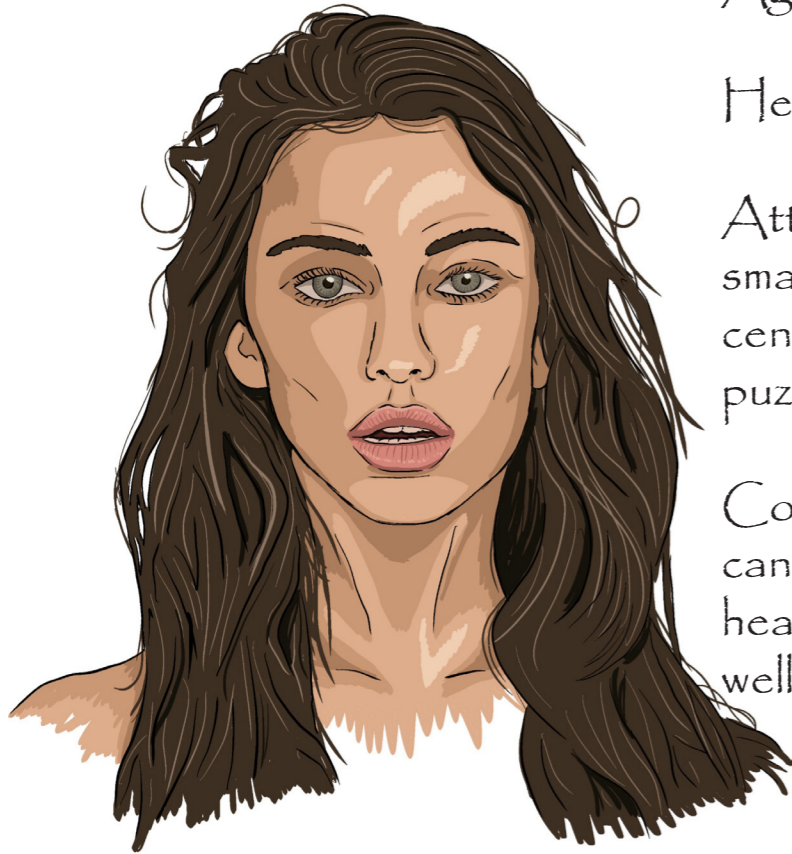
HAZZEL

Age- 20

Height- 5ft 5

Attributes- best at crafting, small able to hide well, gets a decent amount of hints a clue for puzzles

Cons- gets scared easily, so can be clumsy, least amount of health, not able to defend herself well



Quite and intelligent person grown up in upper class, her home is the mansion it all starts at, a small girl who can hide very well, but is awfully timid and the horrors can scare her too much, with her knowledge able to figure out puzzles better and know the ability to craft useful items.

her stature does give her some arrogance but when reality hits her true self comes out, in a relation with terry, requires him to help her out alot as shes known for being too clumsy when noy needed,



MONICA



Age- 21

Height- 5ft 7

Attributes- most intelligent in the group, gets the most hint and clues for puzzles, small able to hide well

Cons- least amount of health and stamina



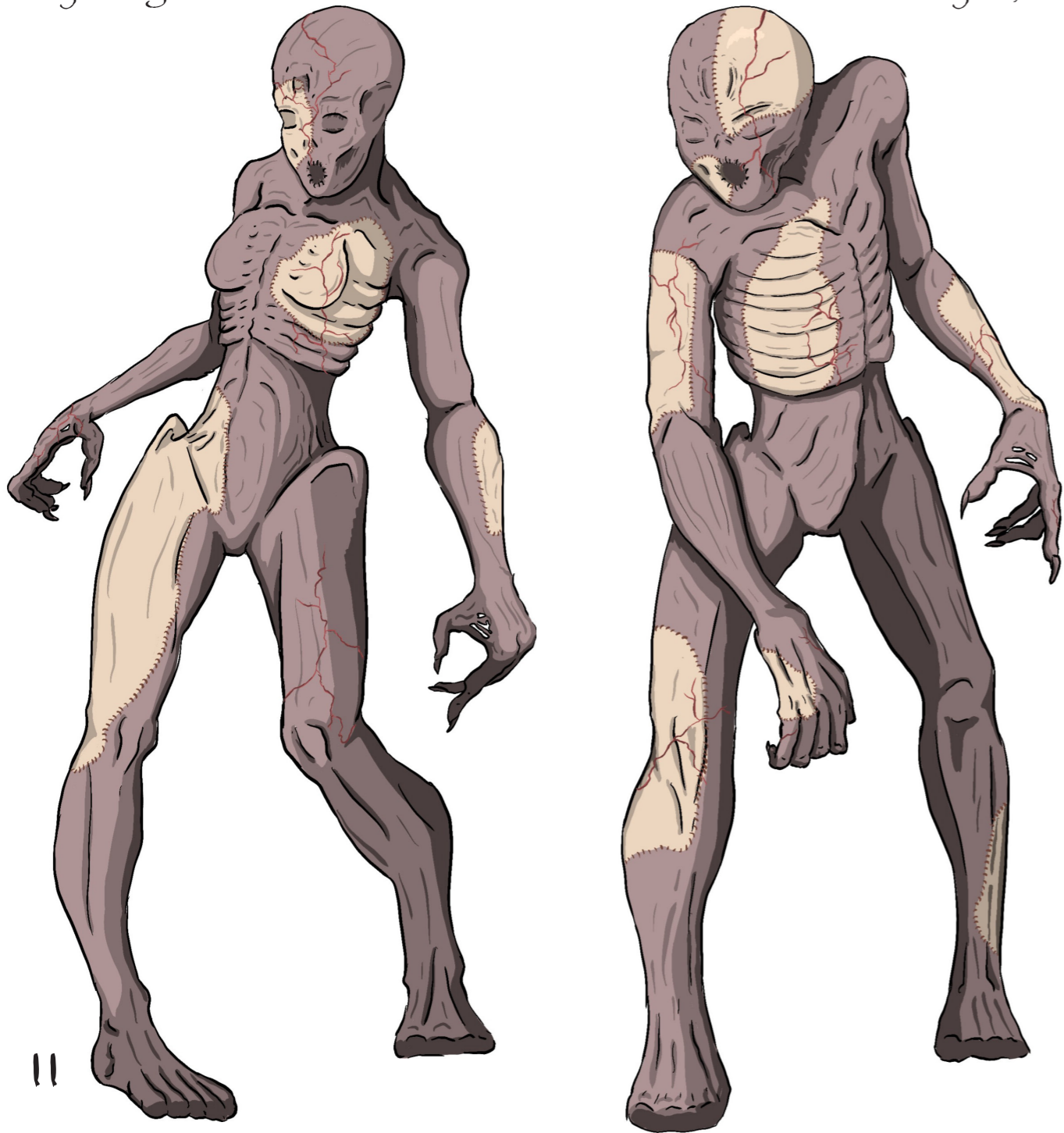
the most intelligent and loves the horrors, with this she can figure out puzzles quickly, and small enough to hide, but due to this her stamina aint the best and health, so she can be very vulnerable.

grwon up middle class, she struggled to make friends giveing her a sarcastic behaviour, but found her friends in this group, but works very well within it,

