



MOON  
kid

***GAME PITCH***

*Marina Codony Lleonart*

1r GDVP

Disseny gràfic

# GAME Description

- Single-player
- Exploration-based
- Therapeutic
- 3D, 3rd person view
- Landscape: Geometric design
- Defined color palettes for every environment.
- Cinematic before every level

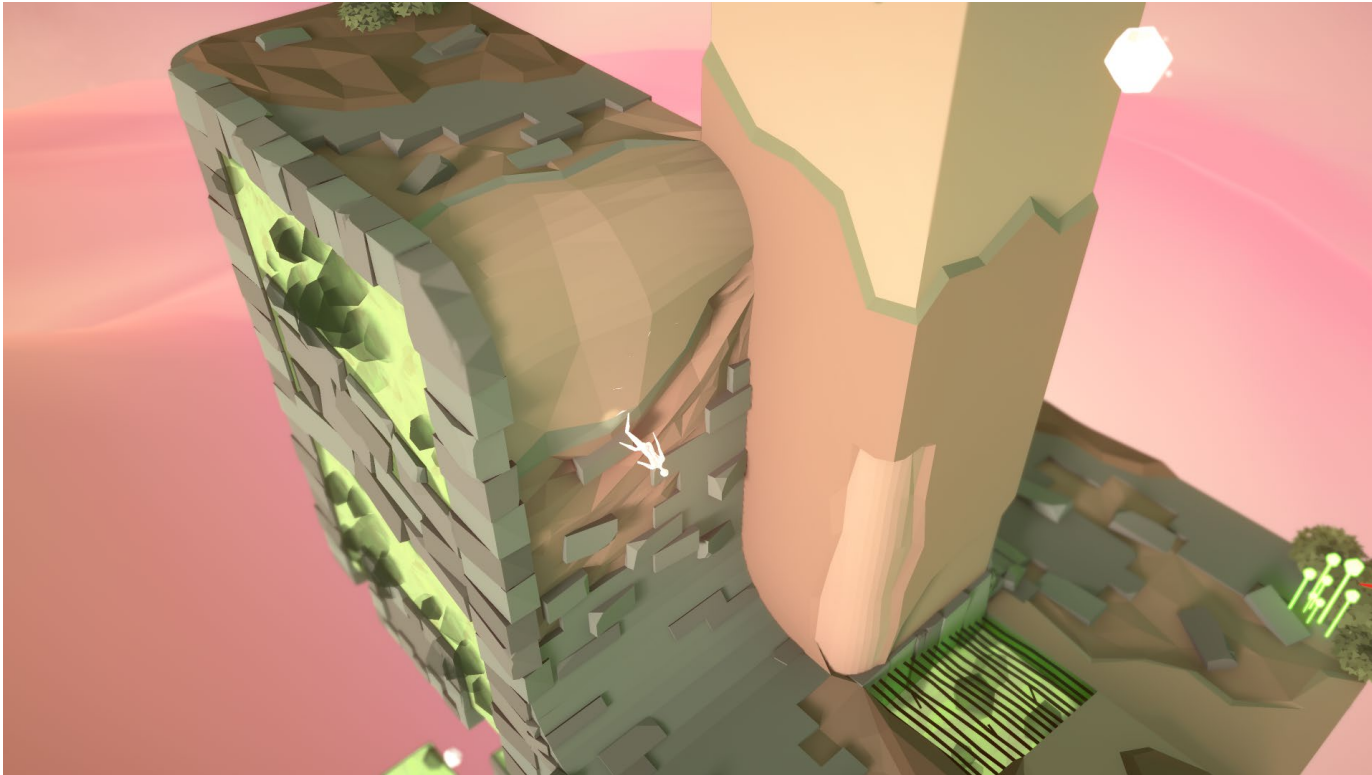
“Takes you back to childhood dreams”

## LEVELS

1. Ocean
2. Mars/Moon
3. Centre of the earth (DLC)
4. Jungle (DLC)
5. Northern forest (DLC)

# GAME References

\_Etherborn



\_Toca Boca Nature



# GAME References

\_AER: Memories of old



\_Abzû



# GAME Logo proposal 1

## Sketches



- Round shape (moon)
- Unclosed
- Elements in the logo complete rounded shape
- Moon crater details in the silhouette
- Childish + dynamic

## DISCARDED BECAUSE

1. Plain
2. Too bold
3. Abuse of solid colour
4. Does not represent the game's identity

# GAME Logo proposal 2

*Reference search*

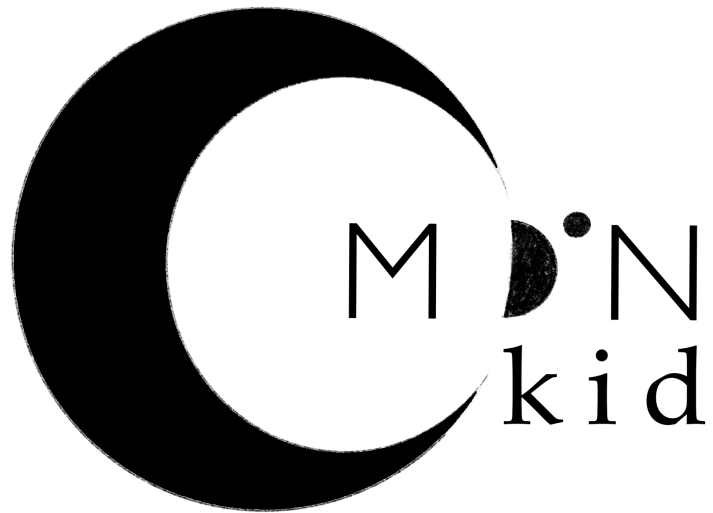
<https://pin.it/6pQO8lx>



# GAME Logo proposal 2

*(prototypes) Minimalist → detailed*

- Round shape & unclosed
- Elements in the logo complete round shape
- (sans + capital) Gill sans light
- (serif + lowercase) Palatino



\* Textured moon or blues gradient

# **GAME** Logo proposal 2

*Final versions: Blue geometric gradient*





# **GAME** Logo proposal 2

*Final versions: Textured moon*



# **GAME** Logo proposal 2

*Final versions: Black*

