



# RHYTHM + BLUES

GAME DESIGN DOCUMENT

By Ravi Nkengfack





## Game Overview

'Rhythm + Blues' is a hybrid action-RPG/card battle system. As new prison breakers, you must fight your way to find the reason music and sound is disappearing around the galaxy, gain life-time allies and find a way to sever the chain that binds you two!

## Gameplay Mechanics

- Card-based battle system
- Grid battle movement
- Interact with NPC out of combat
- Gain musical allies!

## Target Audience

- Casual players
- Music lovers



Game Idea:

# RHYTHM + BLUES

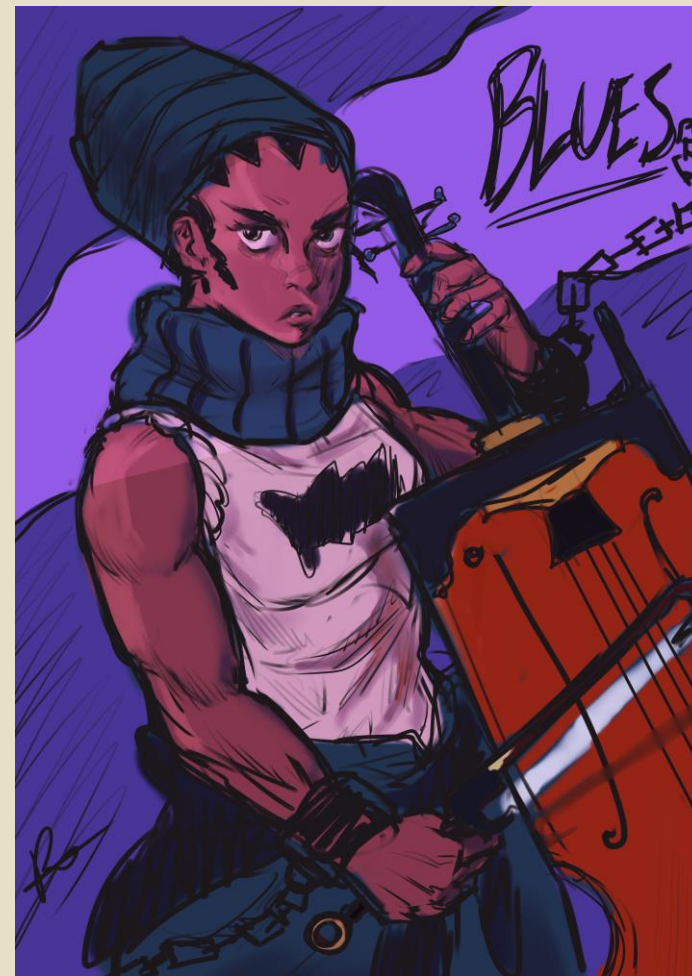
Begins in Ganymede, 199th Moon Prison in the Solar System with brother and sister, Rhythm and Blues who recently escaped. The duo need to find Sol, Maestro of the Solar System who has gone missing. This is to sever the chain that binds them together and to hopefully save the solar system from the mysterious 'Zero' and his corrupt henchmen called Absences who seek to erase all music, sound and life from the solar system.

**Genre** – Sci-fi, Cyberpunk, Action, Adventure RPG



# Production Outline

- Character Sheets (x5)
- Character Dialogue Portraits (x2)
- Action Move Sheet (x2)
- Environment Mood Pieces (1)
- Weapon Design Sheets (x2)
- In-game Battle Screen (x1)
- Cover Art(x1)



**Final Production**

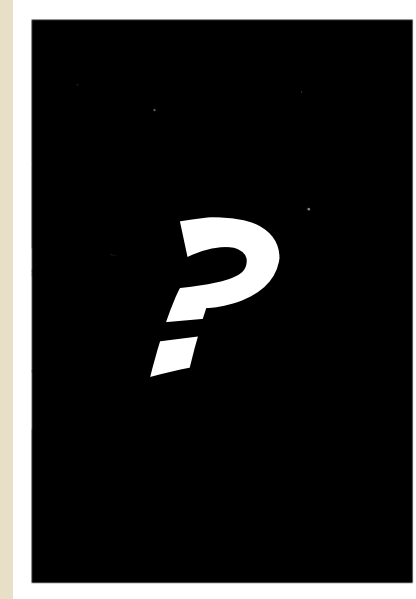


Cutscene  
Video

NPC Design Sheet

Illustration Art  
Piece

Roaming Game Screen  
(UI)



**Stretch Goals**

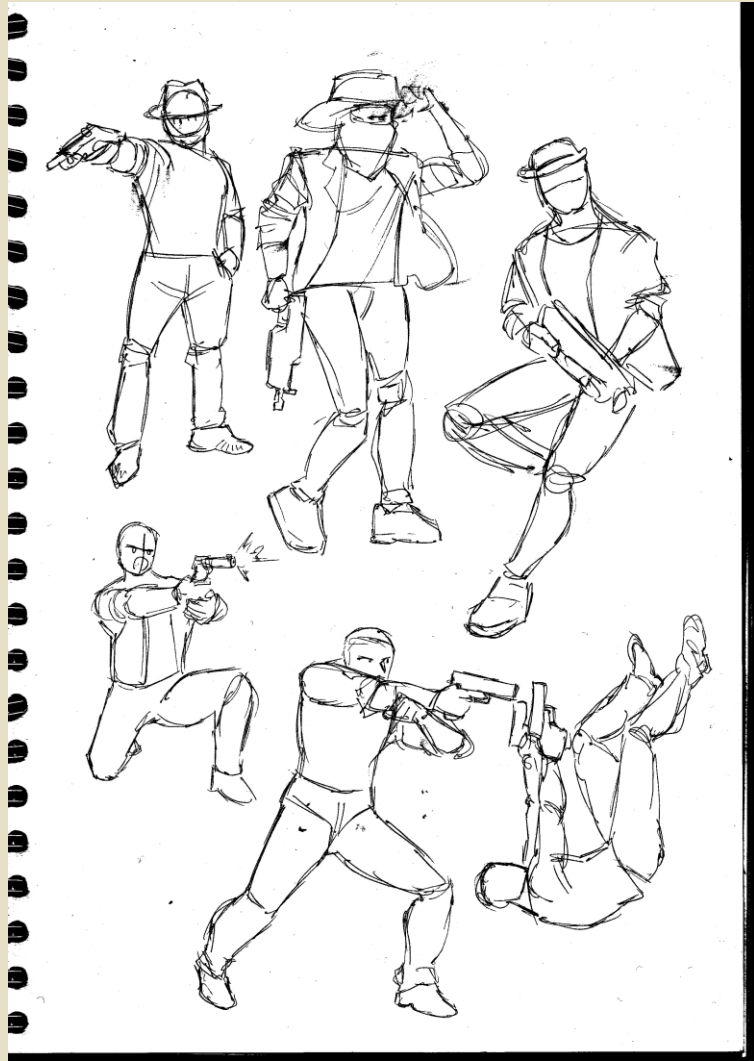


# Production Schedule (2/2)

Stage of Development	29 <sup>th</sup> – 4 <sup>th</sup> March/April (Week 10)	5 <sup>th</sup> – 11 <sup>th</sup> April (Week 11)	12 <sup>th</sup> - 18 <sup>th</sup> April (Week 12)	19 <sup>th</sup> – 25 <sup>th</sup> April (Week 13) <b>FMP</b> <b>Presentations</b>	26 <sup>th</sup> – 2 <sup>nd</sup> April/May (Week 14)	3 <sup>rd</sup> – 9 <sup>th</sup> May (Week 15)	10 <sup>th</sup> – 17 <sup>th</sup> May (Week 16) <b>DEADLINE</b> <b>WEEK</b>
Character Art	Finalising Character portraits		Character Portraits Finished	- Finish Hip Hop Character Sheet	Finish Hip Hop Character Sheet	Finish Illustration of Cover art	Make sure all work is ready for hand in
Weapon Art	Create silhouette varying weapon designs.	Redo the Double Bass bow to be a better design.		Update final design for the Boom Hammer	Update final design for the Stereo Gloves		Finish Weapon art
Environment Art		Work on final environment + Environment study	Create thumbnails for environment of the prison.		Place the chibi characters into the prison thumbnails.	Add background art to cover art illustration.	
Game UI		Update card selection screen for the in-game battle system	Add in Character portraits to see how they look in the dialogue scene.	Start designing a logo through varying designs.		Place dialogue portraits in the game screen	Update UI final time
Polishing				Draft a template layout for your Artbook	Continue drafting of artbook layout	Finish Showreel	Update all documents in preparation for hand-in



# Gesture Drawing



# Gesture Drawing

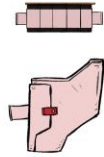


# RHYTHM + BLUES

## RHYTHM



TATTOO



## Concept Art: Rhythm

Rhythm's final design! The design is very boisterous and abrasive with one sleeve exposed. He goes by his own beat and sometimes doesn't take a situation as seriously as his sister Blues.



# Expressions

## RHYTHM + BLUES

### Rhythm



# Dialogue Portraits

## RHYTHM + BLUES

### RHYTHM



### Thumbnails



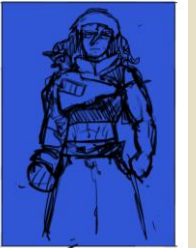
CONTENT



EMBARASSED



ANGRY



UPSET



SURPRISED

Dialogue Portraits 2

**RHYTHM + BLUES**

**RHYTHM**

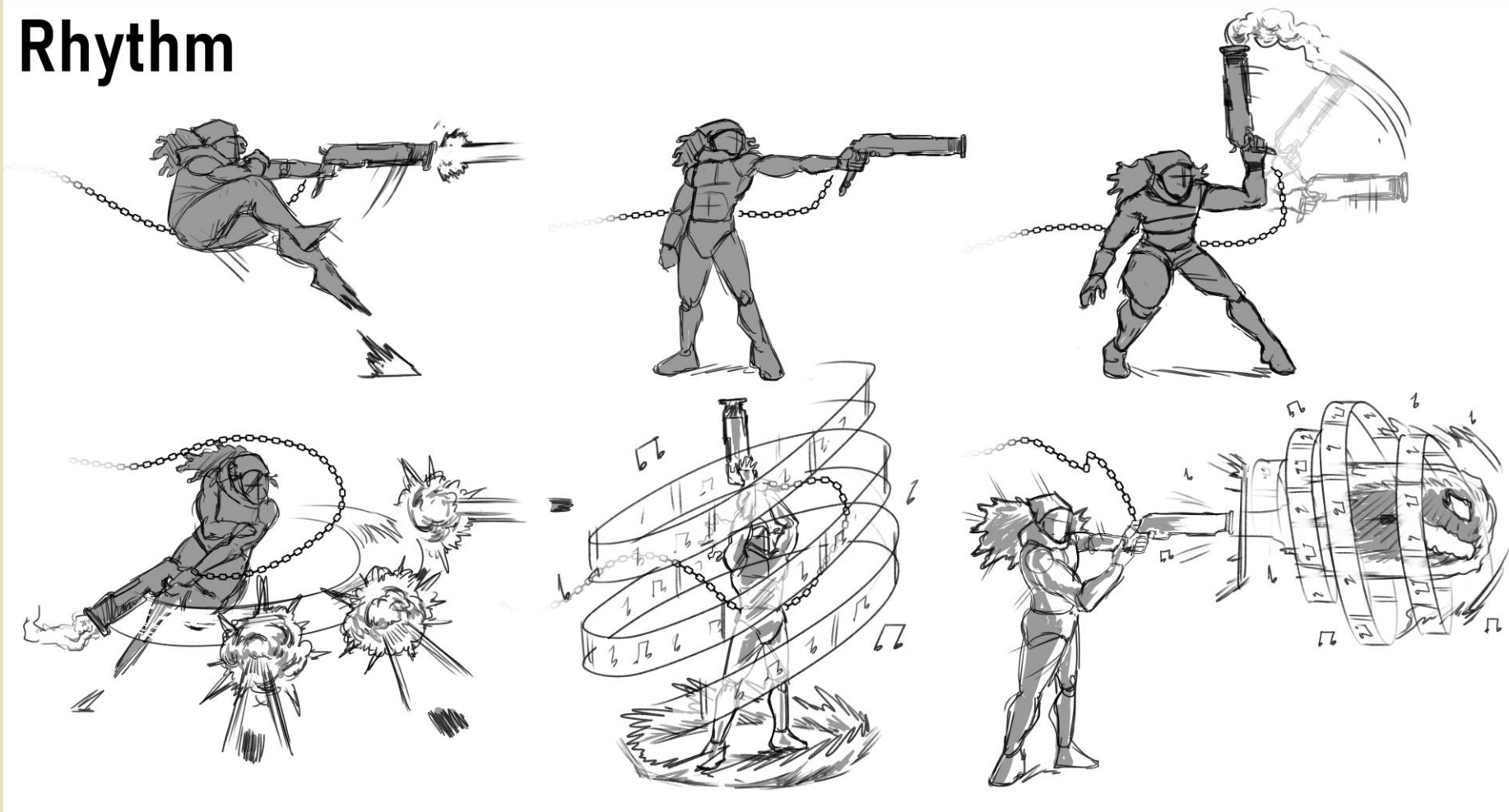




# Move Set

## RHYTHM + BLUES

### Rhythm



# Move Set

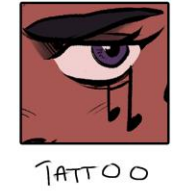
## RHYTHM + BLUES

### Rhythm



# RHYTHM + BLUES

## BLUES



## Concept Art: Blues

Here is Blues's final design both back and front of the character. A more prepared and controlled character unlike her older brother Rhythm.



# Expressions

## RHYTHM + BLUES

### Blues



Dialogue Portraits 1

**RHYTHM + BLUES**

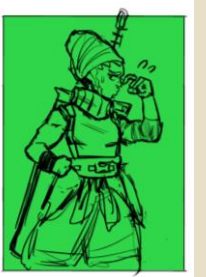
**BLUES**



Thumbnails



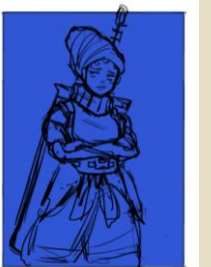
CONTENT



EMBARRASSED



ANGRY



UPSET



SURPRISED



Dialogue Portraits 2

**RHYTHM + BLUES**

**BLUES**



# Move Set

## RHYTHM + BLUES

### Blues



# Move Set

## RHYTHM + BLUES

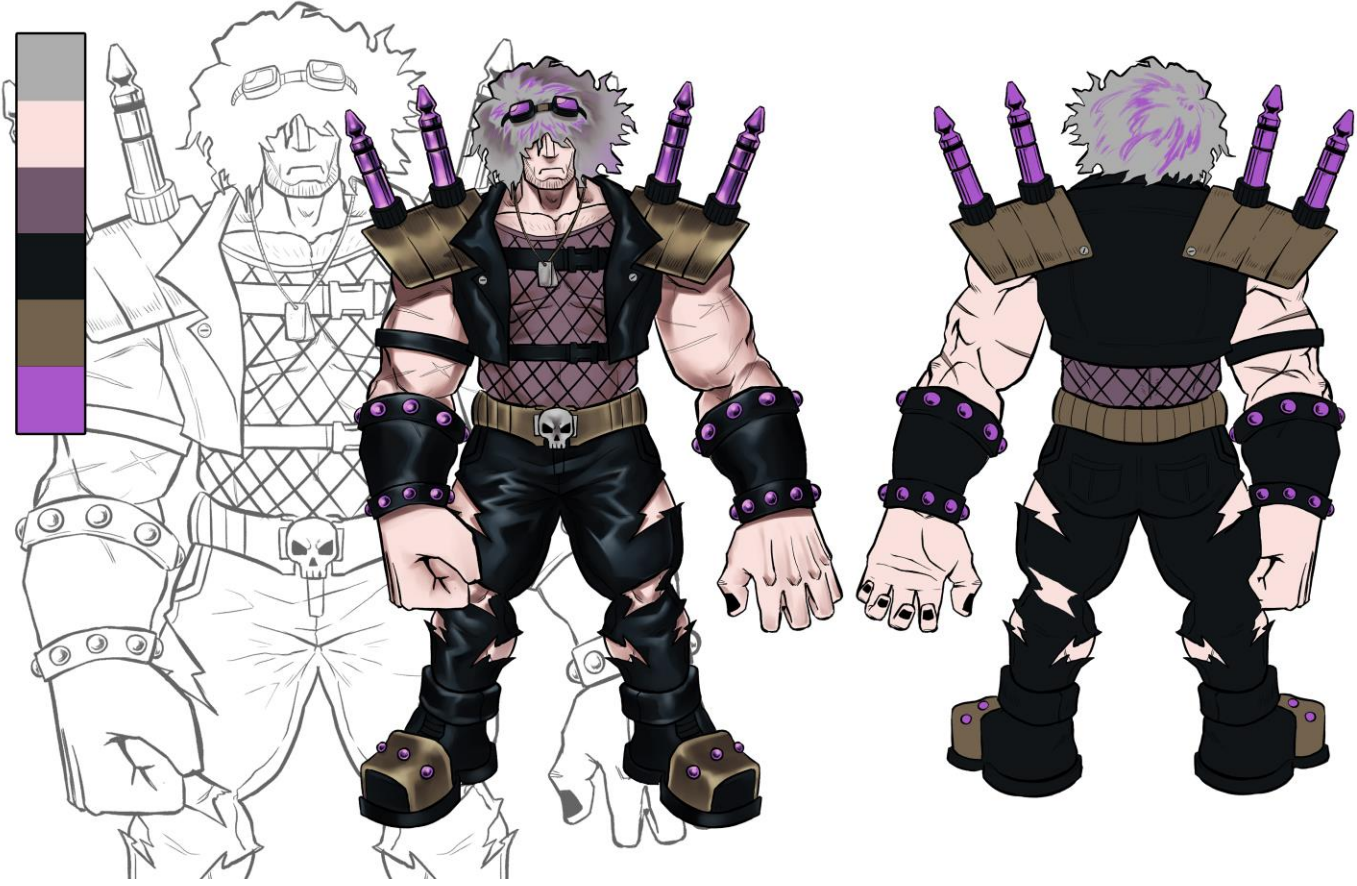
### Blues





# RHYTHM + BLUES

## PUNK ROCK



BELT

## Concept Art: Ally Characters

Here is the final design for the Punk Rock character! The spikes on his shoulder pads are aux cord heads. The rips in his trousers are thunderbolts as well. The wild hair is to be reminiscent of rock star hairstyle.