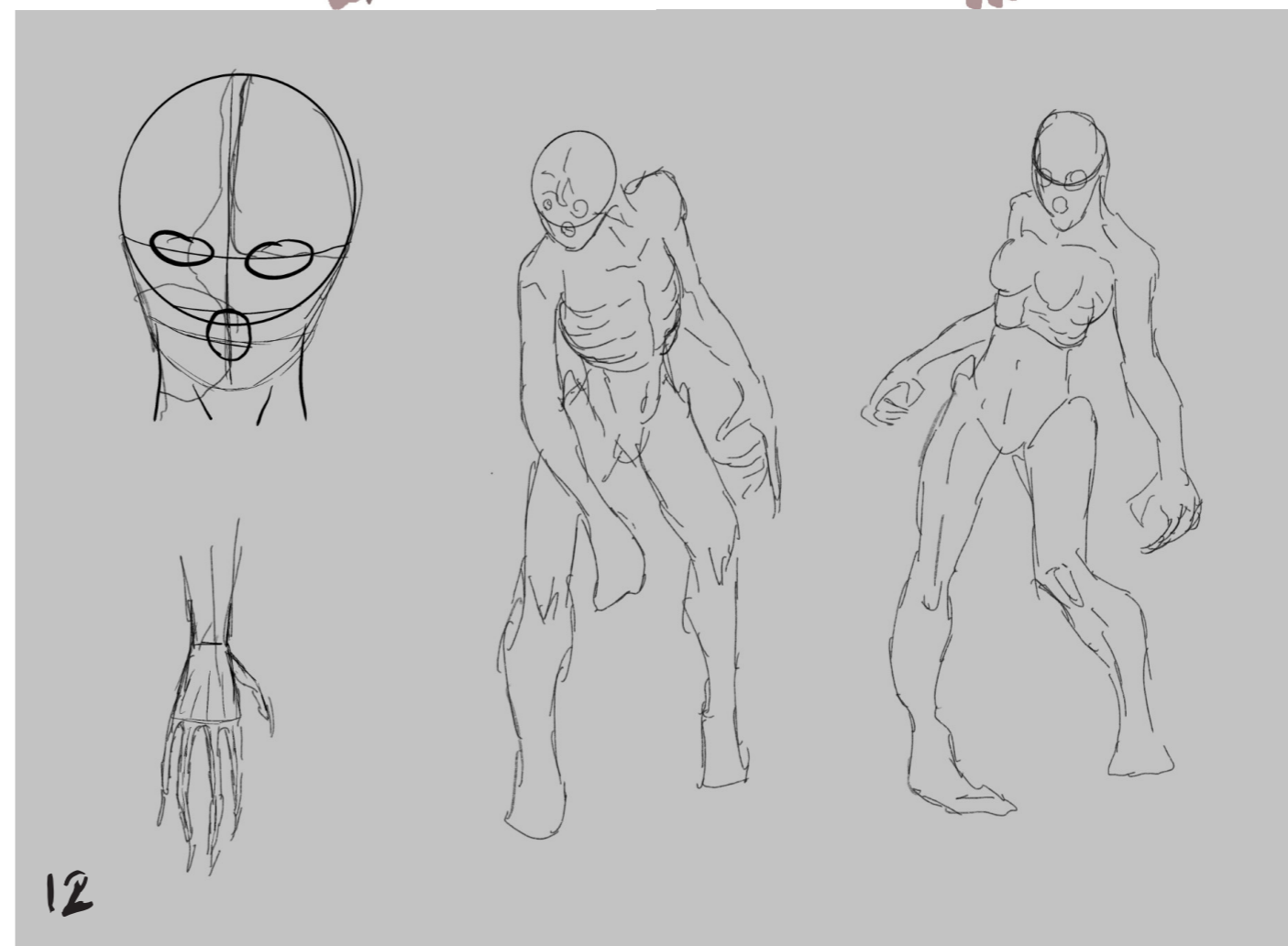
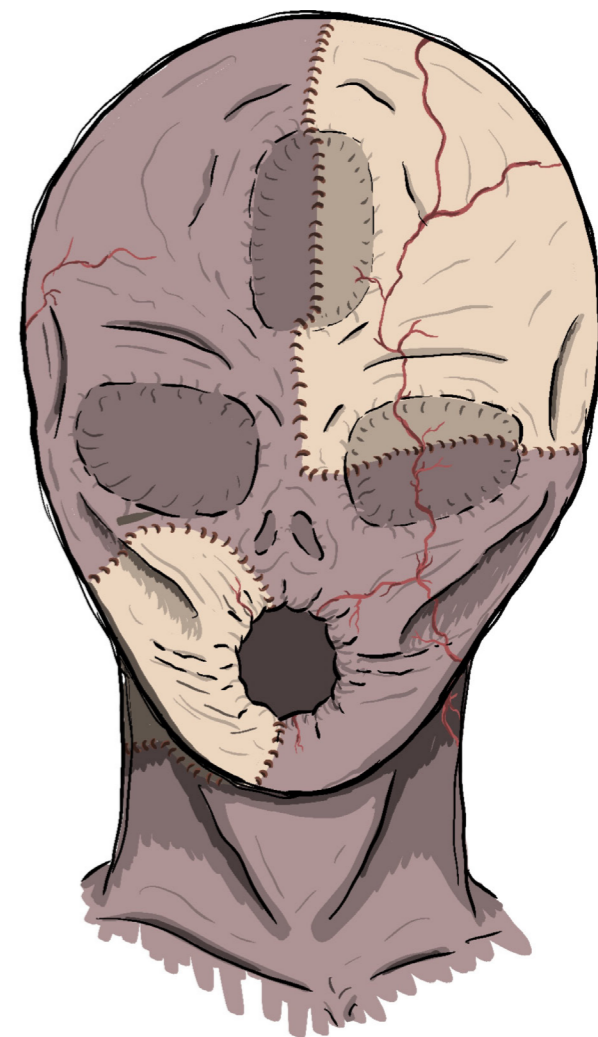
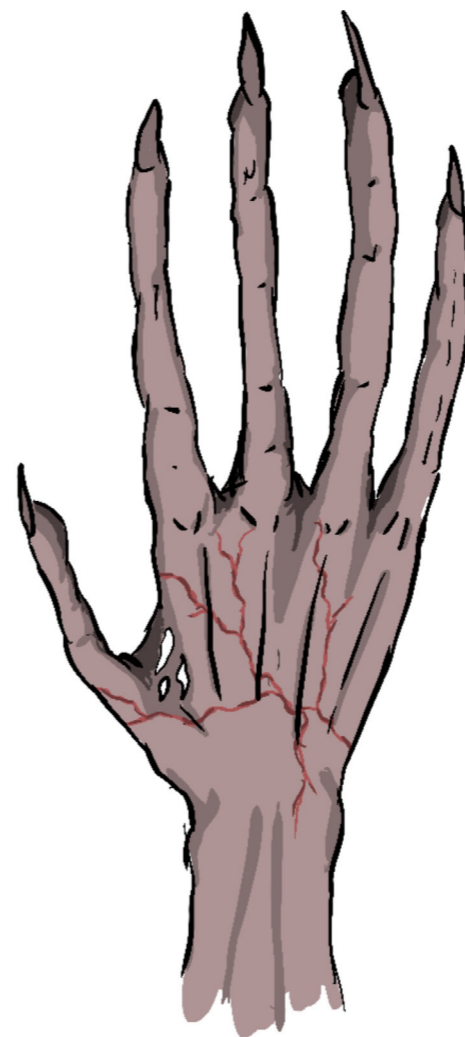


DEAD SPIRITS

The Dead Spirits are the embodiment of when a person dies and passes through this world which is inbetween the afterlife, they are the remains of hatred, and the yearning for life people have once dead, so it becomes this physical zombie like being that seeks out living targets and many do fall into this world, not strong or fast but very dangerous in numbers and can be fended of and destroyed,



