

4 Palette Paladin

Game Design | Brown University | Spring Semester, 2019
Providence, Rhode Island | Group work

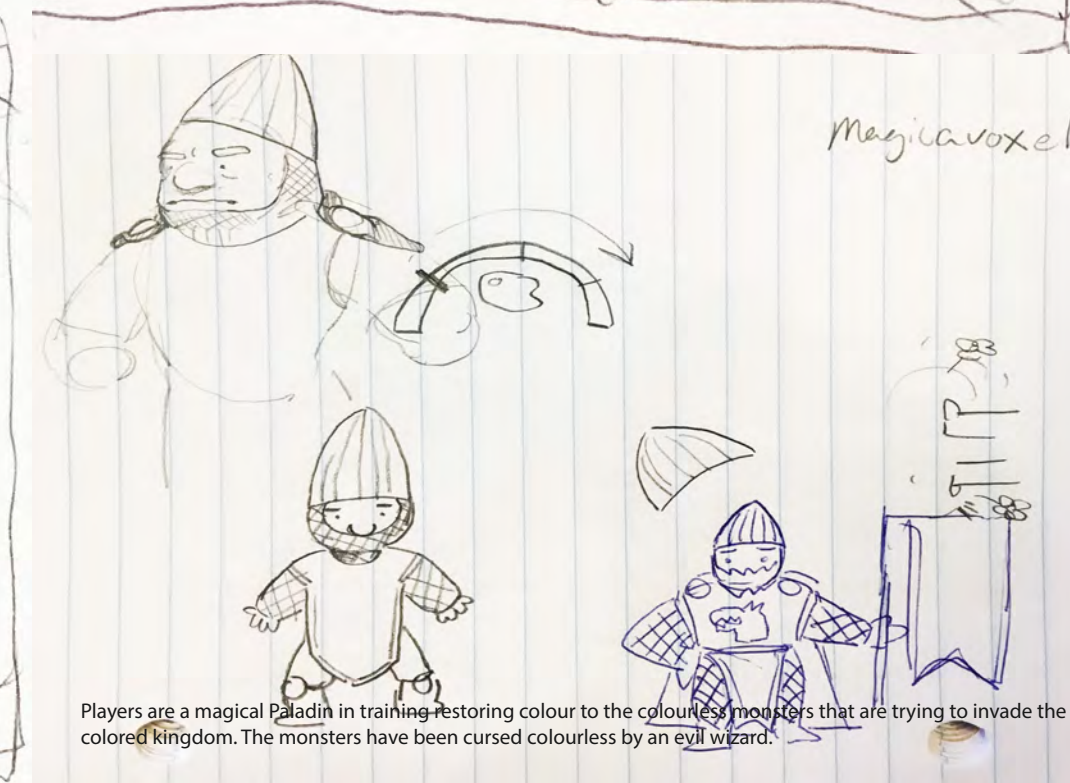