# Costume Variation

## RHYTHM + BLUES

### Punk Rock



# Move Set

## RHYTHM + BLUES

### Punk Rock



Move Set

**RHYTHM + BLUES**

**Punk Rock**





# RHYTHM + BLUES

## COUNTRY



## Concept Art: Ally Characters

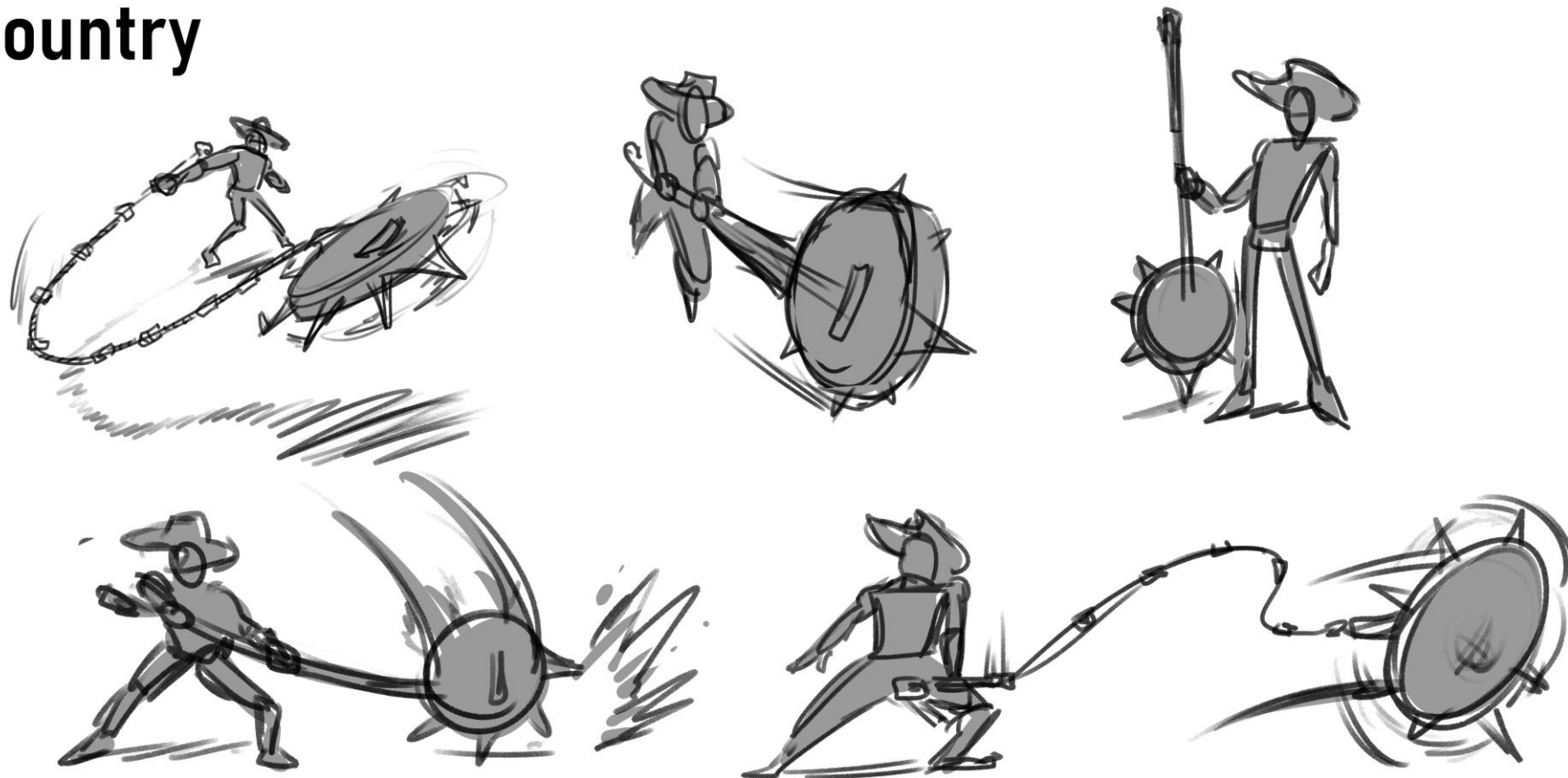
The final design for the Country ally character! Instead of going with a traditional cowboy that look more honourable, I decided to go with a design that felt more lawless. A character that is always ready for a fight. Hence the inclusion of the bullet proof vest, safety goggles and a scarf always over his nose and mouth.



Move Set

**RHYTHM + BLUES**

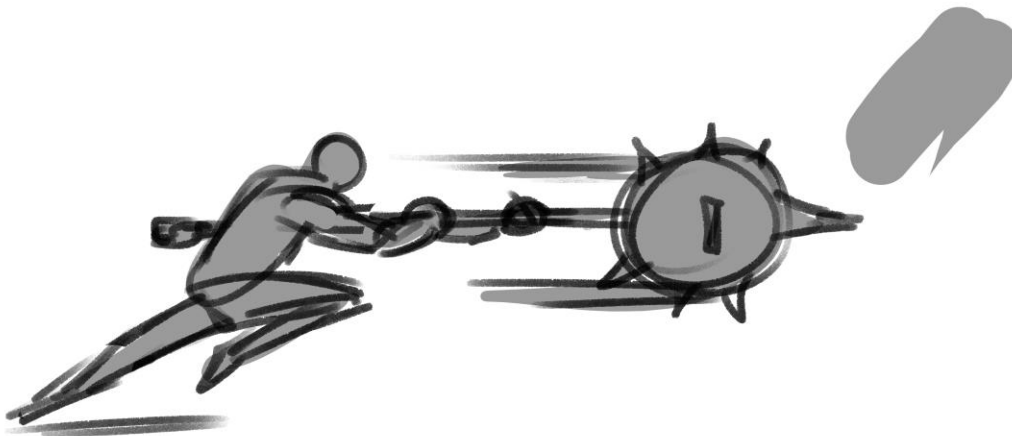
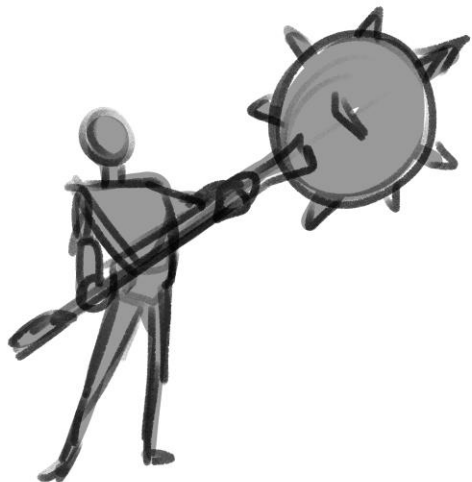
**Country**



Move Set

**RHYTHM + BLUES**

**Country**





# RHYTHM + BLUES

## HIP-HOP



BANDAGE



## Concept Art: Ally Characters

I changed the colour scheme for the Hip-Hop character to lean more into a futuristic streetwear. The dark and neon colours that are shown now I feel work better than the initial frog-esque colour scheme of the original design.

### Original Colour Scheme



# Colour Variation



ORIGINAL



# Move Set

## RHYTHM + BLUES

### Hip Hop



## RHYTHM + BLUES

### Hip Hop

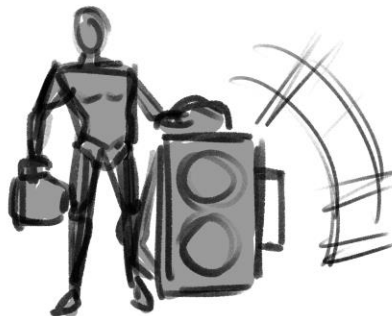




# Move Set

## RHYTHM + BLUES

### Hip Hop



## RHYTHM + BLUES

### Zero (Antagonist)



## Concept Art: Antagonist

Here are some colour variations!

Previous Designs



## Zero (Antagonist)



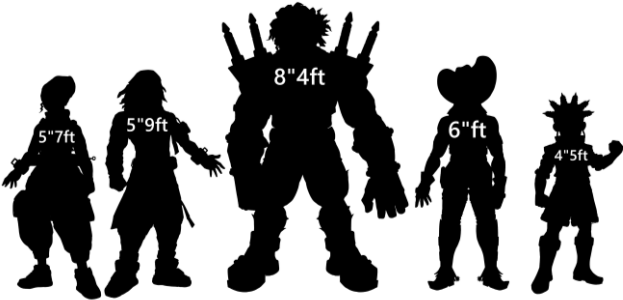
### Changes:

- I took out the spiral design or the eye holes to make the character more ominous with their glowing orange eyes
- I made the roller skates more streamlined and easier on the eyes.



The Crew

RHYTHM + BLUES



Old Design

**RHYTHM + BLUES**

**Double Bass**



Previous Design



Current Design

New Design

**RHYTHM + BLUES**

@R3N\_ART

## Double Bass





# Double Bass



CUSTOMISED



ROYAL GUARD  
SWORD

Blues' weapon is a restored and slightly customised version of a royal guard sword that was in her family's possession. Originally belonging to her father's.

It can even be played just like a regular Double Bass



RUSTED



## Concept Art: Weapons

Previous Design



# RHYTHM + BLUES

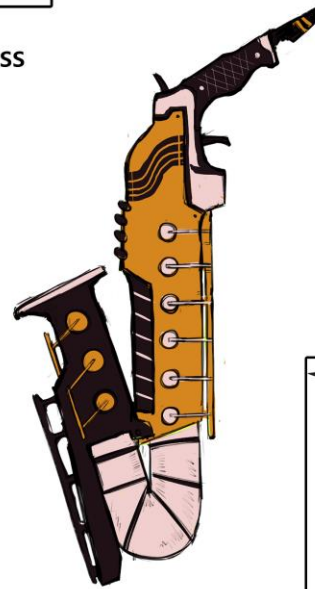
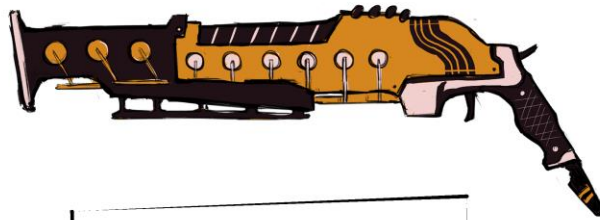
## Saxophone Gun



Shotgun



Blunderbuss



Designed after a shotgun and a blunderbuss. I wanted to keep it to a resemble size so that it can switch to a saxophone instrument which it can then be played.

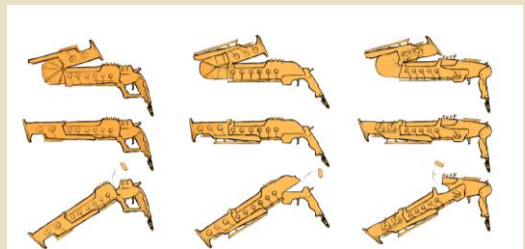


Saxophone

## Concept Art: Weapons

A very slick and cool design for Rhythm's weapon of choice. It can be wielded as a gun and as a saxophone to play smooth tunes of jazz. The weapon can also be used as a mortar to attack distant foes that unlike the shotgun-like weapon it already when it is in saxophone mode.

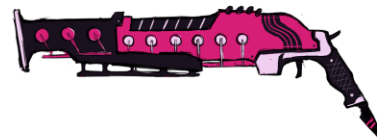
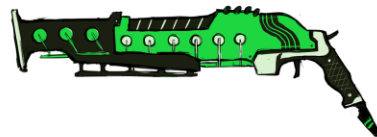
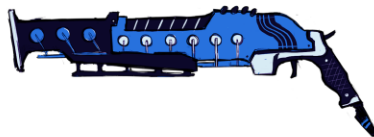
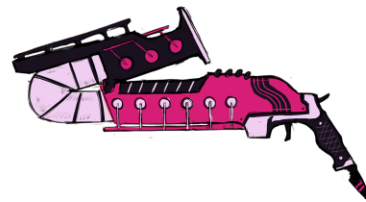
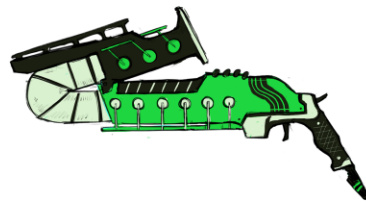
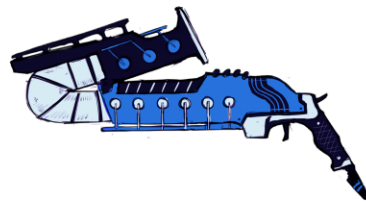
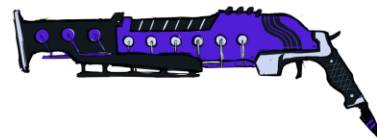
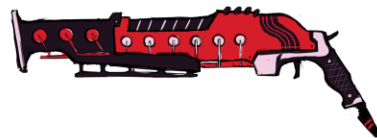
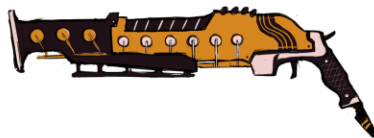
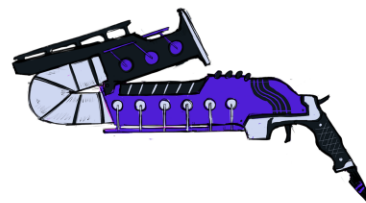
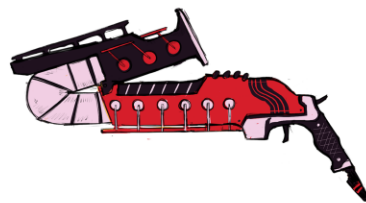
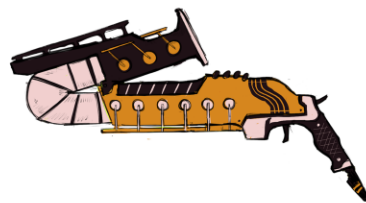
### Previous Design Iterations