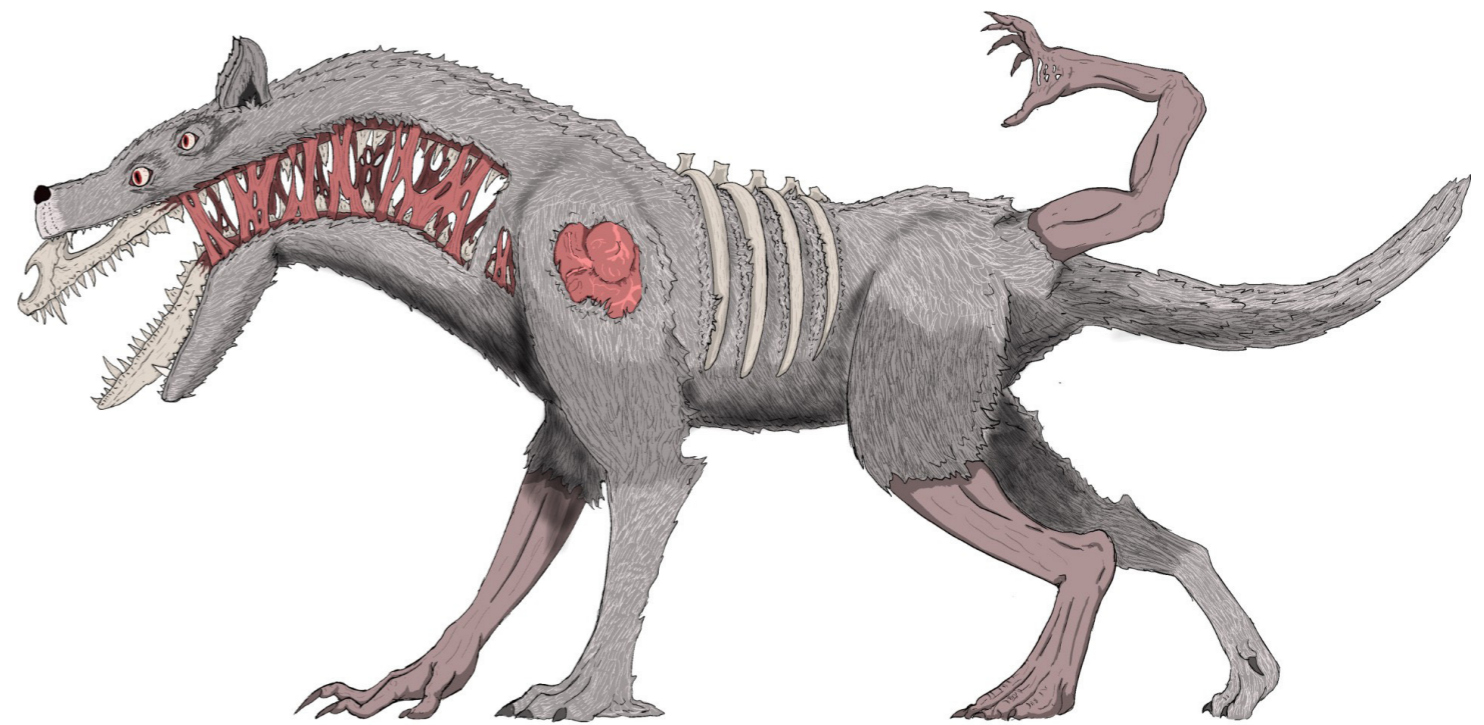
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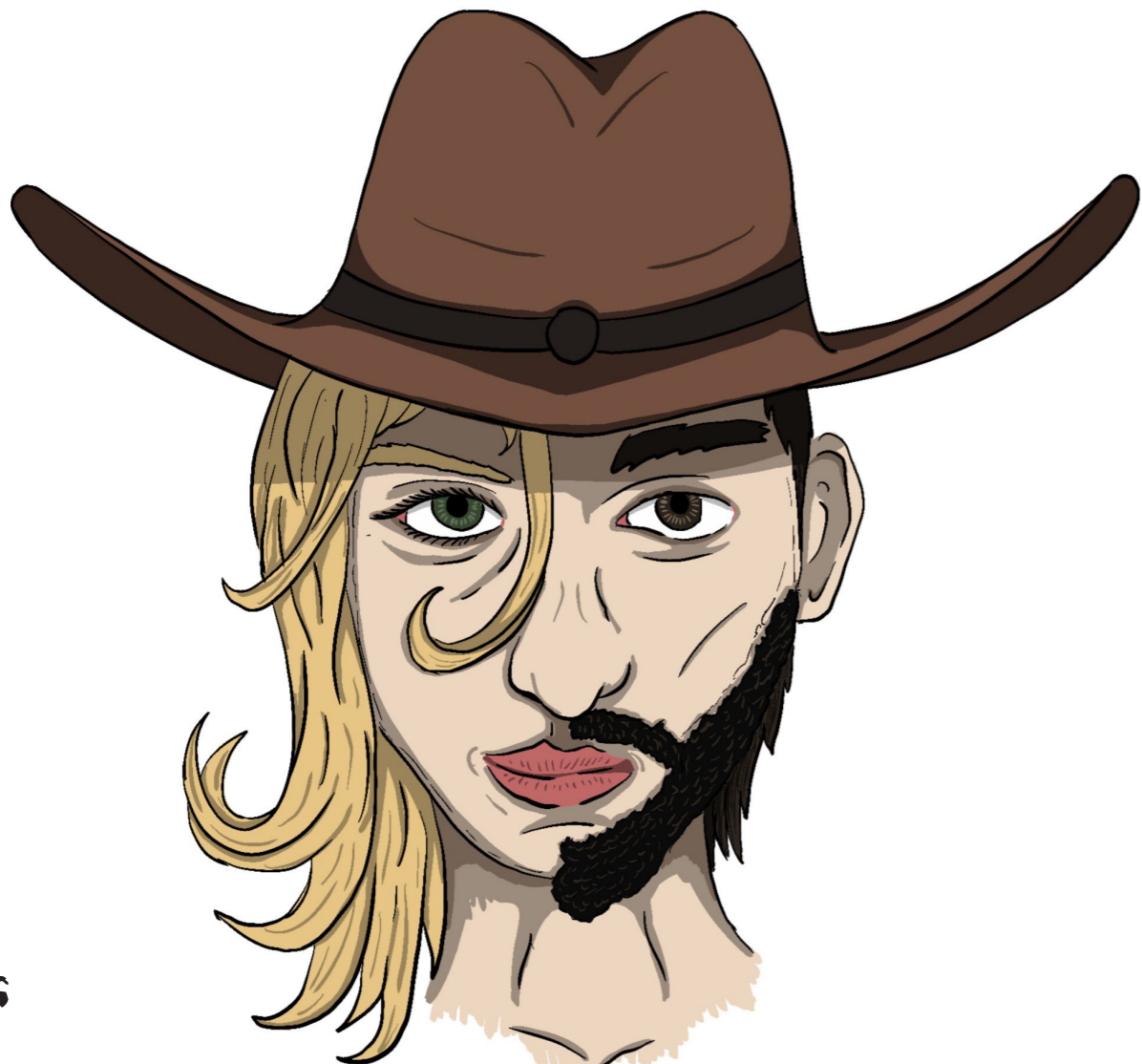
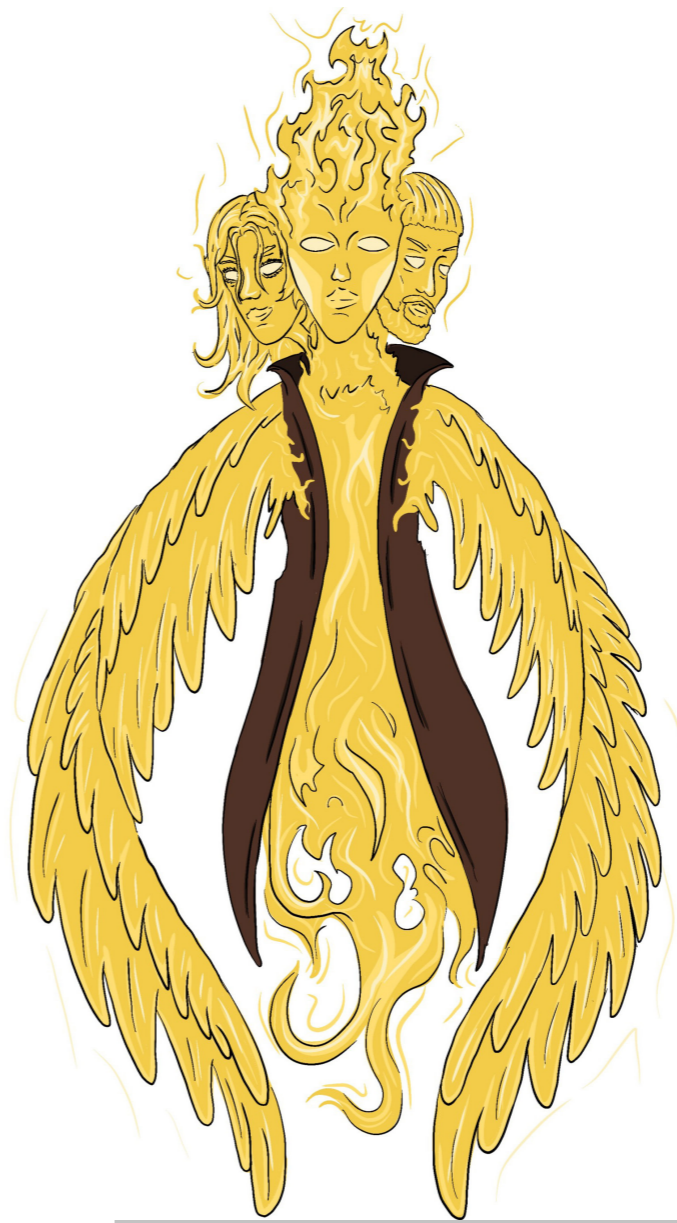
DEAD DOG SPIRITS