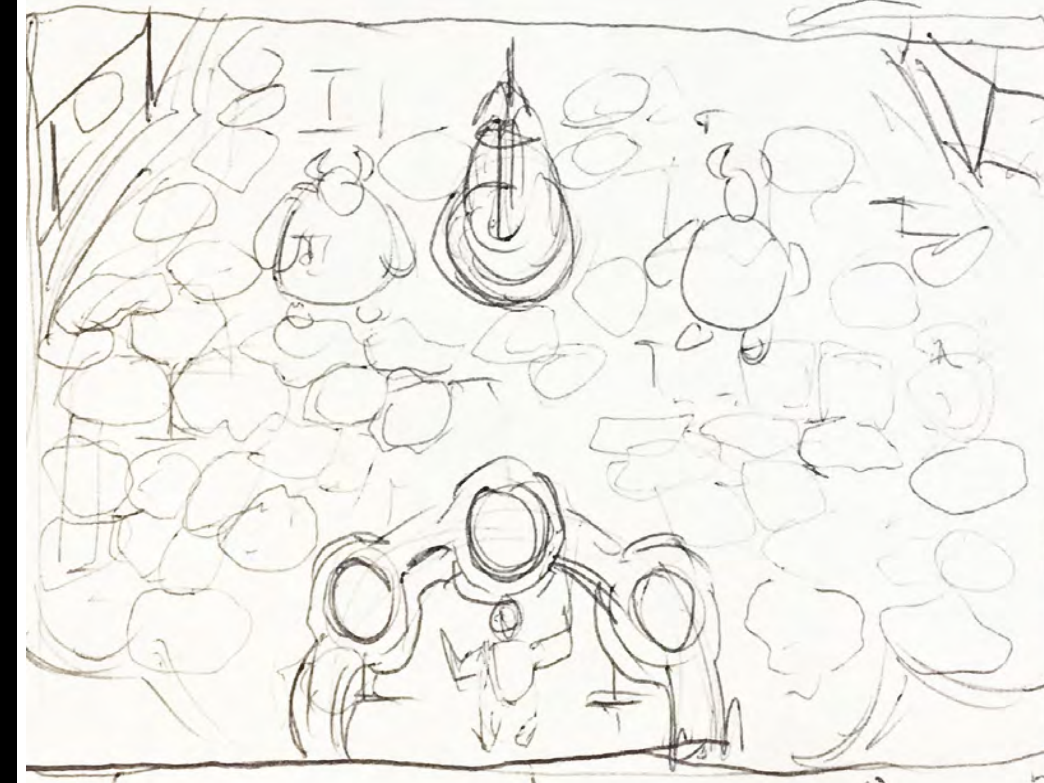
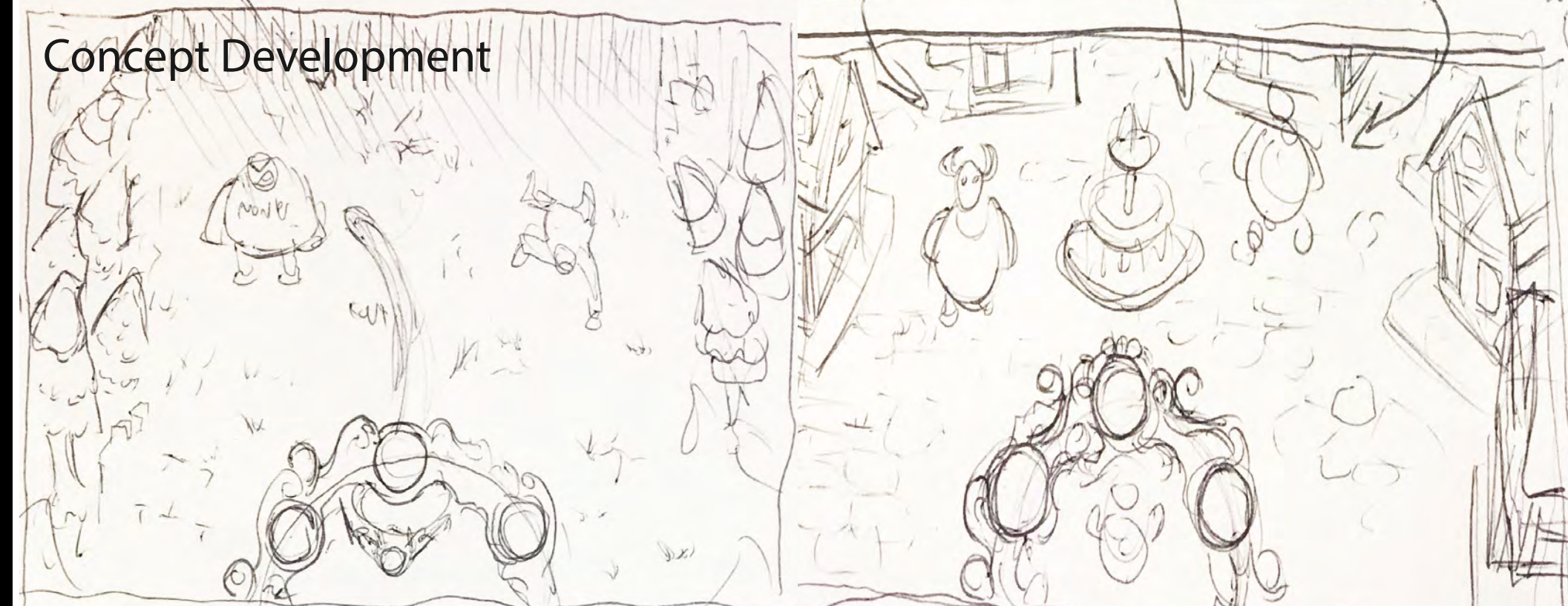
Collaborators: Sadie Shipton, Nate Epstein, Jacob Migneault, David Smith