Colour Variation

**RHYTHM + BLUES**

**Saxophone Gun**



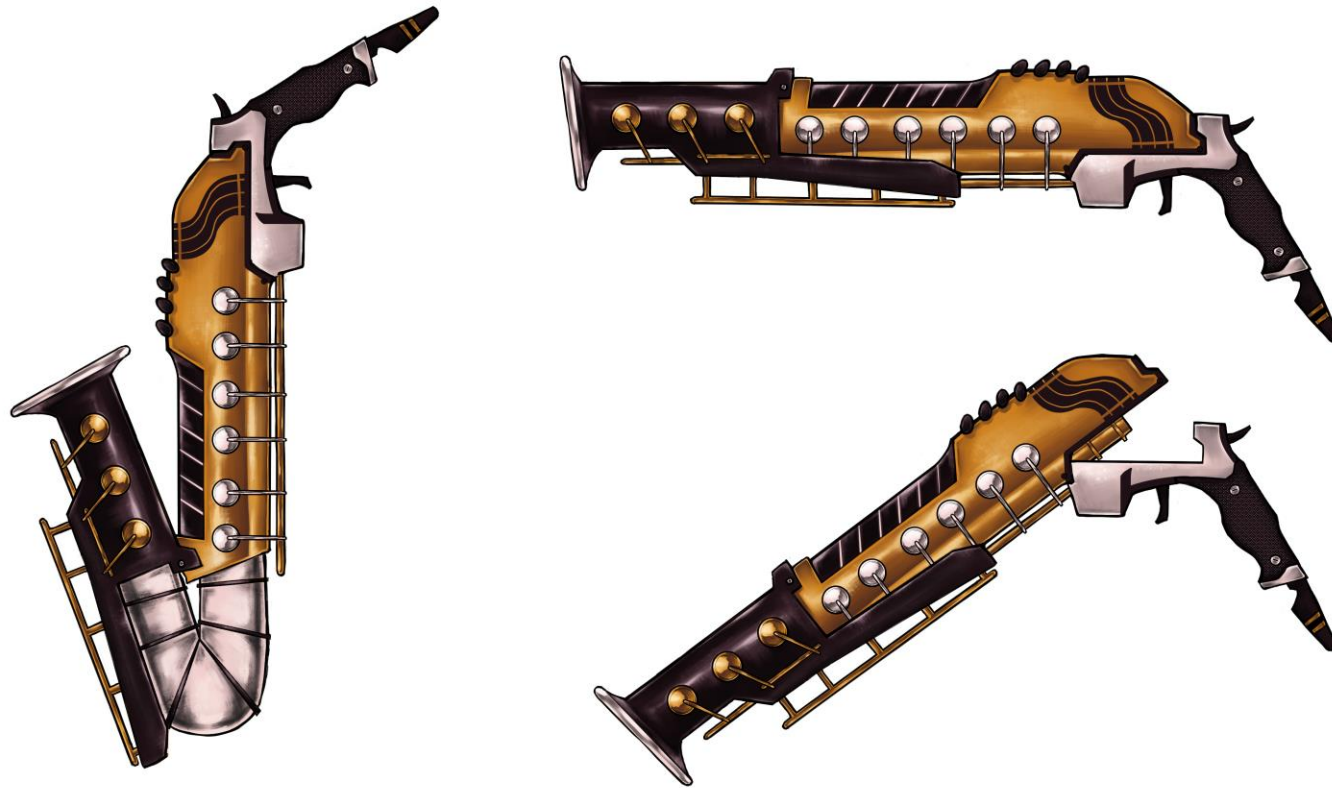


Render

**RHYTHM + BLUES**

@R3N\_ART

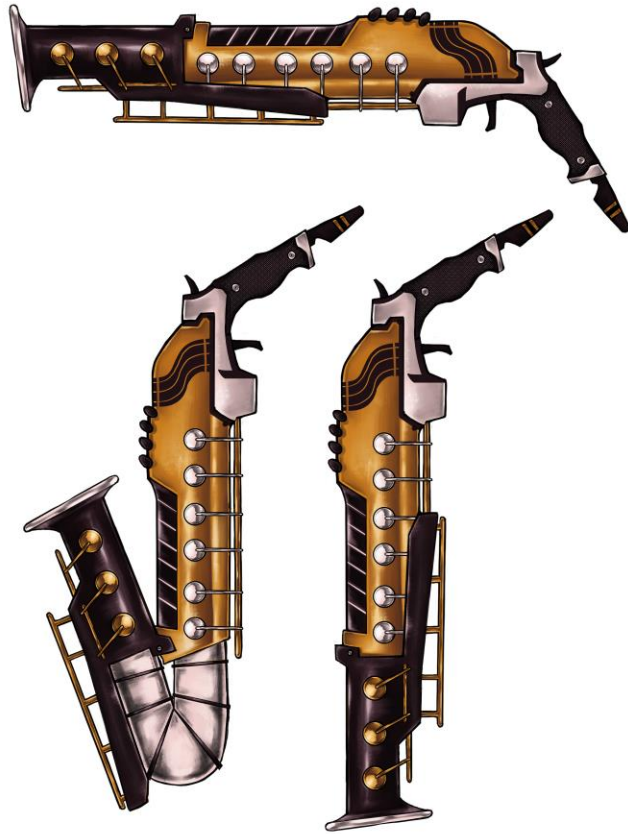
# Saxophone Shotgun



Render

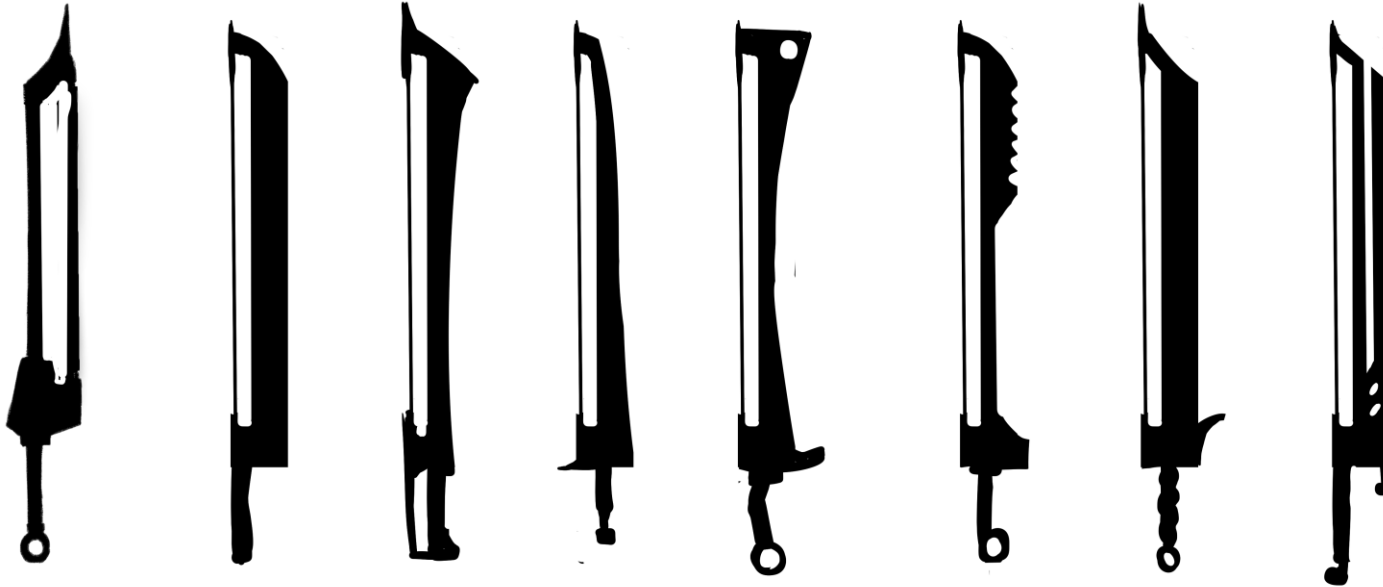
## RHYTHM + BLUES

### Saxophone Shotgun



## RHYTHM + BLUES

# Bow Dagger



ORIGINAL

## Concept Art: Weapons

I felt the original design I had for the bow dagger that is used to play the double bass was too busy for a design that is supposed to be easier on the eyes than the actual main weapon. So, I conducted silhouettes to see how much I could change the overall design





Render

## RHYTHM + BLUES

### Bow Dagger



ORIGINAL



Colour Variation

**RHYTHM + BLUES**

**Bow Dagger**



ORIGINAL



## RHYTHM + BLUES

# Bow Dagger



ORIGINAL



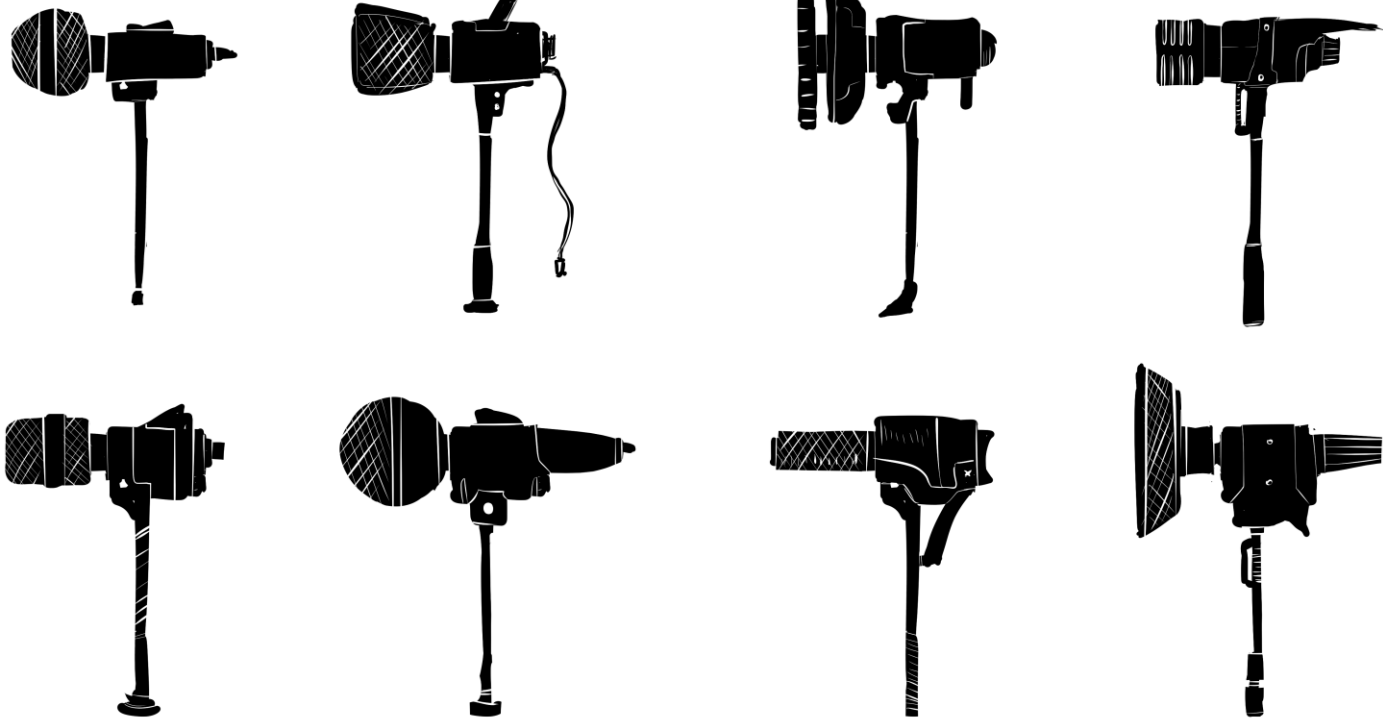
## Concept Art: Weapons

In the end, I went with the second set for the final design. Mainly because I feel the musical note incorporated into the handle was more appropriate than a curved shape.

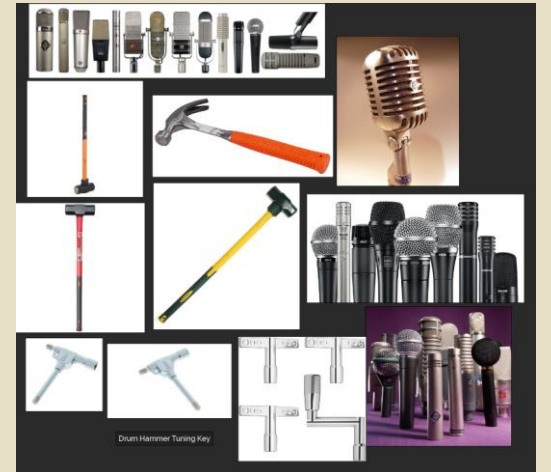


# RHYTHM + BLUES

## Boom Hammer



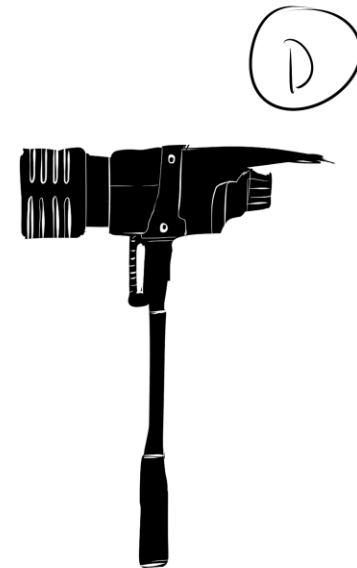
## Concept Art: Ally Character Weapons



Design Variation

**RHYTHM + BLUES**

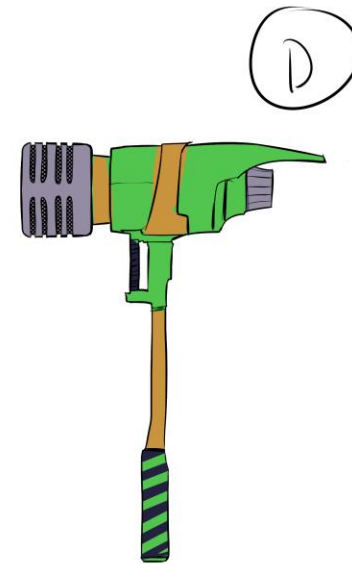
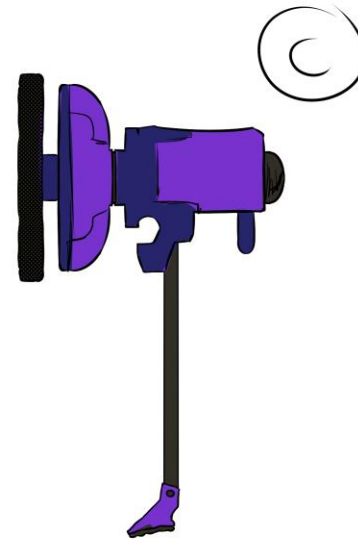
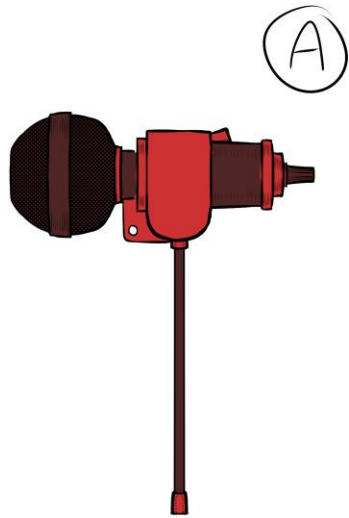
**Boom Hammer**