Similar to the dead spirits its the embodiment of hatred and the yearn for life but from animals that have passed on, but they take on a more wolf like form and can sometimes be combined with human emotions, they have high intelligents and are deadly by themselves, large in size do struggle to get into small spaces but have amazing tracking skills, are very hard to defend off and defeat.



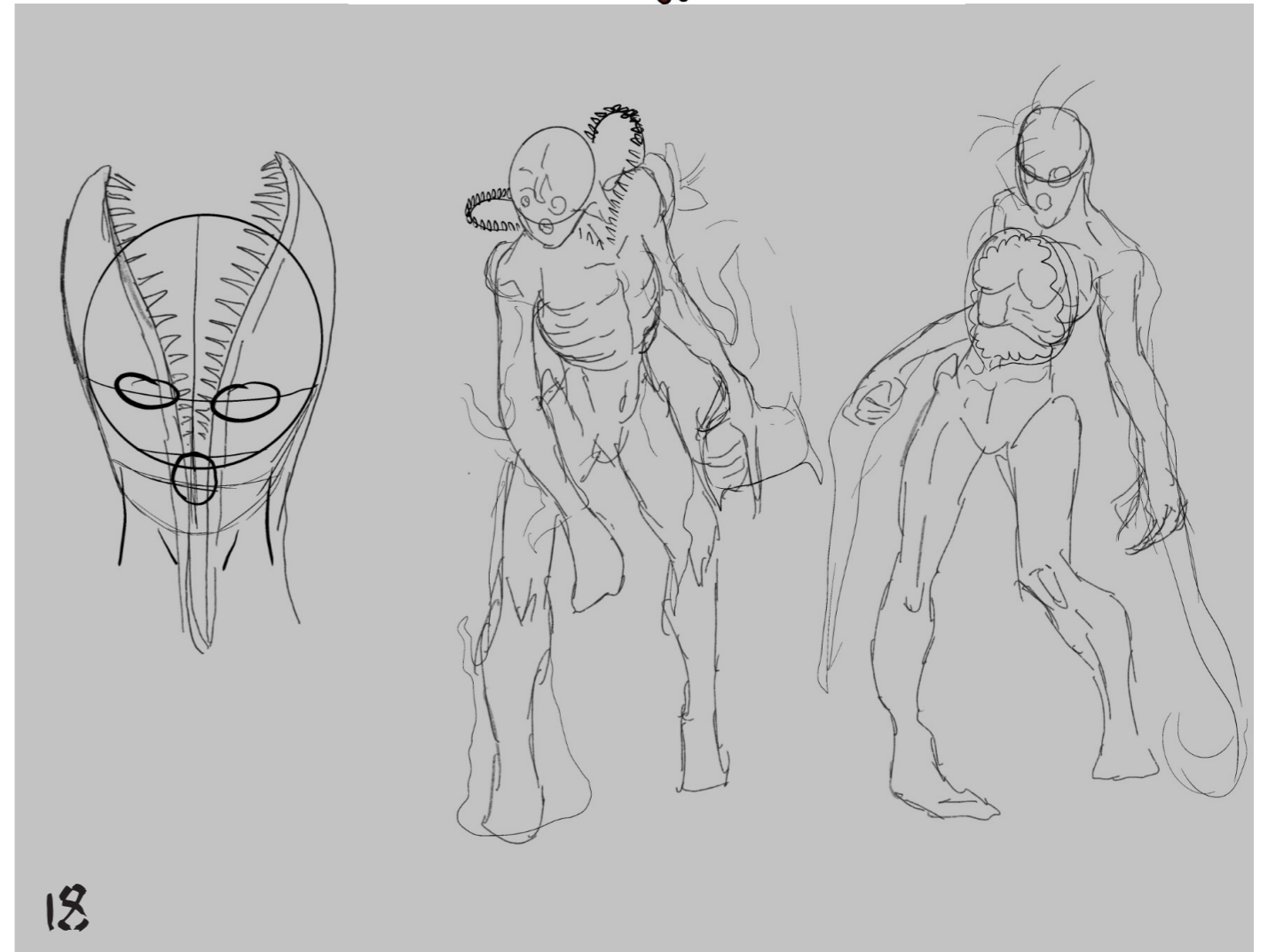
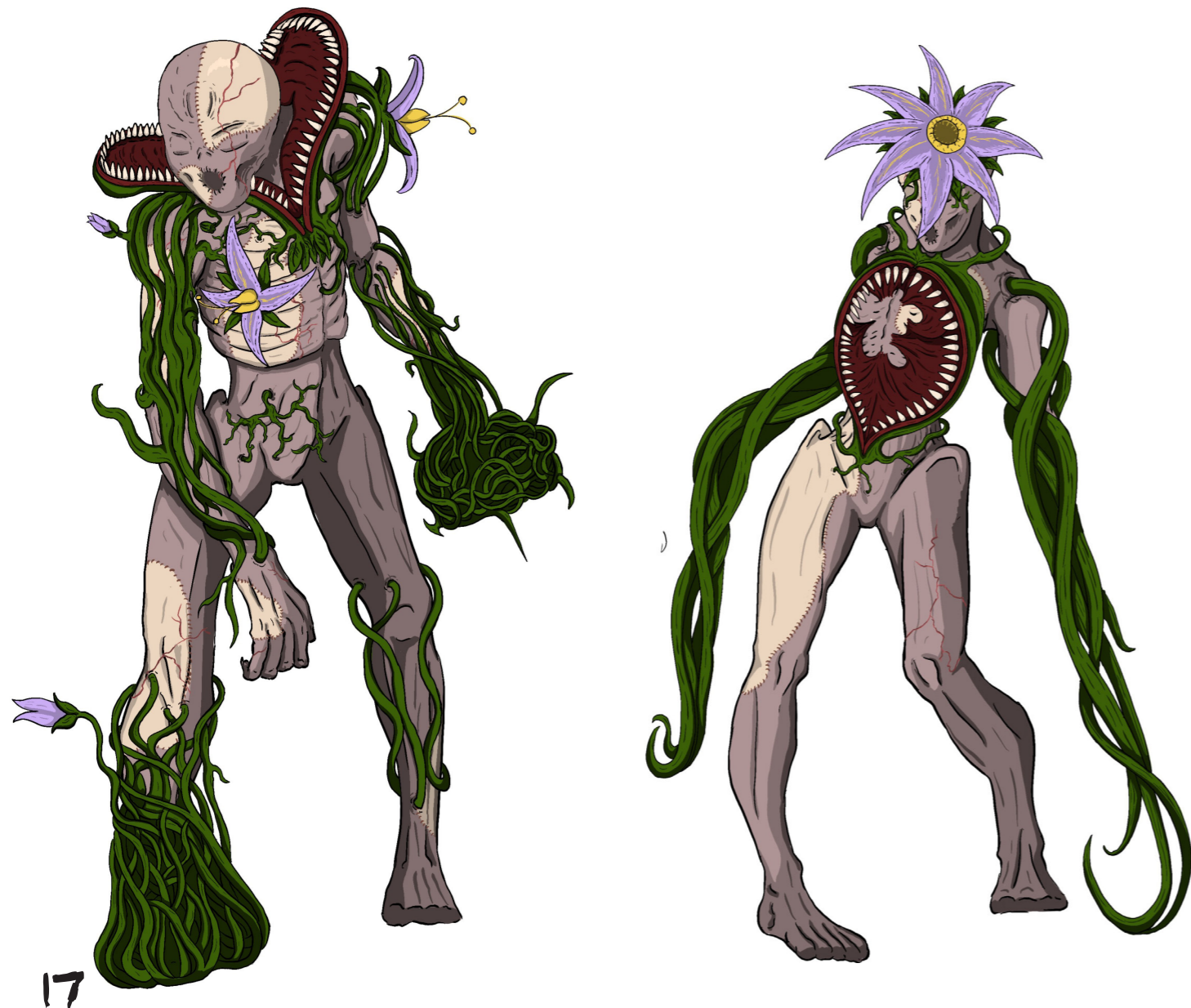
THE GUIDE