My work: make palace model and color it in pixel art, brick background, plattering effects of headlines



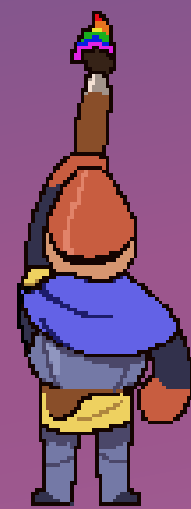
Top-down game where you play as a Paladin of Colour trying to restore colour to monsters rushing towards you. The Paladin casts colour by selecting them from a slider in real time.

Concept Development



Players are a magical Paladin in training restoring colour to the colourless monsters that are trying to invade the colored kingdom. The monsters have been cursed colourless by an evil wizard.

GAME OVER






PALETTE
PALAATIN



Instructions

Welcome to Pallete Palladin! You are a brave young palladin who's job is to defend his village from the evil Colorless!

Use your  orb to select the color of your  pallete to match the color of your  Enemy. You may have to mix colors to get the right match

Color Guide:

Red + Yellow = Orange

Red + Blue = Purple

Blue + Yellow = Green

All colors = Black

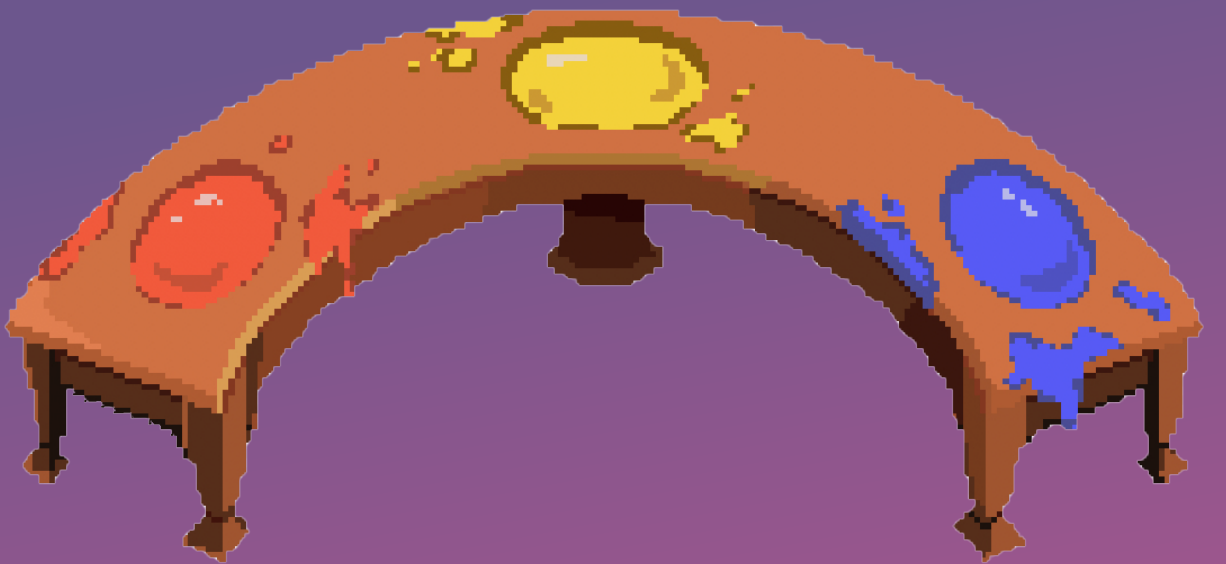
Controls:

Space: Mix color

Enter : Cast color

Finally, Remember to watch your Health!