Design Variation

**RHYTHM + BLUES**

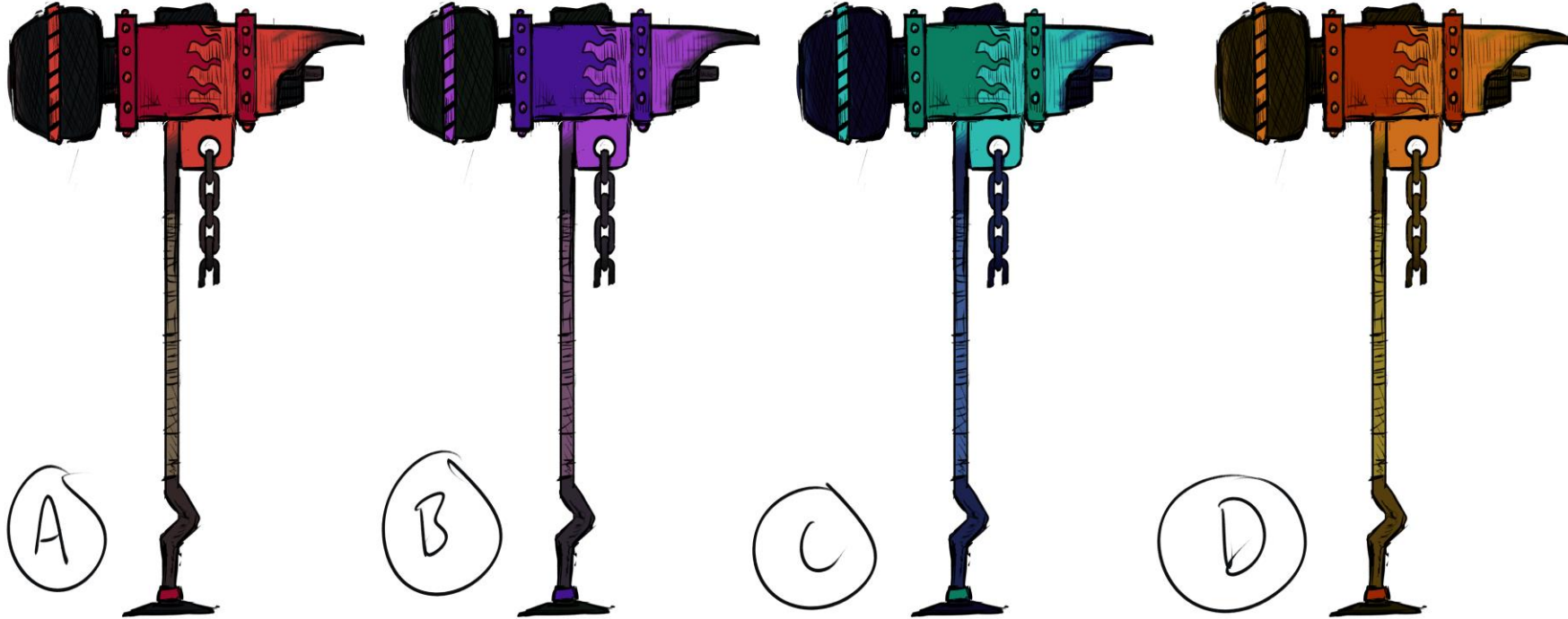
**Boom Hammer**





## RHYTHM + BLUES

# Boom Hammer

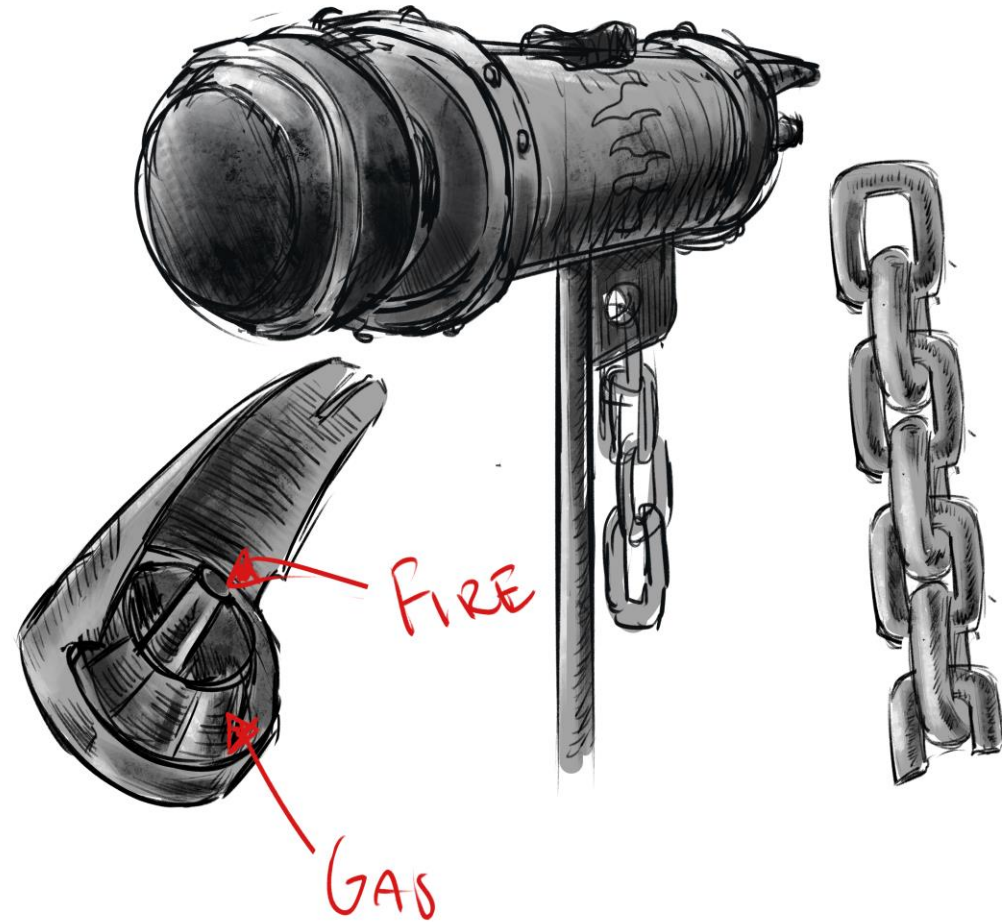
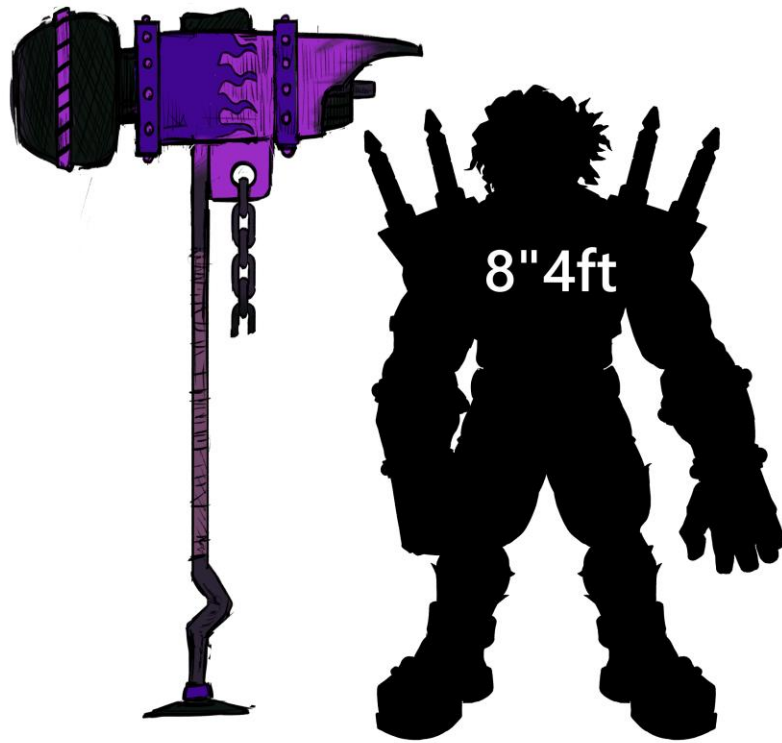


## Concept Art: Ally Character Weapons

Here are some colour variations for the Boom Hammer! In the end I chose the purple colour because it related well with the punk rock character's design.

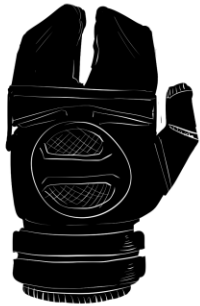
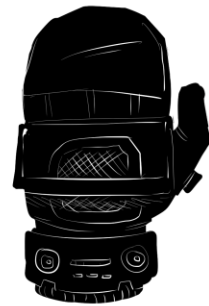
# RHYTHM + BLUES

## Boom Hammer



## RHYTHM + BLUES

### Stereo Gloves



### Concept Art: Ally Character Weapons

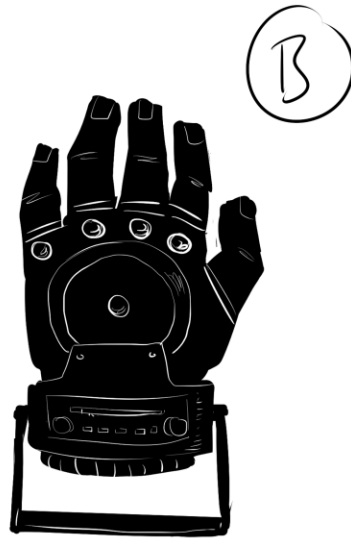
Here are silhouettes for the Stereo Gloves. I experimented with the varying ways I could reshape the shape of the gloves, ranging from standard gloves to mitten type gloves etc.



Design Variation

**RHYTHM + BLUES**

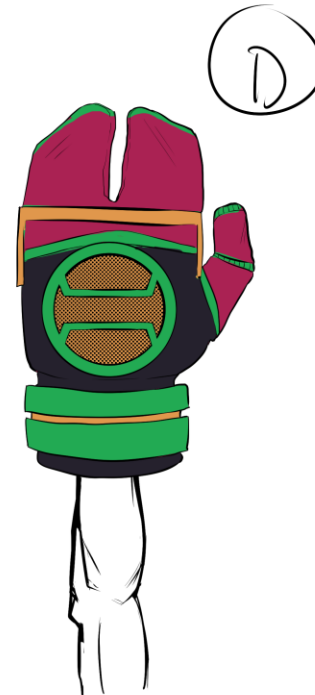
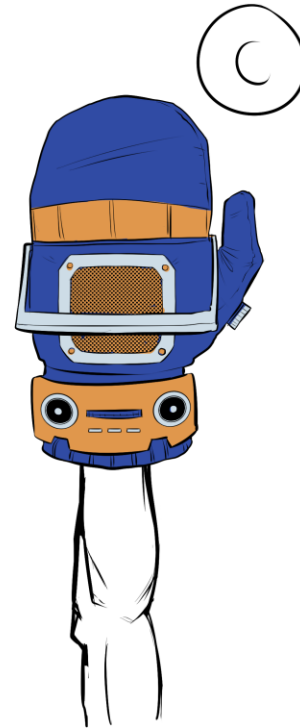
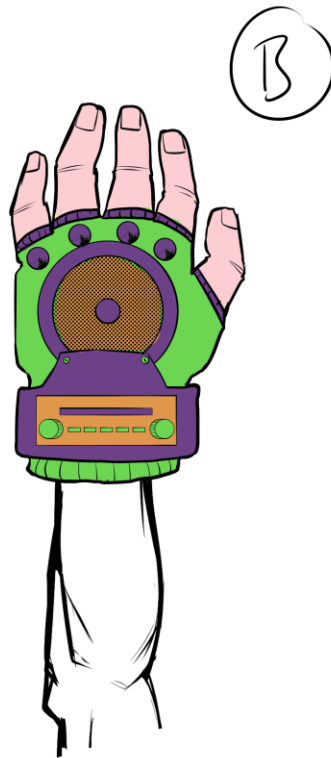
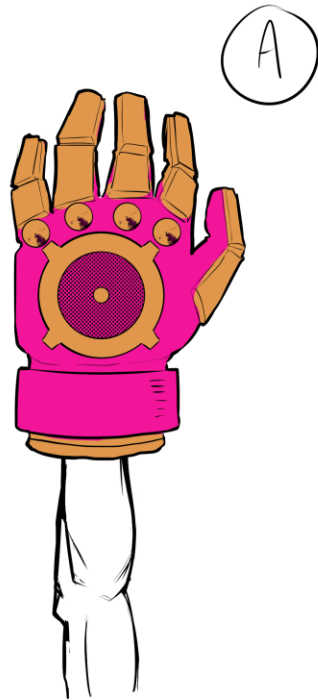
**Stereo Gloves**



Design Variation

**RHYTHM + BLUES**

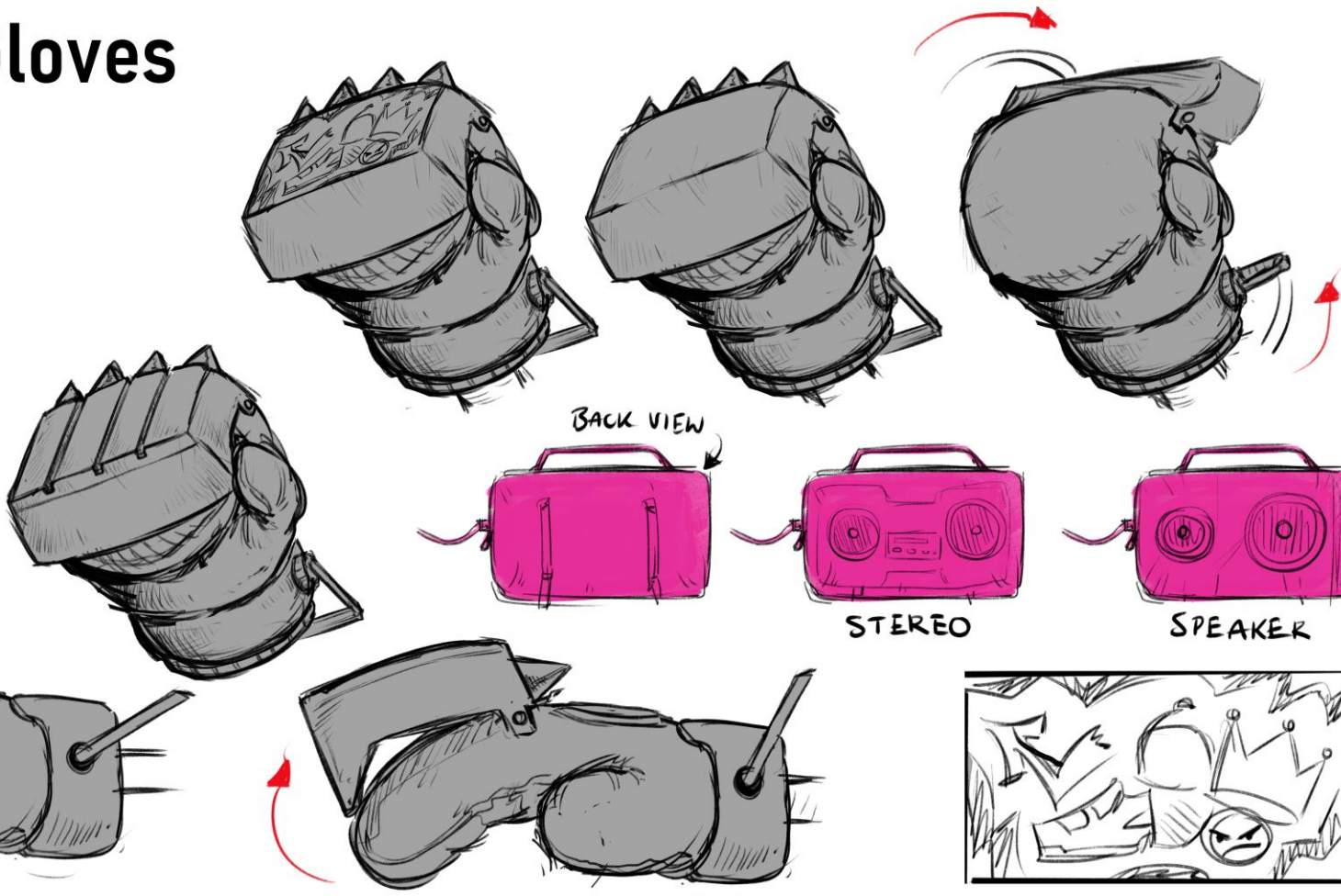
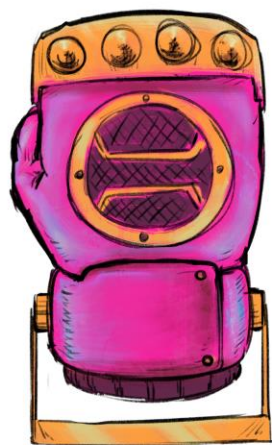
**Stereo Gloves**



Refining Design

**RHYTHM + BLUES**

**Stereo Gloves**



BACK VIEW



STEREO

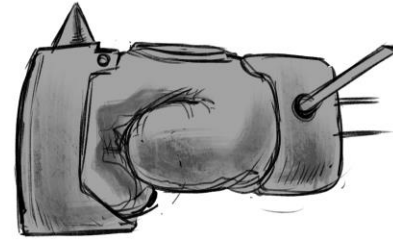
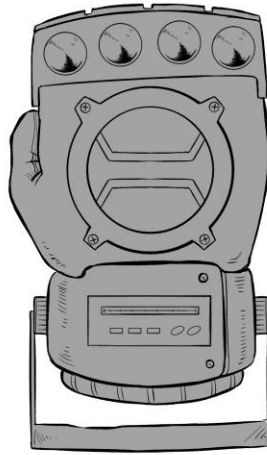
SPEAKER