The Guide is a spirit who has stayed in the middle realm as the guide to help those across who are moving from life to death, a being with no real gender, so is half male and female and took on the form of a cowboy, as being the outlaw in the realm, flairs of ghostly form emits from it, the light of it is powerful in this realm and keeps the balance, but when our players later on encounter marys boss fight, the guide assist them by become its true form as the guiding angel, the light within the darkness.



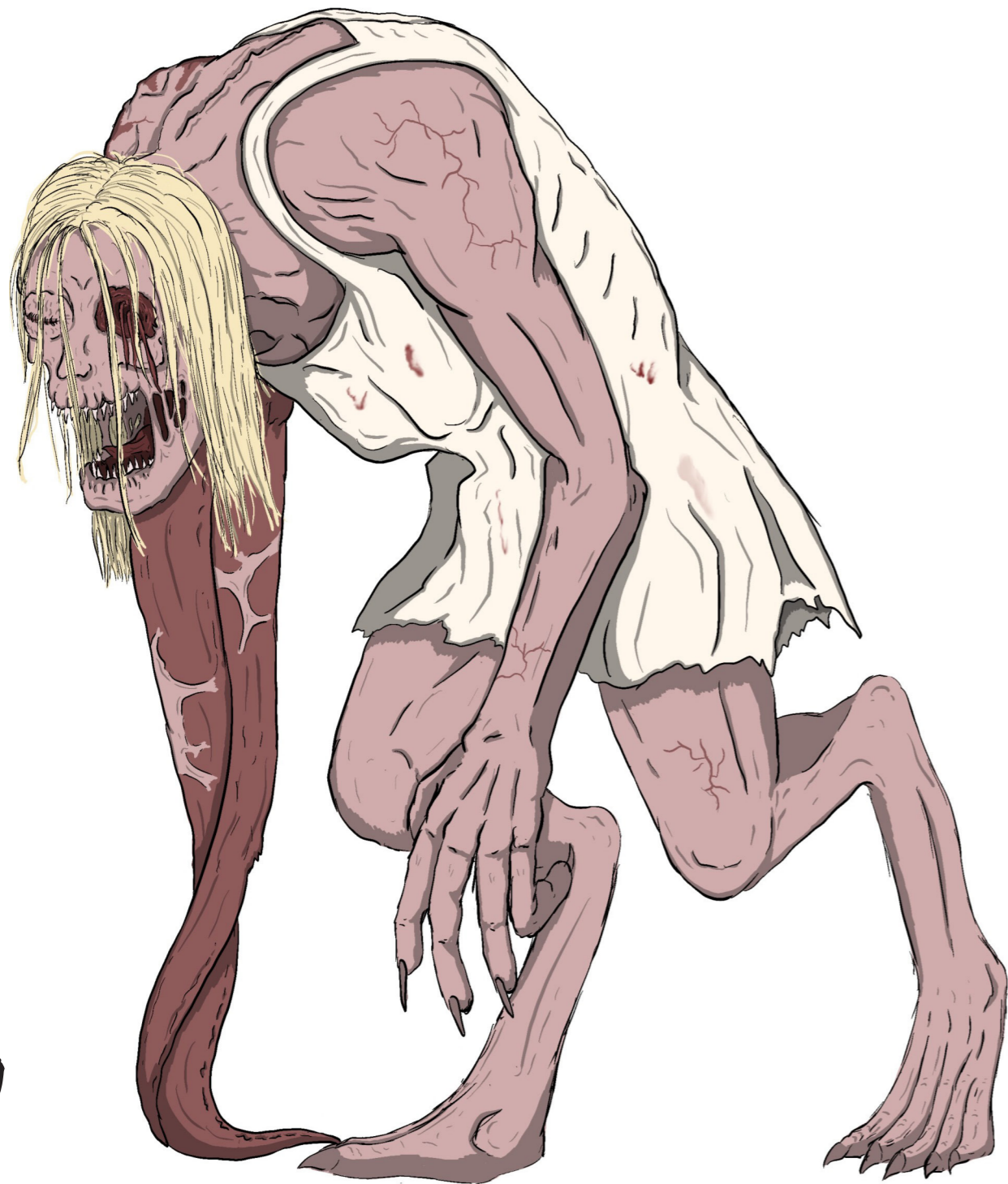
THE DEAD SPIRITS PLANT INFESTED

These are the normal dead spirits that have been advanced by the infection of plants that have ended up in the realm, living of the dead it makes them stronger in many ways, harder to fend off with there armour and range, but can still be defeated.



