

Individual Mood Board, Brendan Reeves

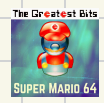
Critical Emotions:

Nostalgia: Should evoke a child-like 8-bit feel

Danger: Have challenge elements w a dangerous or otherwise tense/Spooky vibe

Humor: Although there's "danger," it should ultimately evoke humor & levity

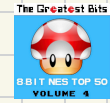
Spotify Playlist



Super Mario 64 Main Theme
- The Greatest Bits



A-Bit of Star Wars 2
- Joe Jeremiah



Super Mario Bros 2
- The Greatest Bits

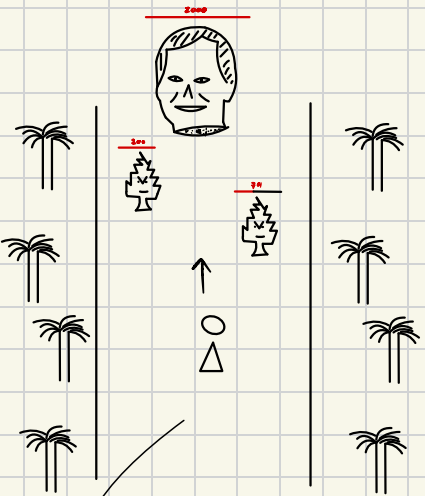


Fever (From "Dr. Mario")
- Kirby's Dream Band



Overworld Day
- Re-logic

Continuous Scroll Direction



In this version the screen continuously goes upward and the player has to battle past enemies, the aesthetic of the game would rely heavily on mechanics.

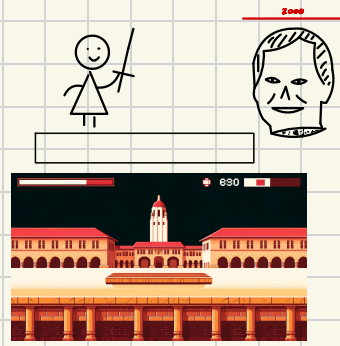
Advance through 2-D Rooms Direction

Enemy w/ Health Bar
(example here is an enemy tree)

• Another directional approach would be 8 bit rooms where you complete tasks & defeat enemies.



2-D Platform Direction



• Another directional approach I'm partial to as well is emulating our mechanics in the left/right 2-D paradigms.

Brendan Reeves