B  
A  
G



## RHYTHM + BLUES

# Stereo Gloves



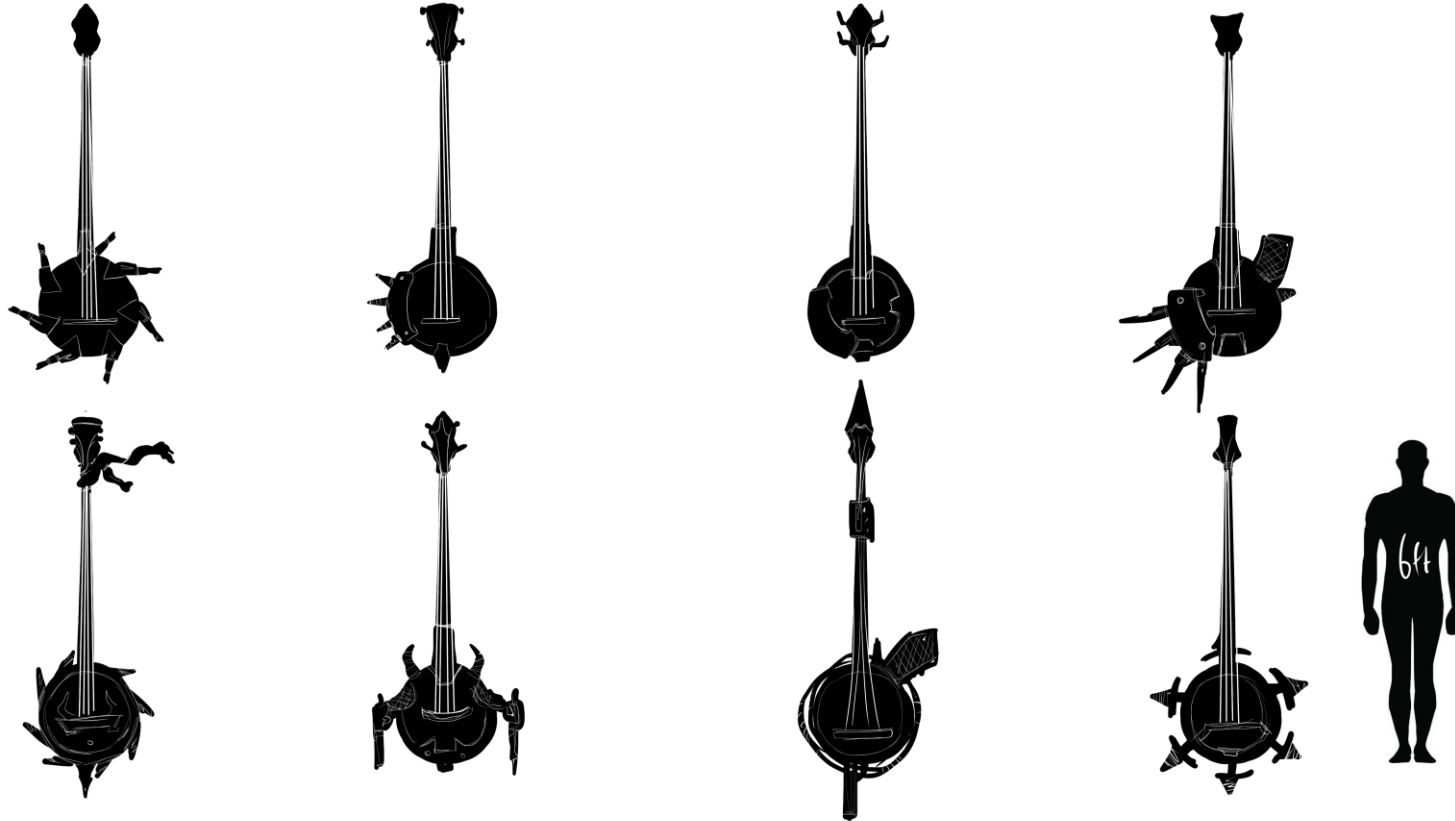
## Concept Art: Refining Design

In the end, I went with a more bulky and blocky design wise to contrast the small build the Hip Hop character has. Again I went with a more handcrafted look to the design. Difficulty came from making the design more futuristic.



## RHYTHM + BLUES

### Banjo Whip



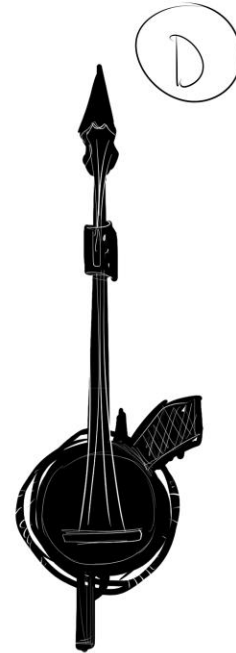
## Concept Art: Ally Character Weapons

Here are some silhouettes for the Banjo Whip. I wanted the length to be similar to a lance or spear because it can be used that way and finding different ways to show off the feature of the whip and revolving/spinning section of the banjo.

Narrowing Choices...

**RHYTHM + BLUES**

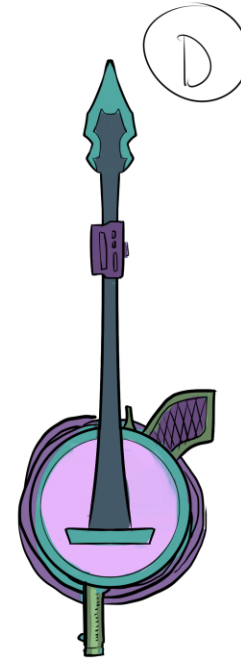
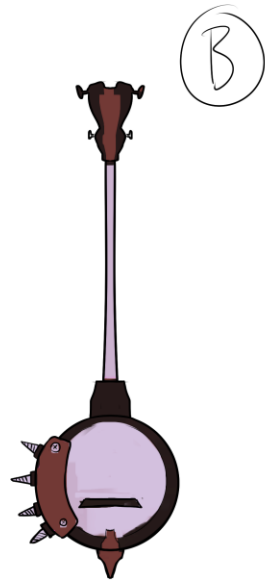
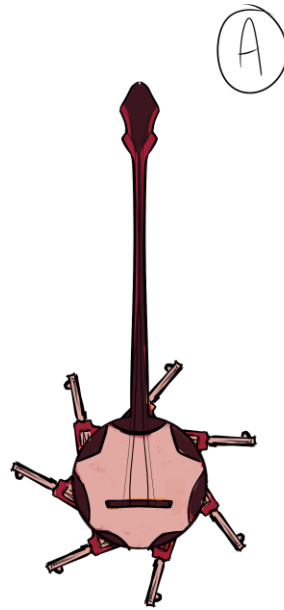
**Banjo Whip**



# Design Variation

## RHYTHM + BLUES

### Banjo Whip





## Reference Studies: Environment

Duration: 3+ Hours

I found working on the main body of the building to be quite enjoyable in contrast to my previous assumption which was something difficult to tackle. The part I struggled with most was the massive neon pink sign. If the perspective was slightly off then it would throw off the entire piece I felt.





## Reference Studies: Environment

Duration: 2+ Hours

This was very much an experiment to see if I could tackle a recreate of a scene from Akira the animated movie. The film is know to have complex city designs bursting with colour and life from it's inhabitants.



layopp  
on whi



f

## Reference Studies: Environment

Duration: 3+ Hours

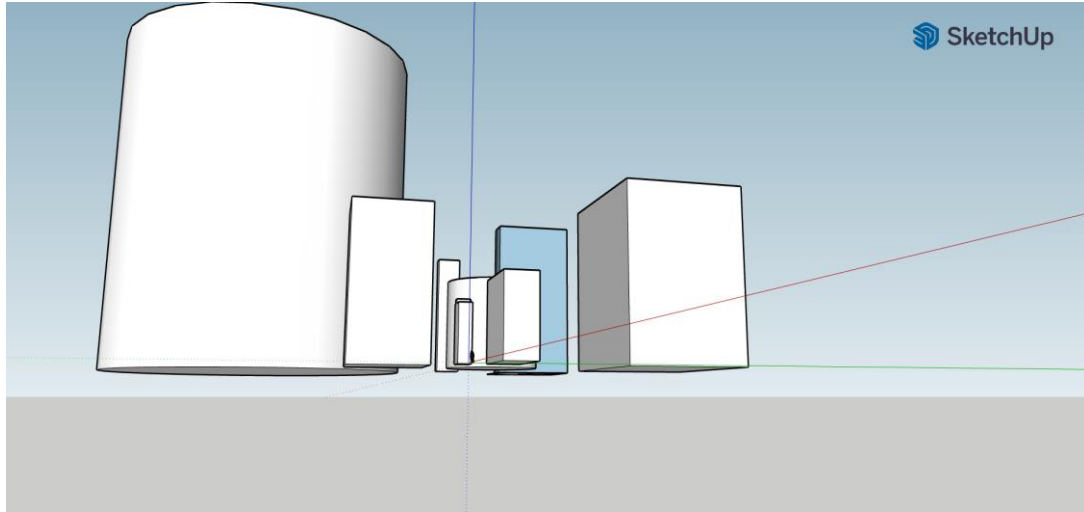
A fairly tricky piece to tackle because of the multiple features the bus has, ranging from the text to the reflections on the bus's surface.





## Workflow: Environment

Here is an environment piece I made after using new city-oriented brushes which made it easier to create distant towers and even a variety of windows. I felt a lot more confident in making this scene with it's help.

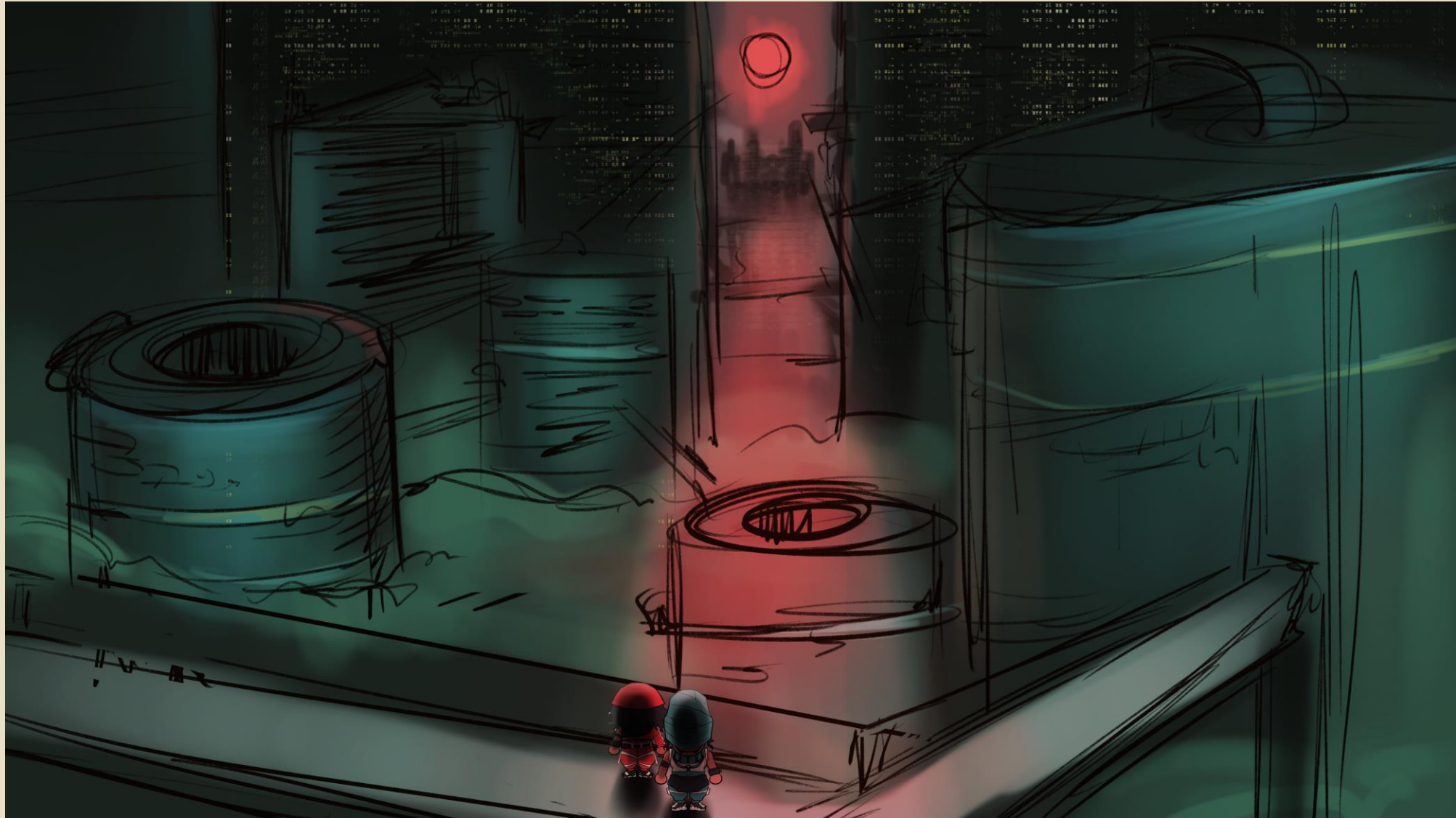


## Workflow: Environment

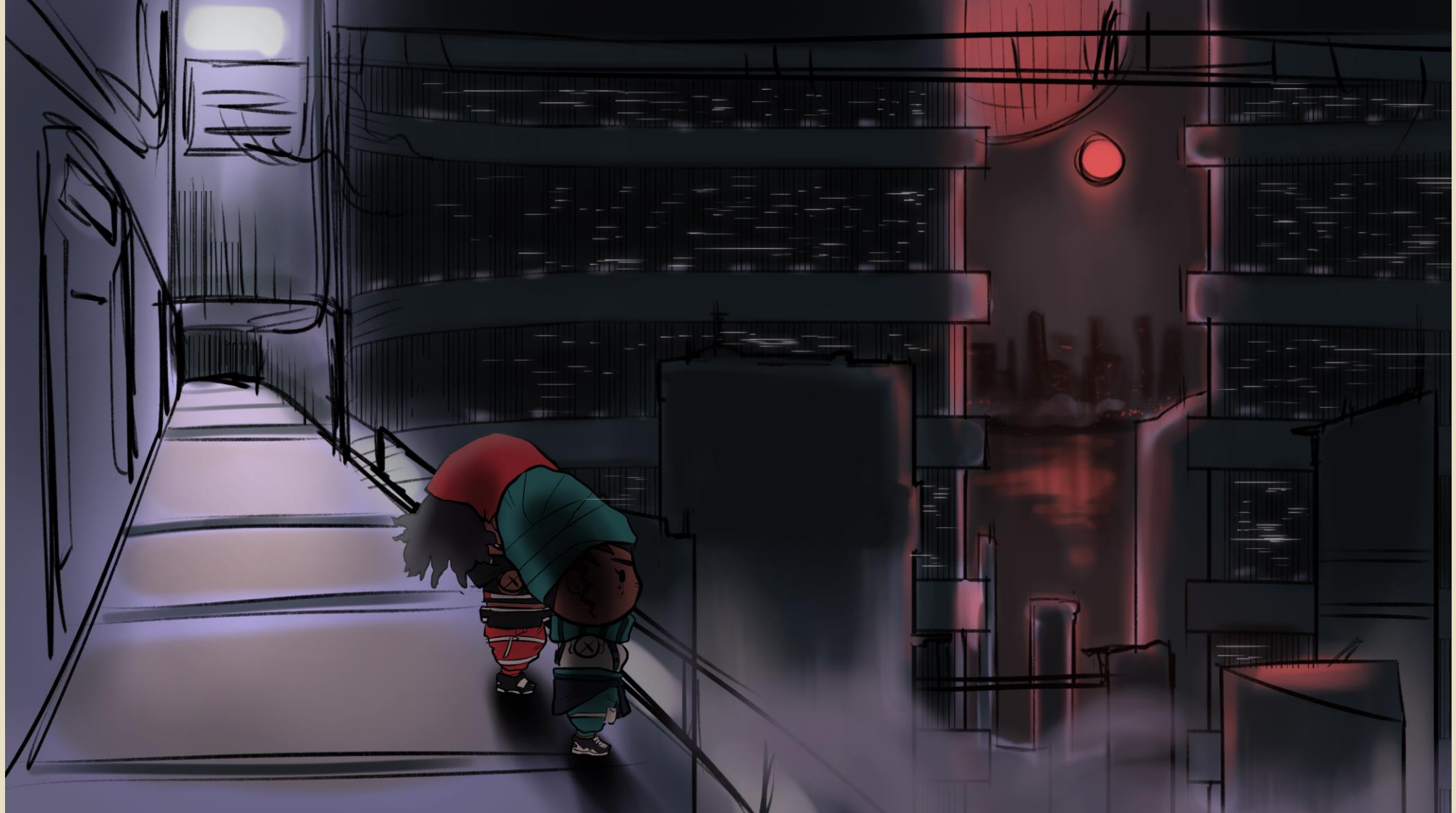
For this environmental piece I used Google SketchUp to help composite the scene I had in mind. I normally have difficulty trying to piece together a large environment but with this process, it has made it easier to create a scene that might be as clustered as this one. I planned to use this implementation of 3D work (base mesh) to better my own workflow when it comes to environmental artwork.