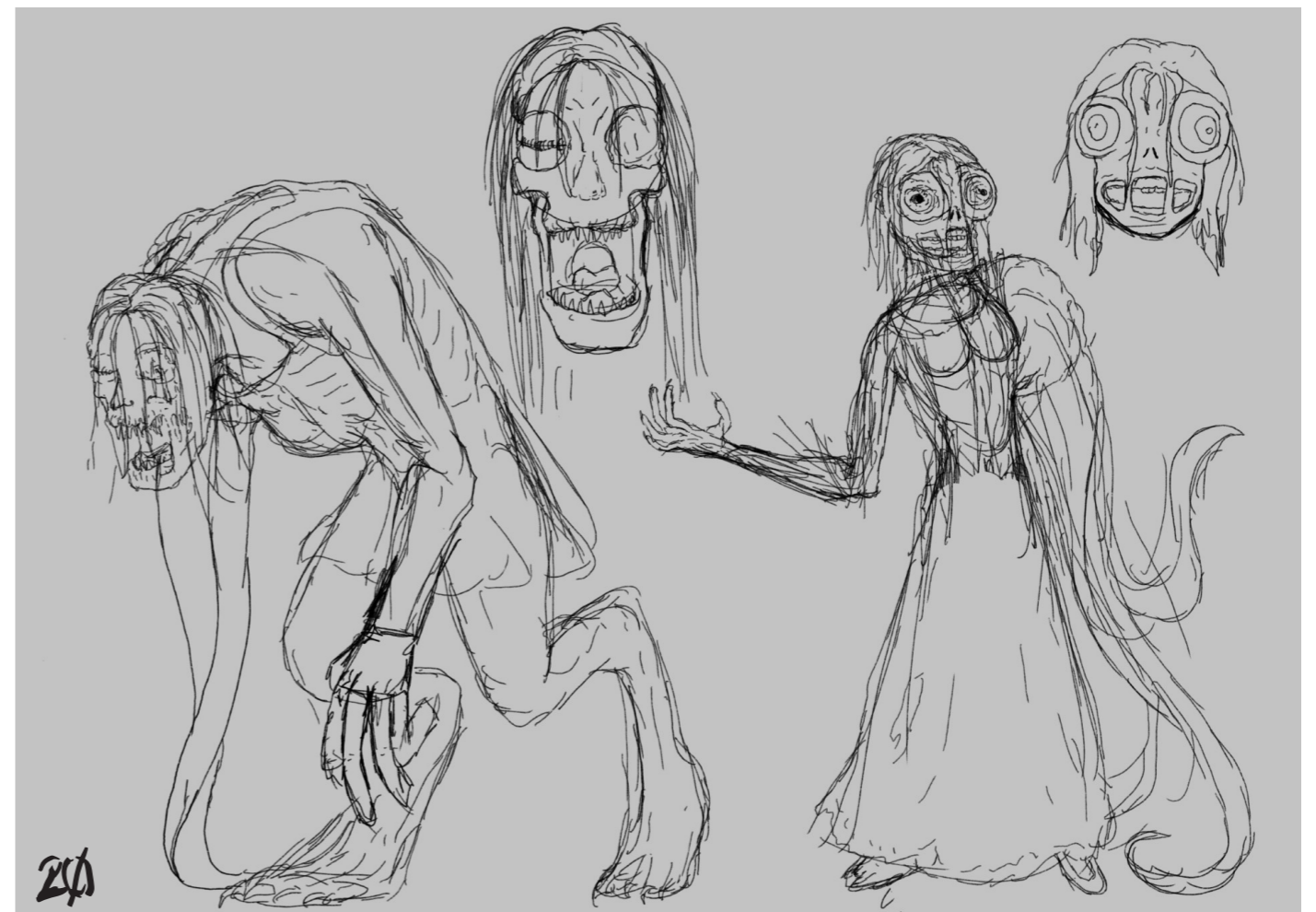
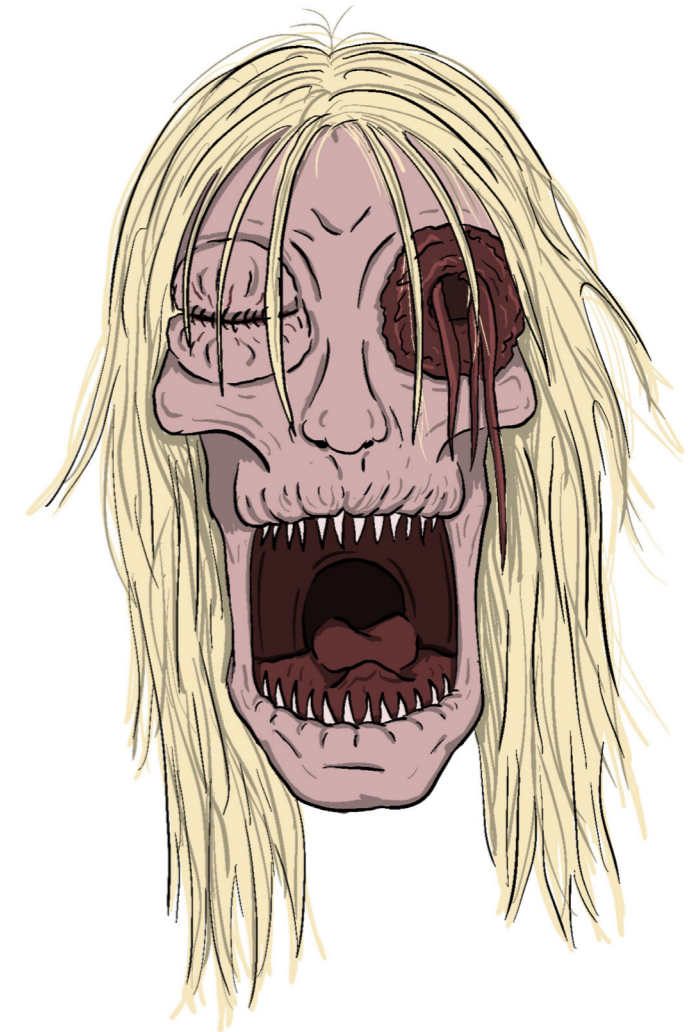
THE SISTERS

The sisters are tortured souls whose lives when living were abuse and deformed, and once they moved on stayed in the realm between, and was taken in by Mary, who now haunts and feasts on living who get stuck or bring to Mary, their bodies mutated when leaving here, strong spiritites who can now never move on, forever here to feel torture and pain.



The first sister's life was awful, abused and bullied for her large size, was mutilated by her father where he took her eyes.

Her slow big size makes her unable to fit into places and she is blind, only realises on sound so can sneak around, main weapon to grab is her tentacle.



The second Sister is about human height so small enough to get around and she is quicker, more dangerous than her sister but she has a big weakness, with the ability of sight she hates light due to being locked away in the dark by her father, light is harmful to her, so you can defend her off, but together they are incredibly dangerous.



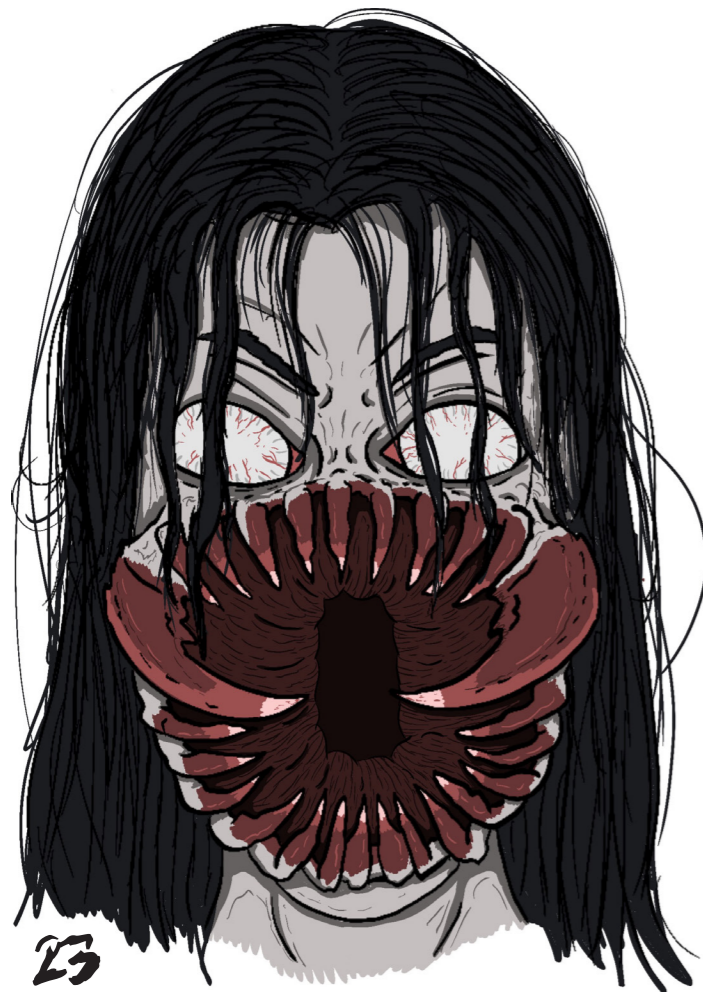
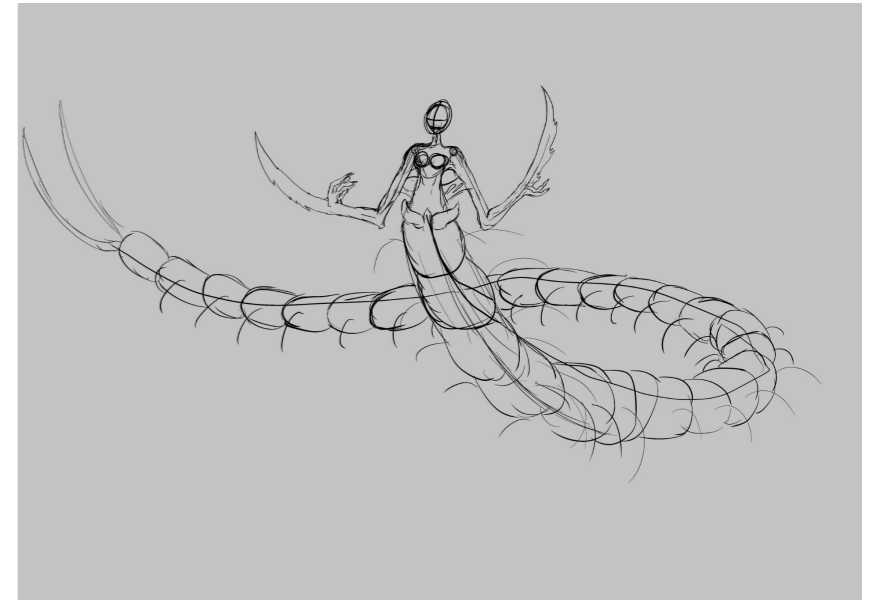
BLOODY MARY

