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RUN 4 YOUR LIFE

Artistic Vision for "Run 4 Your Life"

For "Run 4 Your Life" we wanted to give it sort of a softer feel to take the edge off of the oppressive dungeon back-drop that is its setting. However the player still gets the sense of confinement and isolation that go with being held in a prison. We also hope to comically play up the characters sense of hopelessness in the situation as a means of dark humor.

Fig.1 A typical example of medieval genre as represented by Robin Hood

As for its visual style "Run 4 Your Life" takes cues from the popular vision of the medieval era, (Robin Hood, King Arthur, etc.). Where "Run 4 Your Life" differs from many medieval myths is that it focuses in on the oppression of the ruling class rather than the great deeds of legendary heroes. Taking the idea of comically bleak dungeons of corrupt lords from such scenes as the torture scene from "Montey Python and the Quest for the Holy Grail," or the Arabian Dungeon from "Robin Hood: Men in Tights" and using it as the basis for our levels.

Fig.2 An instance of side-scrolling interface from Super Mario Bros

"Run 4 Your Life's" characters are presented in a hand-drawn 2D style to match up with the 2D side-scrolling nature of the game (for example Super Mario Bros. for the side scrolling environment and as a more direct comparison Super Ghosts and Goblins main character sprite), and also give it the softness we were aiming for as a feel.

Figure 1: http:// johnlarriva.com/Robin%20Hood.html

Figure 2: www.pastemagazine.com/blogs/lists/2008/11/)

Asset List

Please see the attached Excel document.