# Prison Environment Tests

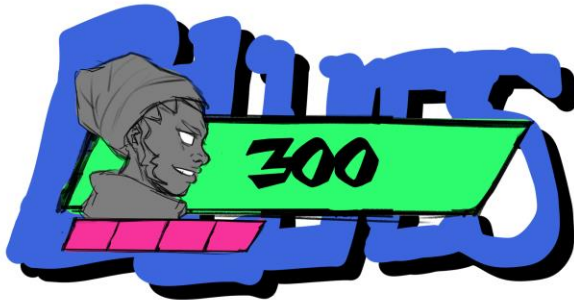


# Prison Environment Tests



# RHYTHM + BLUES

UI



Concept Art:  
[???

[Description]



# RHYTHM + BLUES

## UI



Concept Art:  
[???

[Description]





## Concept Art: Game Mechanic

I have updated the game screen UI layout for my game concept. Many of the changes involve replacement of the background, player health and special meter, and the overall colour scheme.

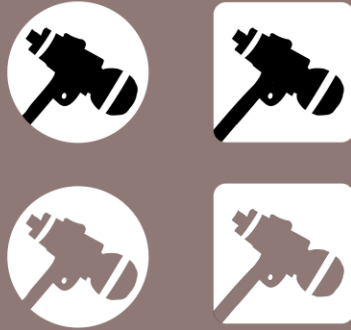
### Old UI Layout



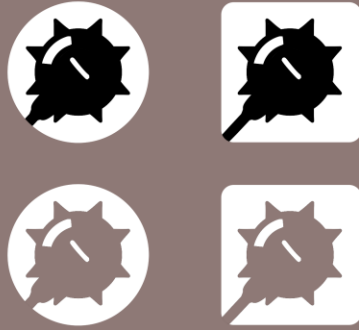
## RHYTHM + BLUES

### UI

#### PUNK ROCK



#### COUNTRY



#### HIP-HOP



## Concept Art: Game Mechanic

Here are some UI buttons for the ally characters. I wanted to keep the buttons easy and simple to read, hence why I used their respective weapon designs to depict which button belonged to who.



# Ally Buttons

## RHYTHM + BLUES

UI



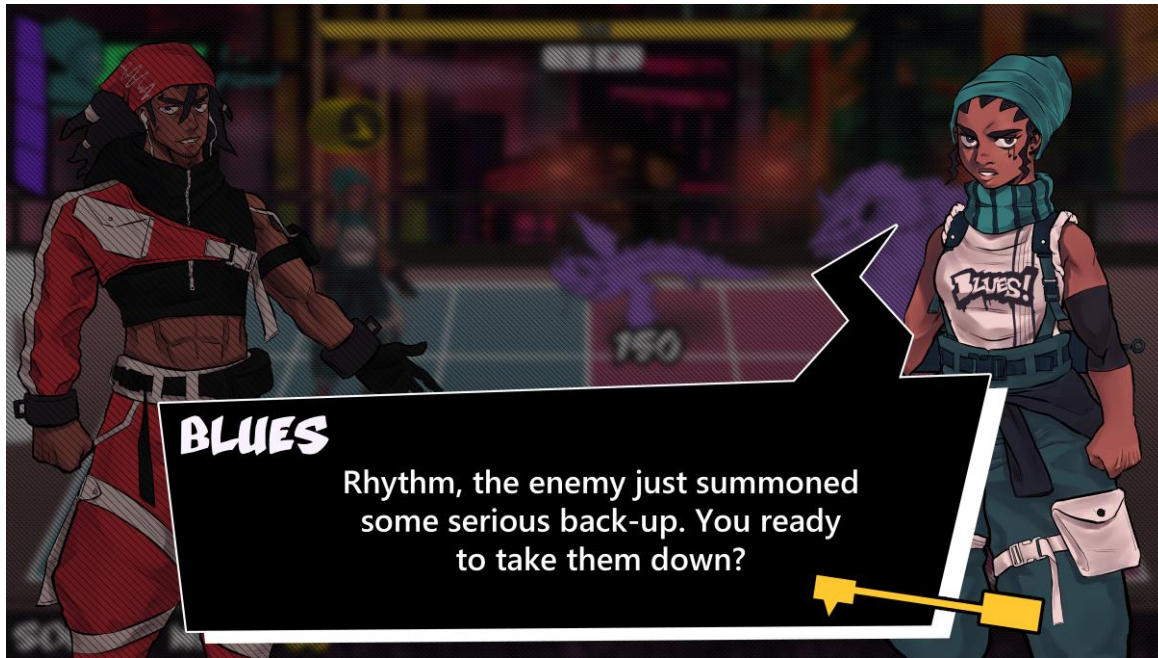
# Ally Buttons

## RHYTHM + BLUES

### UI

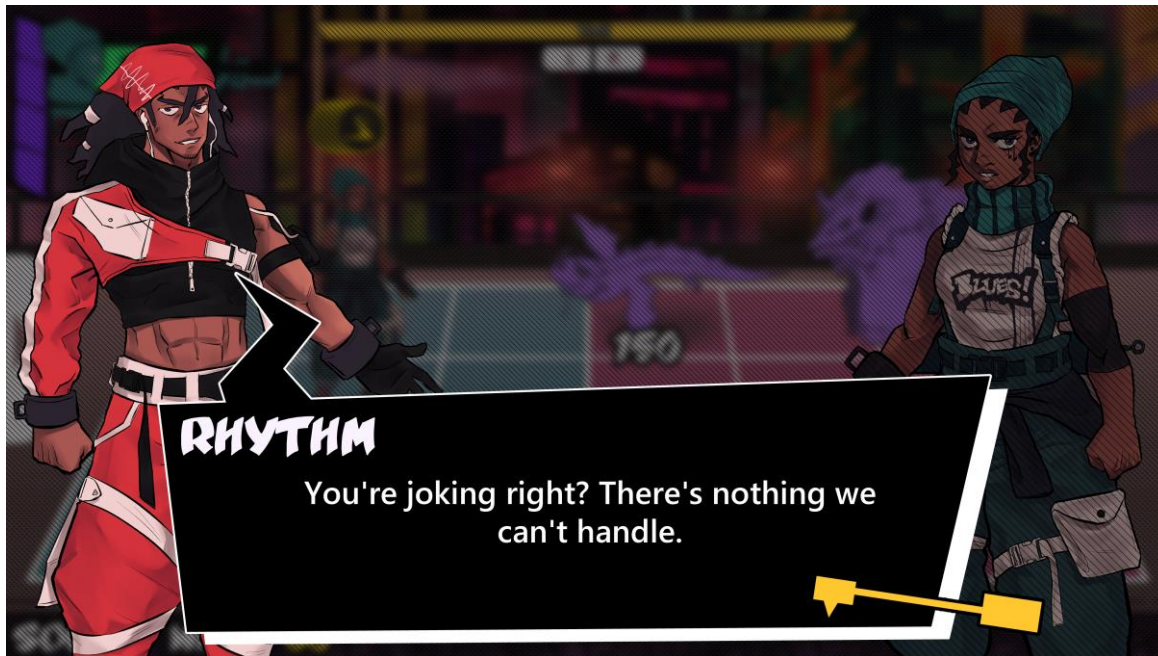






**BLUES**

Rhythm, the enemy just summoned some serious back-up. You ready to take them down?



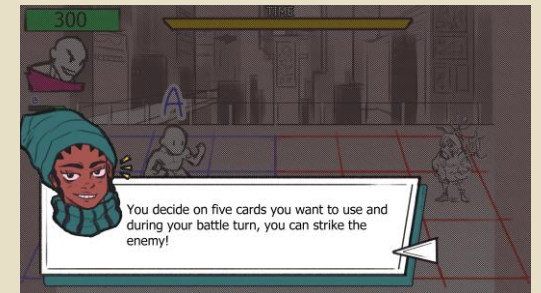
**RHYTHM**

You're joking right? There's nothing we can't handle.

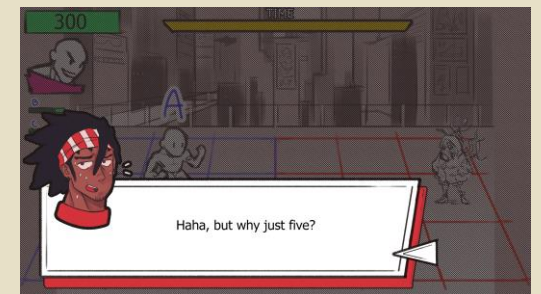
## Concept Art: Dialogue Boxes

A complete overhaul of the layout of for the dialogue scenes. I used a record player needle to be the skip icon for text. I would do small bounces up and down.

### Old UI Layout



You decide on five cards you want to use and during your battle turn, you can strike the enemy!



Haha, but why just five?

# Dialogue Portrait Tests





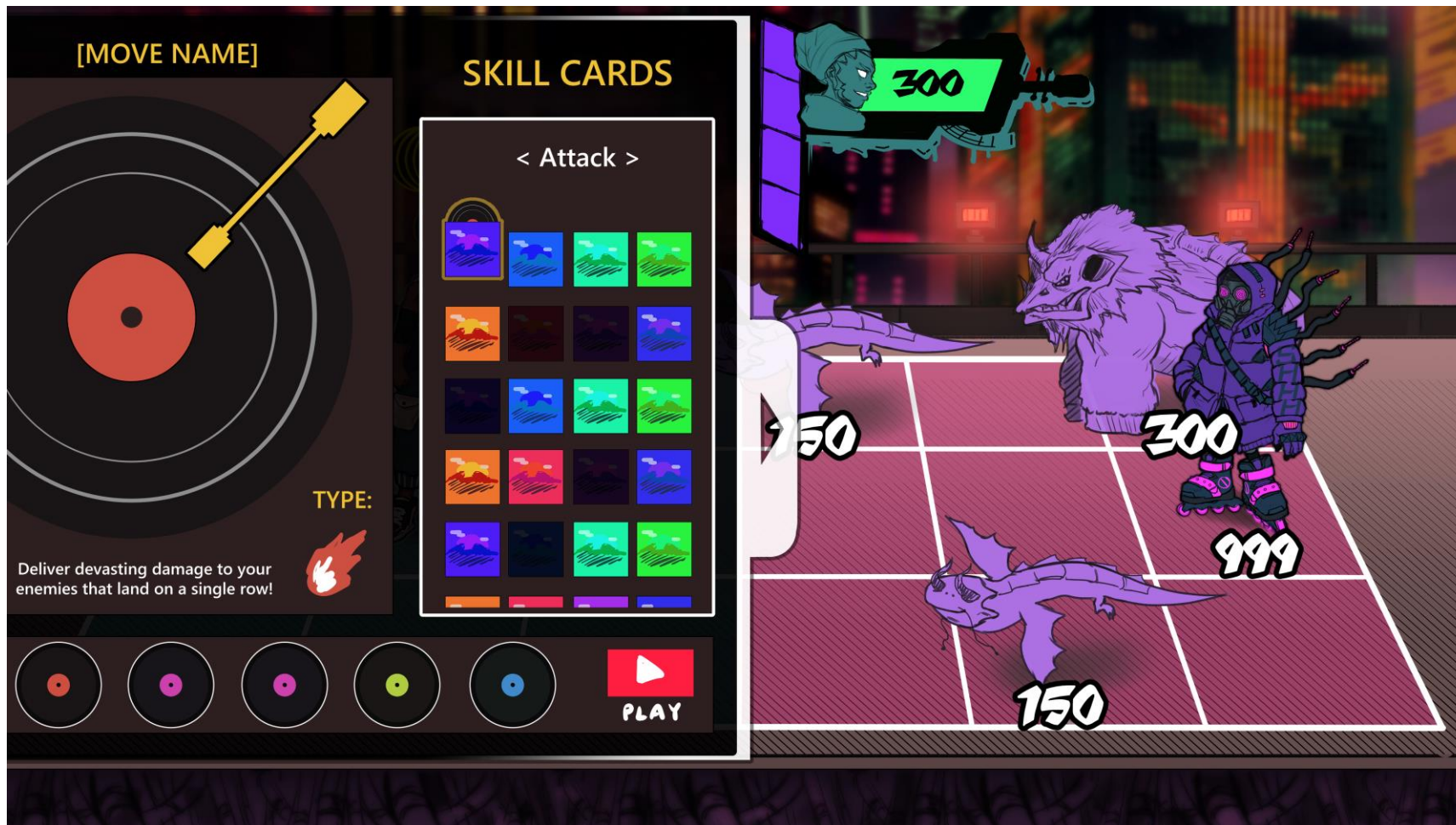
Dialogue Portrait Tests



Re-designing...



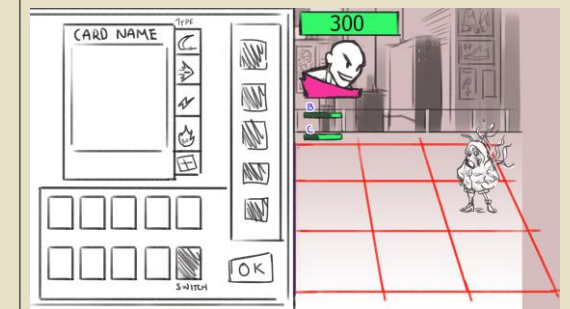




## Concept Art: Game Mechanic

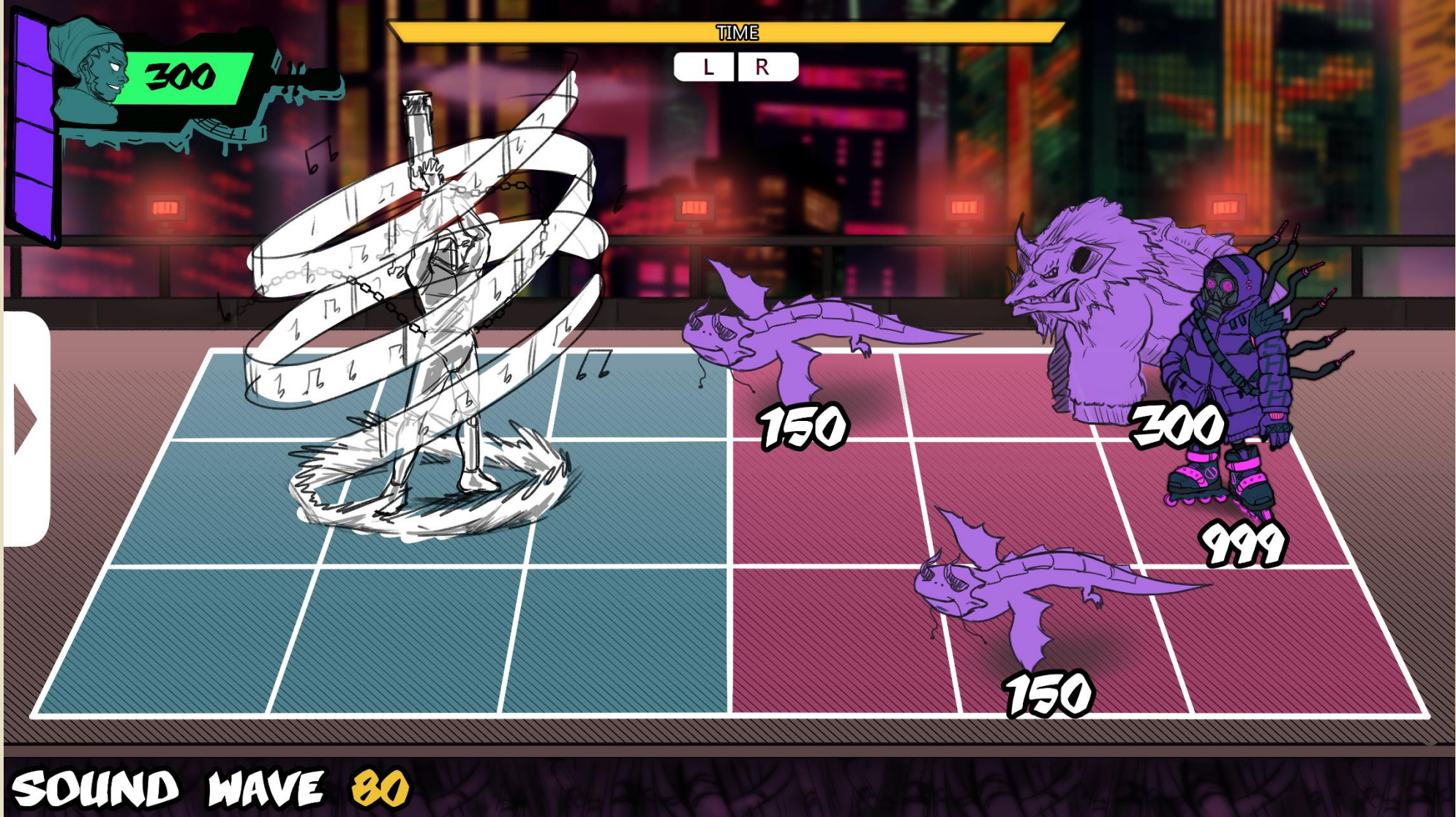
An updated version of the card selection screen! The 'card' icons are vinyl record covers. When you pick the card (5 in total) you can literally play those cards in your next battle phase.