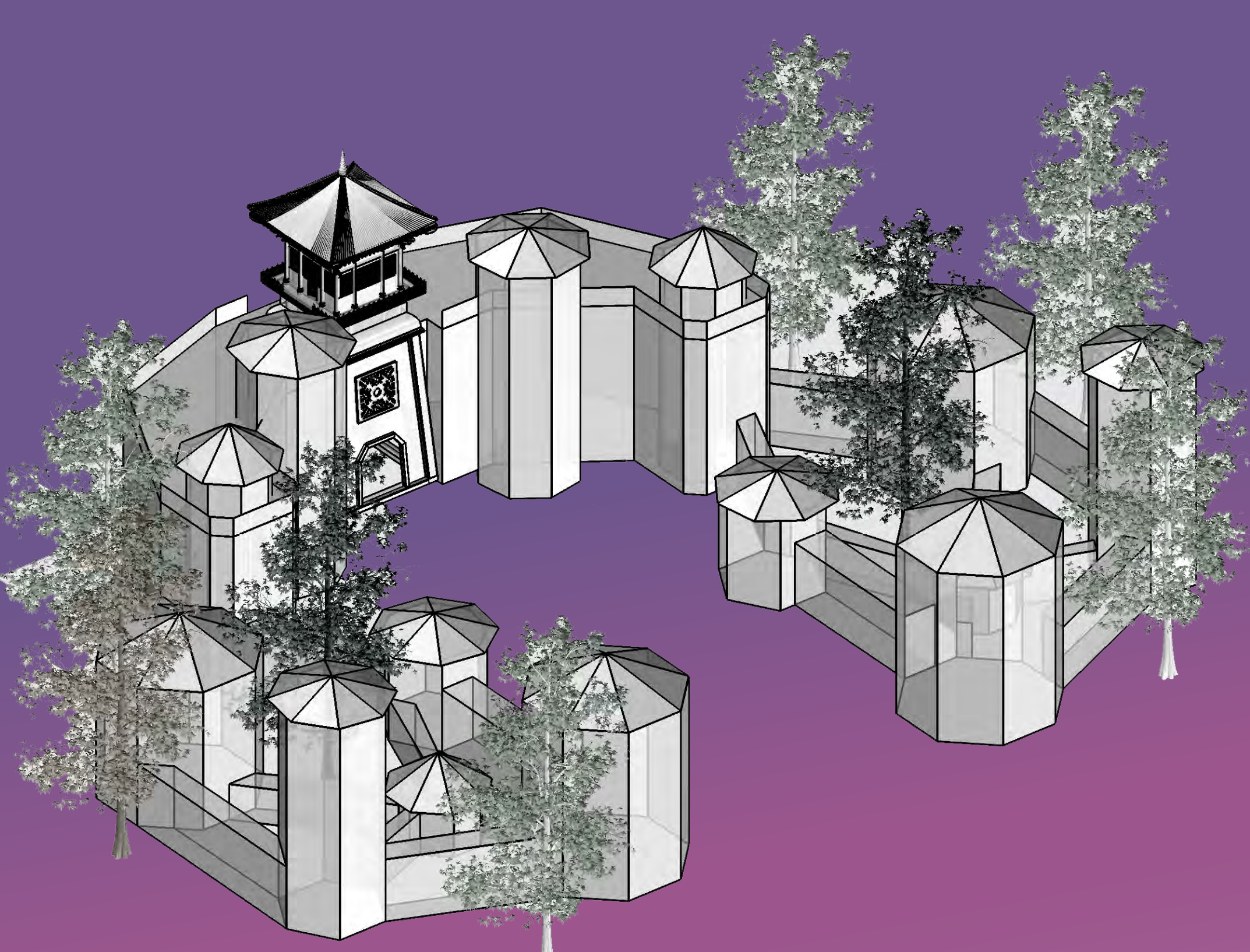


Credits
Art

Sadie Shipton
Nathaniel Epstein-Toney
Qing Liu

Programming

Jacob Migneault
David Smith



Building a digital model of the palace first, and then color it in the illustrator in pixel art.



ENTER

ENTER

SPACE

SPACE

Use these two keyboard keys to control the movements of the character.



What the character will be like after the player wins.