Bloody Mary the evil spirit who was born 1000 of years ago, that's been dragging the living into the realm between feasting on their souls, haunting those they do leave, a being extremely dangerous, something that loves to toy with people, only option is to try and run and hide.

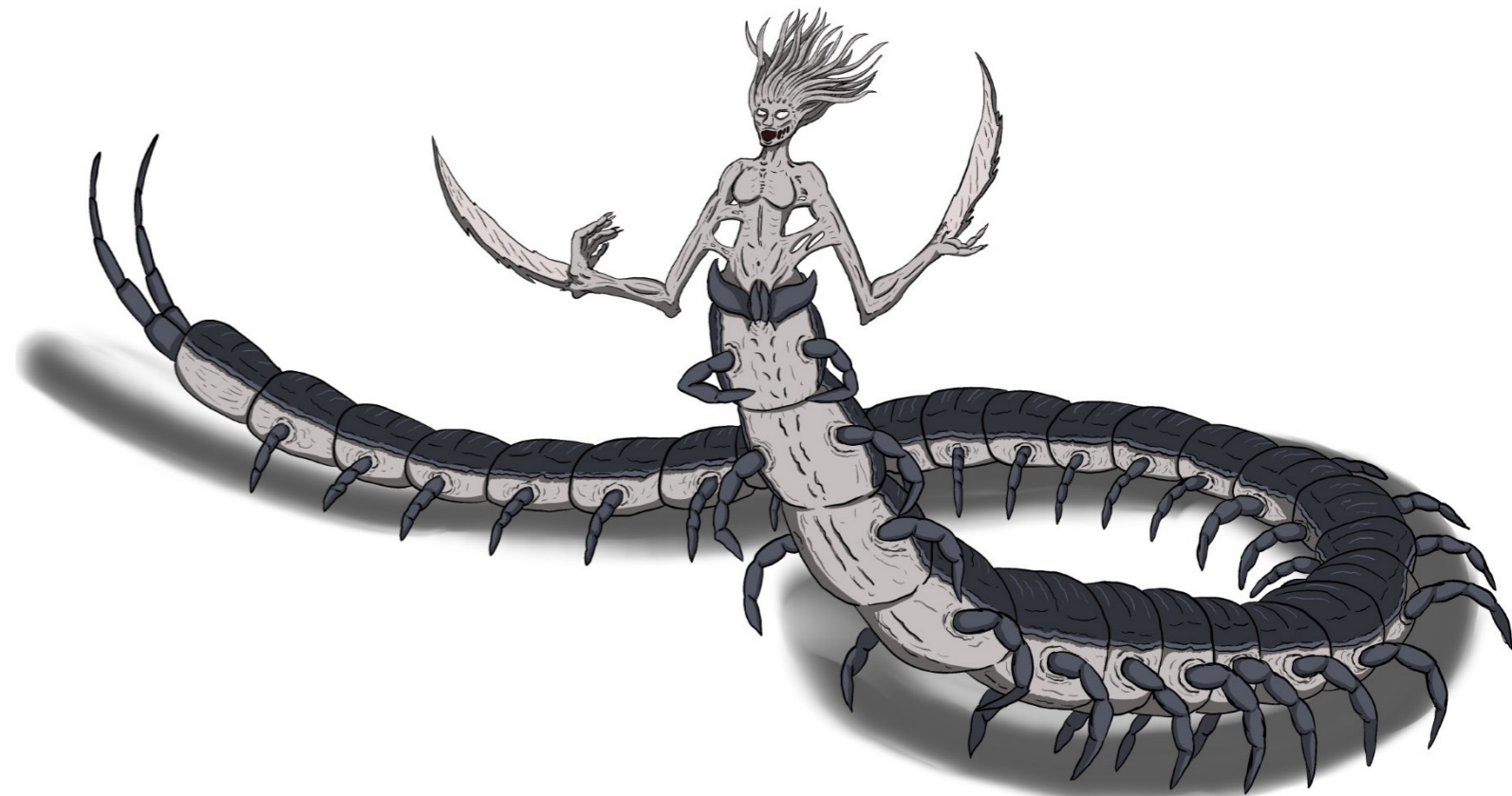
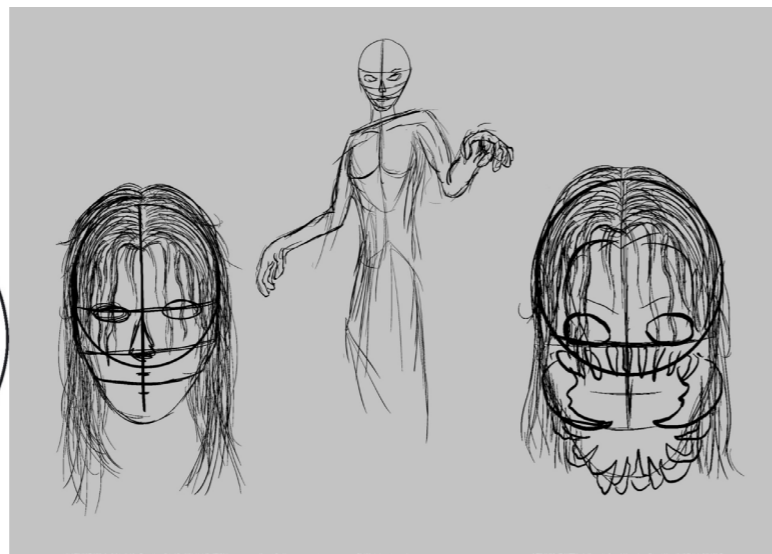




Her final form, she mutates into a centriped like monster large in size, here to stop anyone from actually leaving, but in this form strong enough to resist the guides light they become equals in a conflict forever standing