Old UI Layout



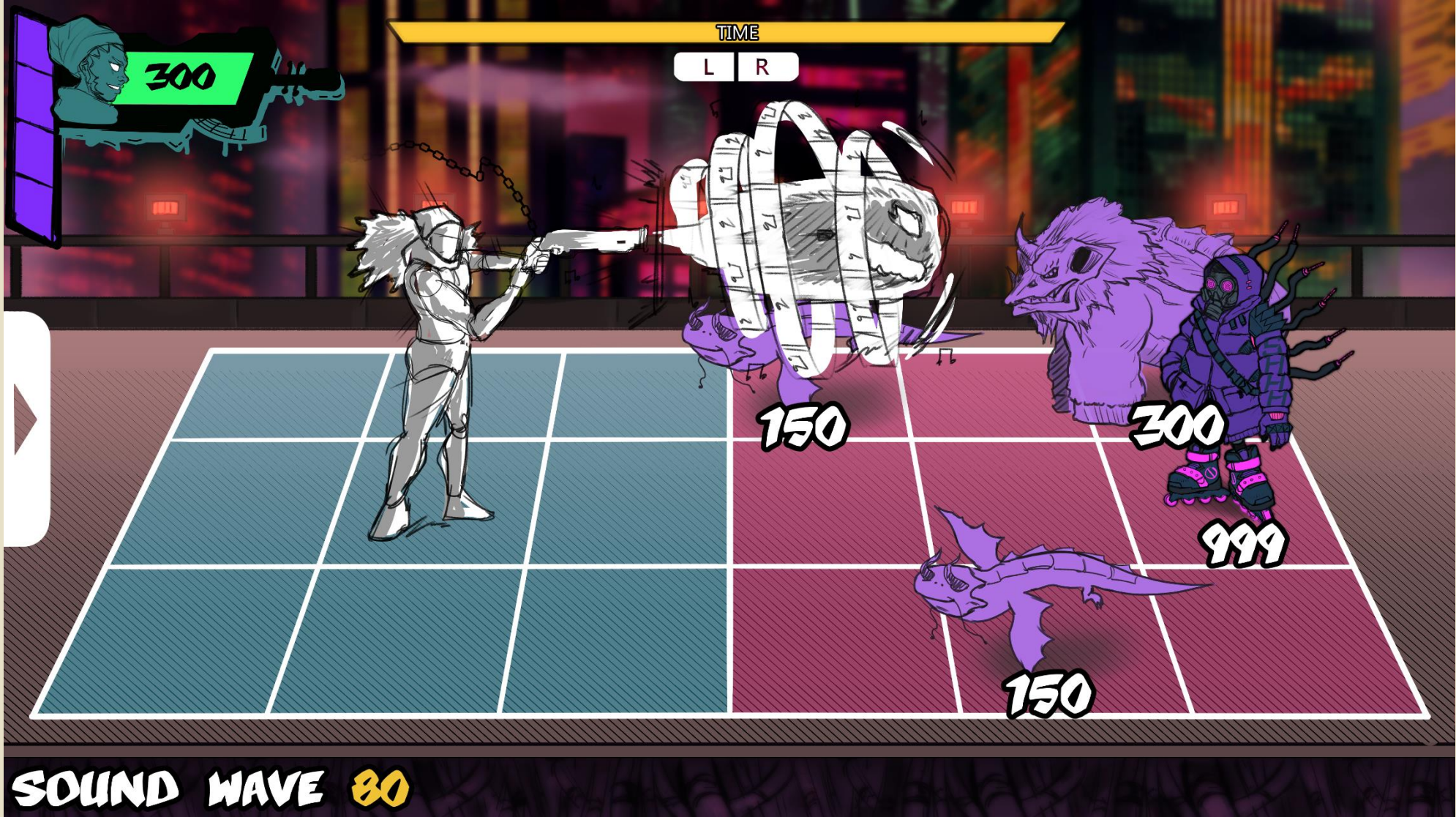


# In-game Move Set



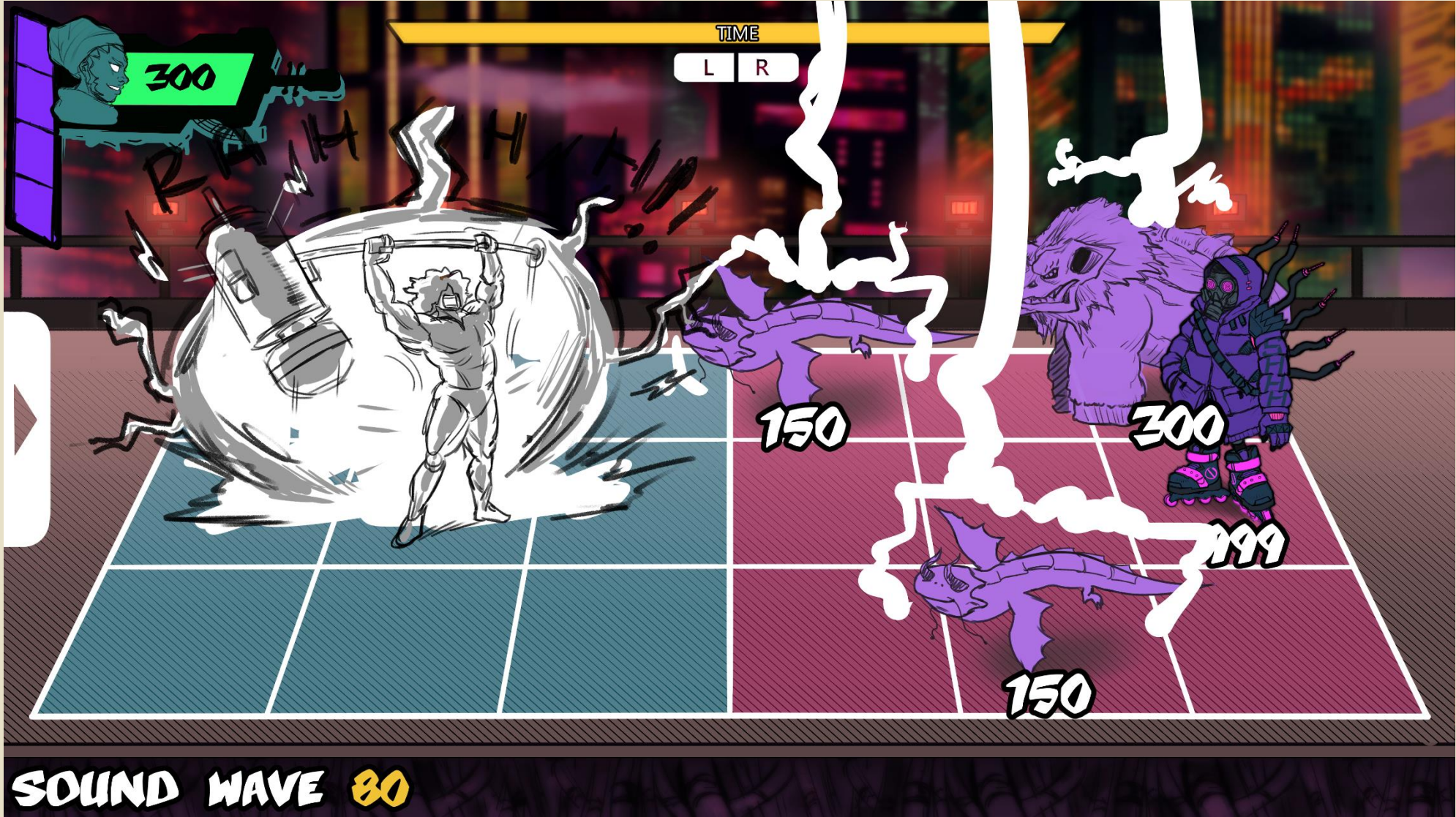


# In-game Move Set





In-game Move Set



# Handheld Experience

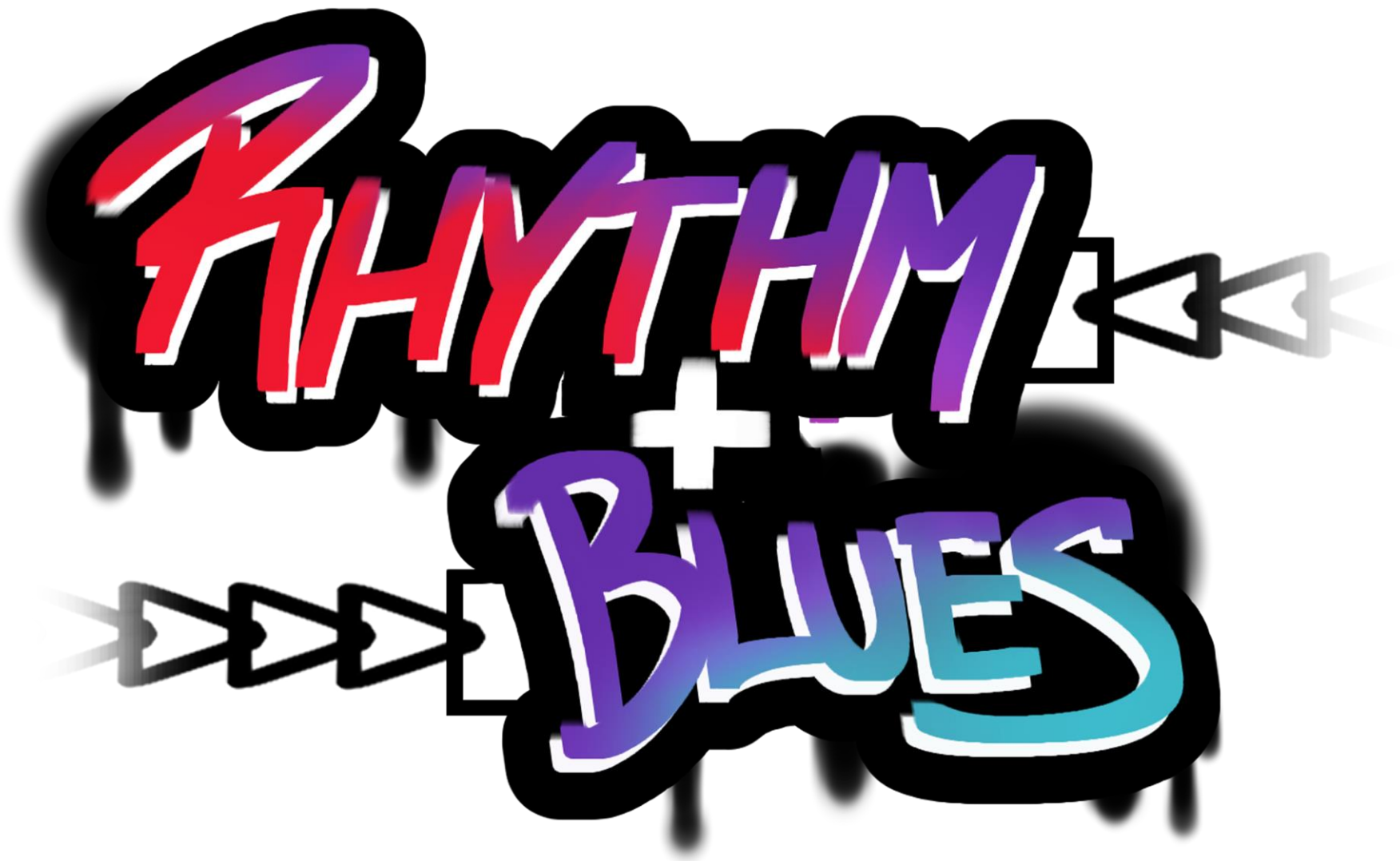




Logo Designs







## Concept Art: Logo Design

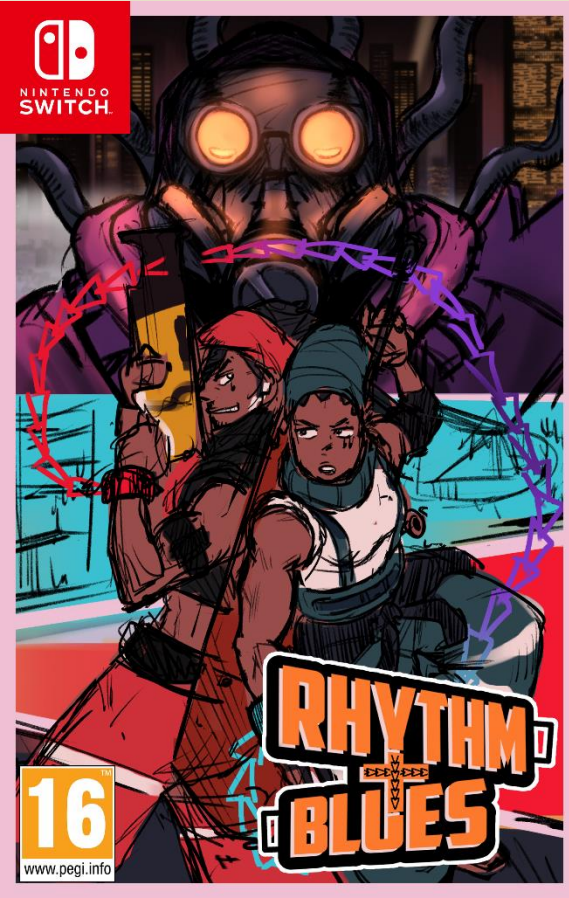
In the end, I went with a logo design that felt more urban than a design that is clean and simple. I feel with this hand-crafted design it makes the logo more personal to the main two characters and the chain that binds them.

# Cover Art Thumbnails





Cover Art Process...

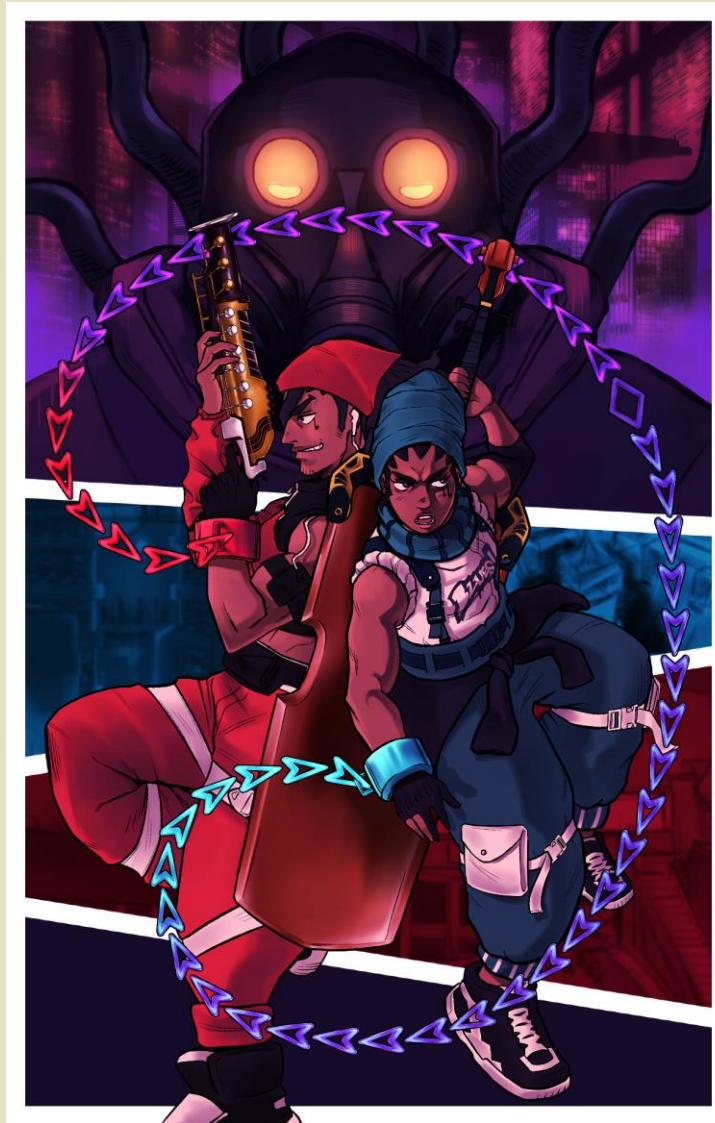
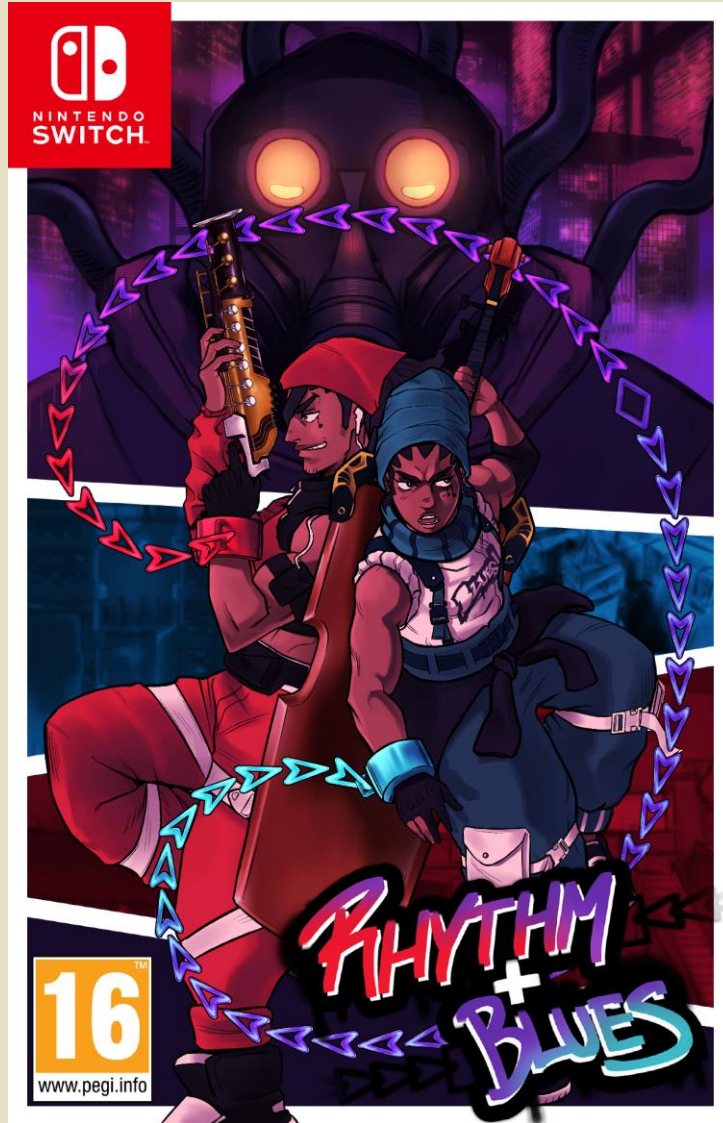




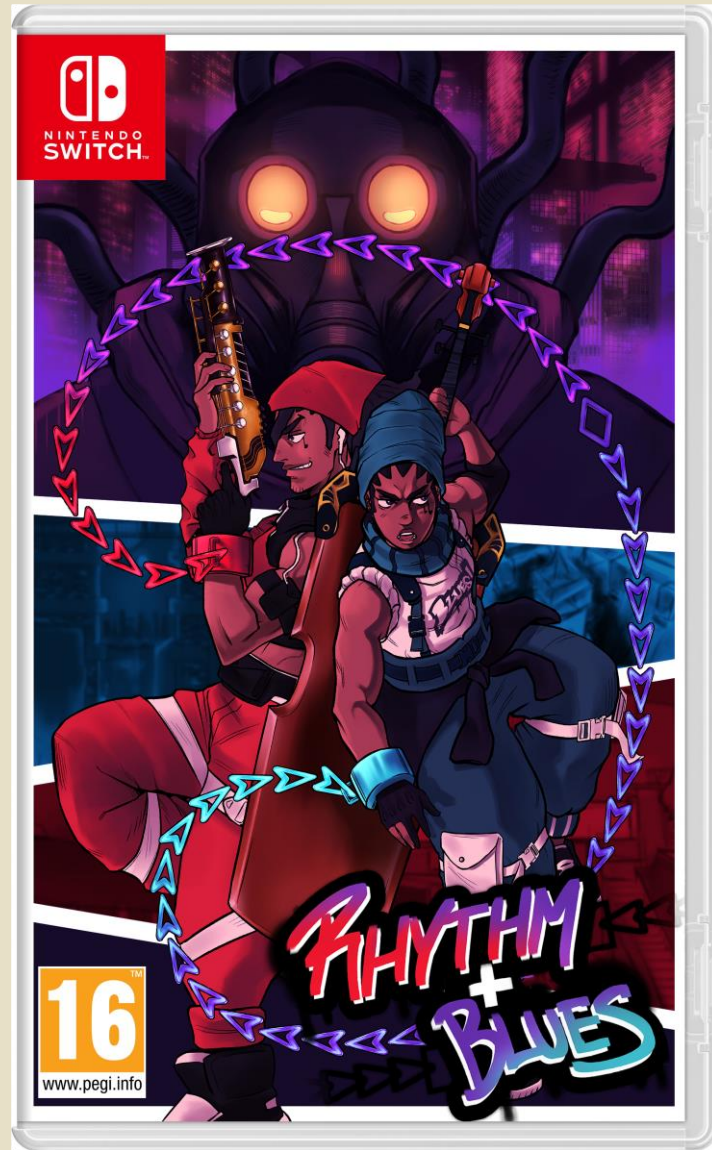
Final Illustration



Final Cover Art Design!

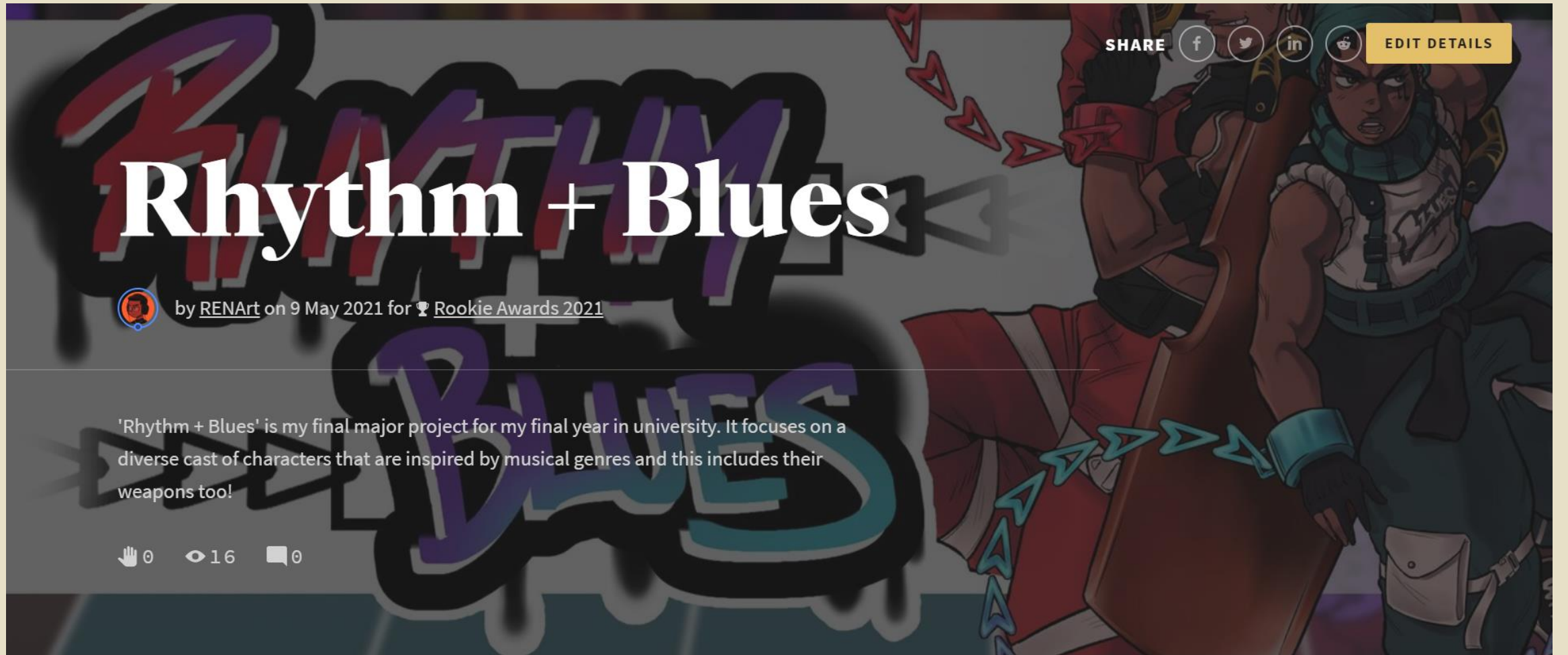


# Nintendo Switch Game Cover



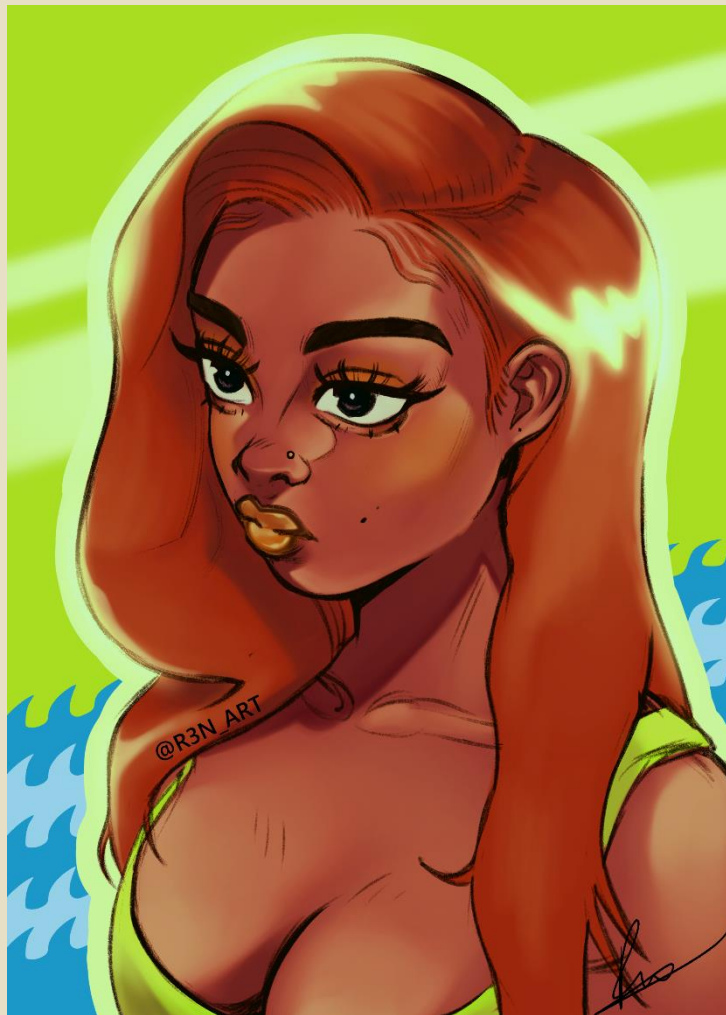


Rookies Competition Submission



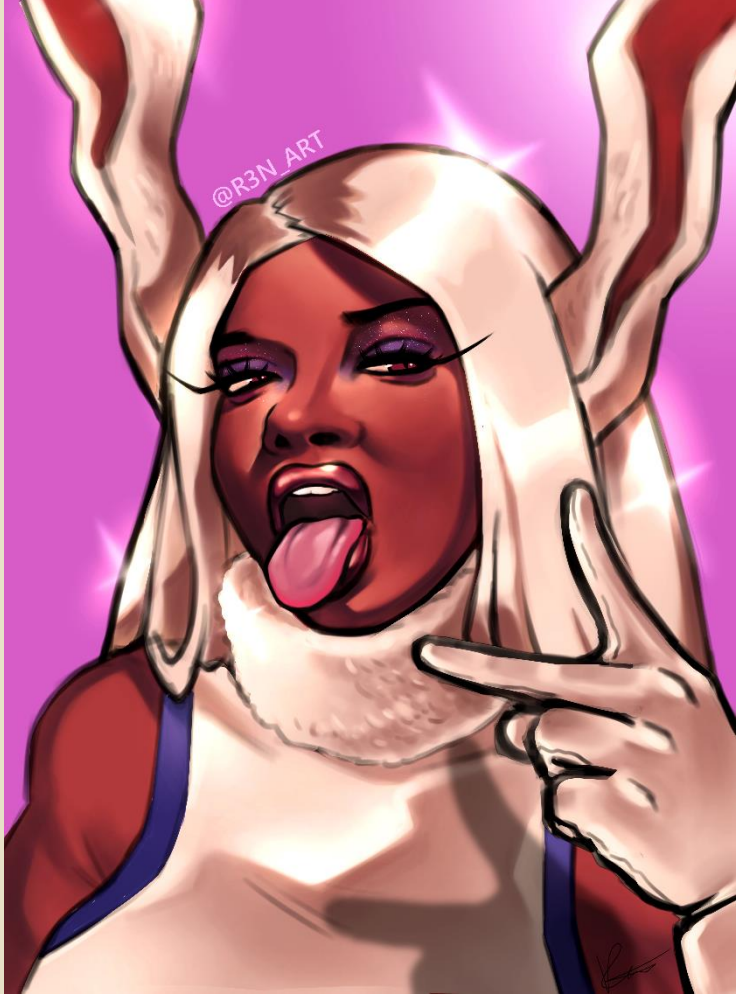
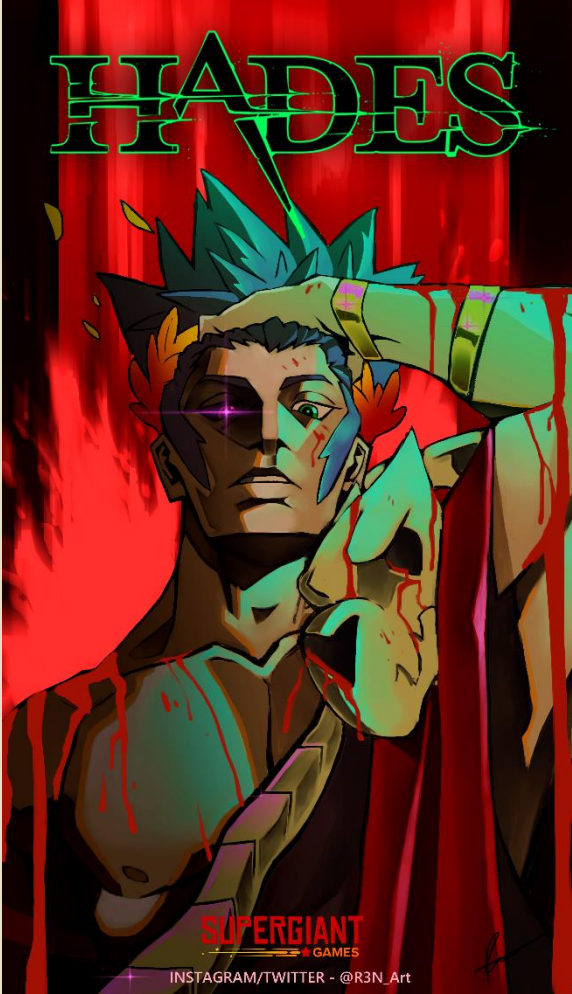
<https://www.therookies.co/entries/10229>

Personal Work





Fanart Work





## Links

### **LINKEDIN:**

<https://www.linkedin.com/in/ravi-n-7b3615107/>

### **ARTSTATION:**

[https://www.artstation.com/ren\\_art](https://www.artstation.com/ren_art)

### **INSTAGRAM:**

[https://www.instagram.com/r3n\\_art](https://www.instagram.com/r3n_art)

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