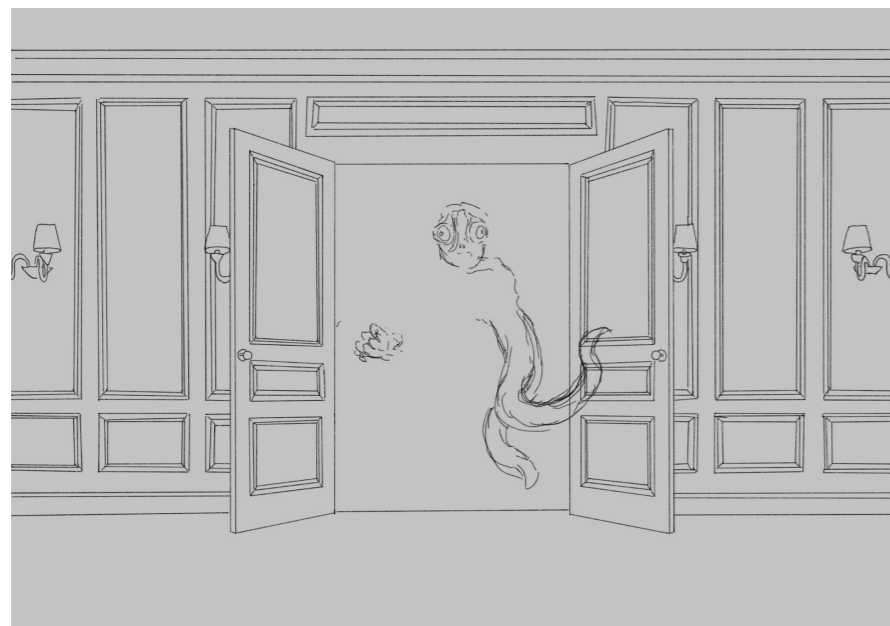
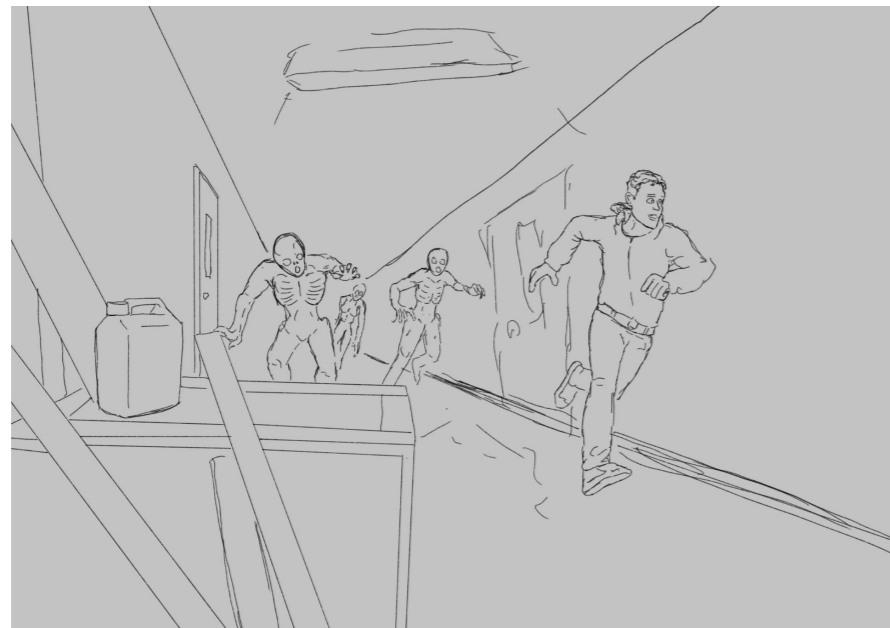


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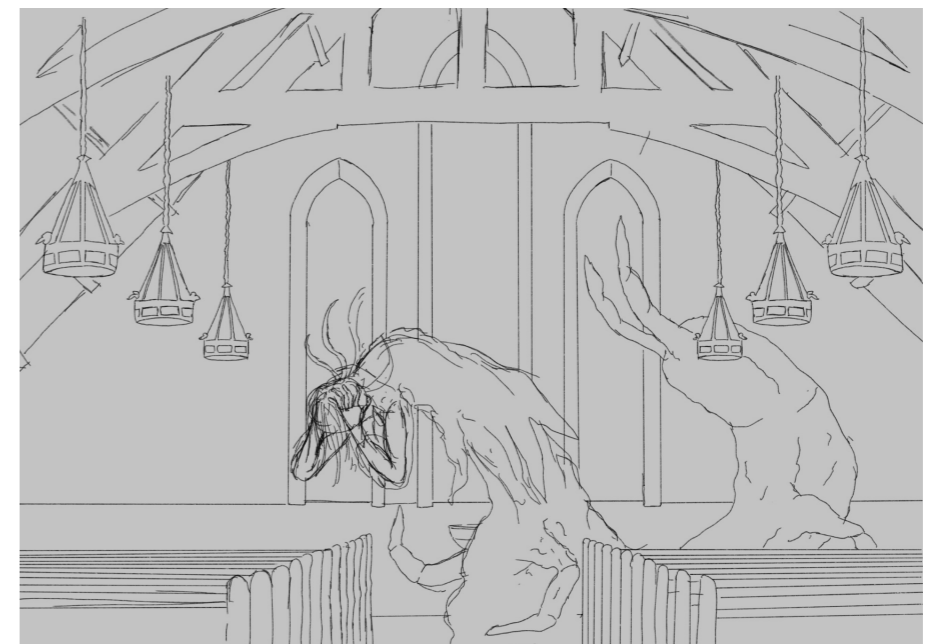
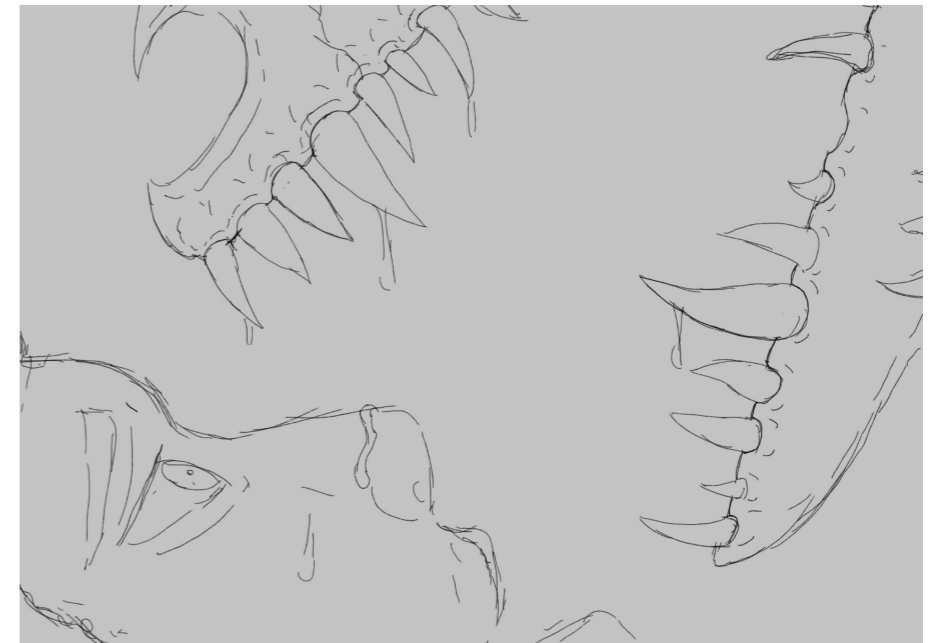


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SCENE ART SKETCHES



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The game
has begun,
she begins to
toy, she has
opened to
our world.

The hunt
begins





The dead
are
chasing,
they want
life, they
are hungry

You must
RUN

Be very
still, its
hungry,
its got
you



Be very
STILL



She has
found
you, shes
hiding in
the dark.

stay in the
LIGHT

she won-
dering,
lurking
around,
ap-
proaching
around
every
corner

stay very
QUIET





shes
angry,
shes
changing,
you
cannot
escape

you cant
LEAVE

THANK YOU

THIS IS ALL CONCEPT FOR A MADE UP GAME, AND ONLY
BASED ON THE FOLKLORE OF BLODDY MARY, EVERY
CHARACTER IS MADE UP ON MY OWN INCLUDING THE LORE
AND STORY OF THEM, THIS IS THE FINAL OUTCOME FOR MY
FINAL MAJOR PROJECT AND IS THE RESULT OF 11 WEEKS OF
HARD WORK SO THANK YOU AGAIN FOR VIEWING MY CONCEPT
ART ON HORROR

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