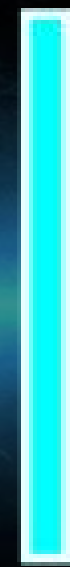


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GLOW

THE GAME

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Vision Statement

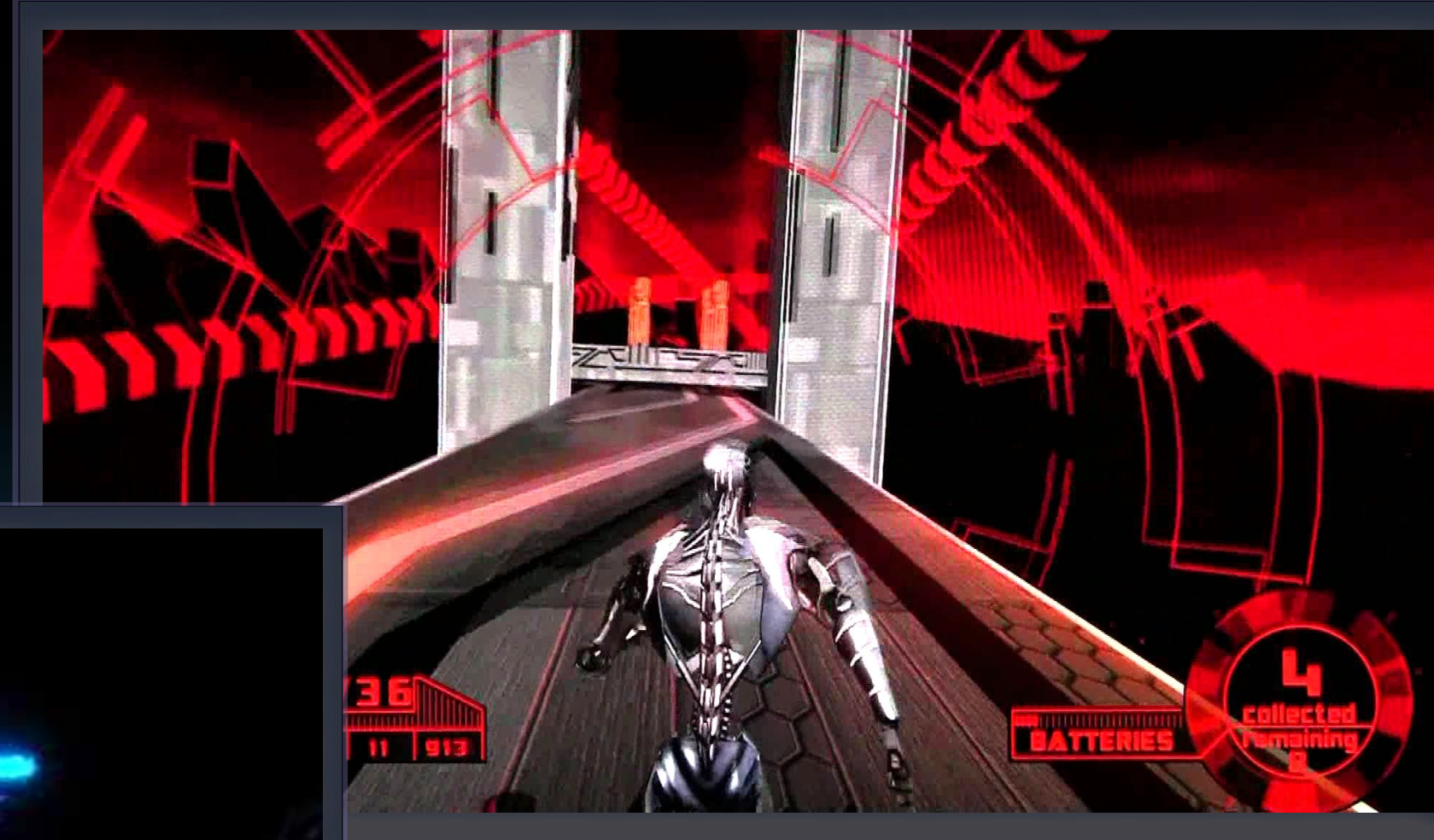
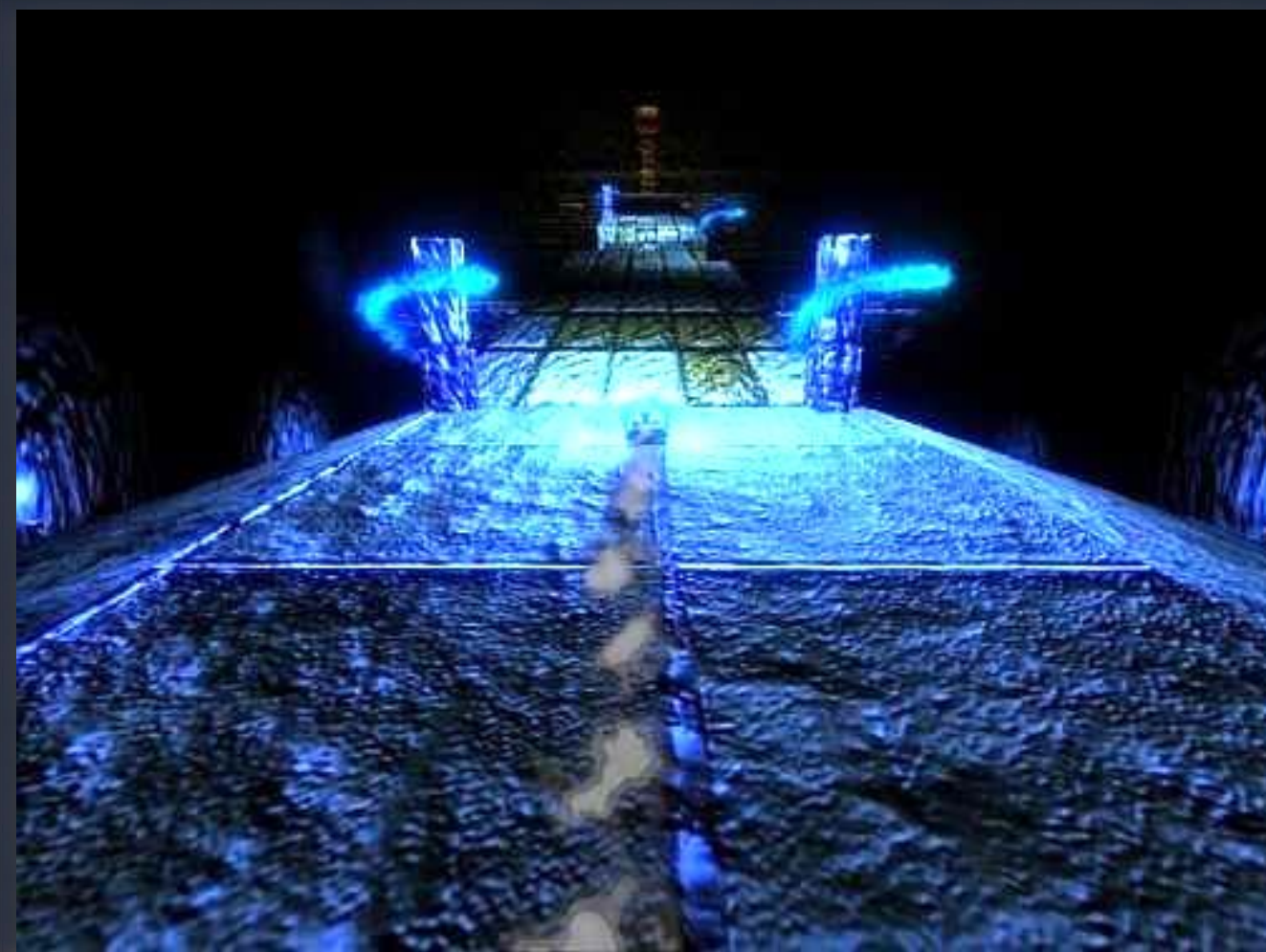


"Illuminate the darkness of Space"

Gameplay References

Igneous

- Free movement
- Highspeed
- Death by falling down



T.E.C 3001

- Avoid Obstacles
- Gather Collectables

Orborun

- Free movement
- Collectables
- Destroy obstacles
- Death by falling down



Artstyle References

Audiosurf

- Effects (Color, Form)



Mad o Ball 3D

- Space



Orborun

- Track (Color, Transparent, Curvature)
- Rings

Moodboard

Mood of
Speed and
the
atmosphere
of isolation
and
harmony of
space



Setting

Time Period

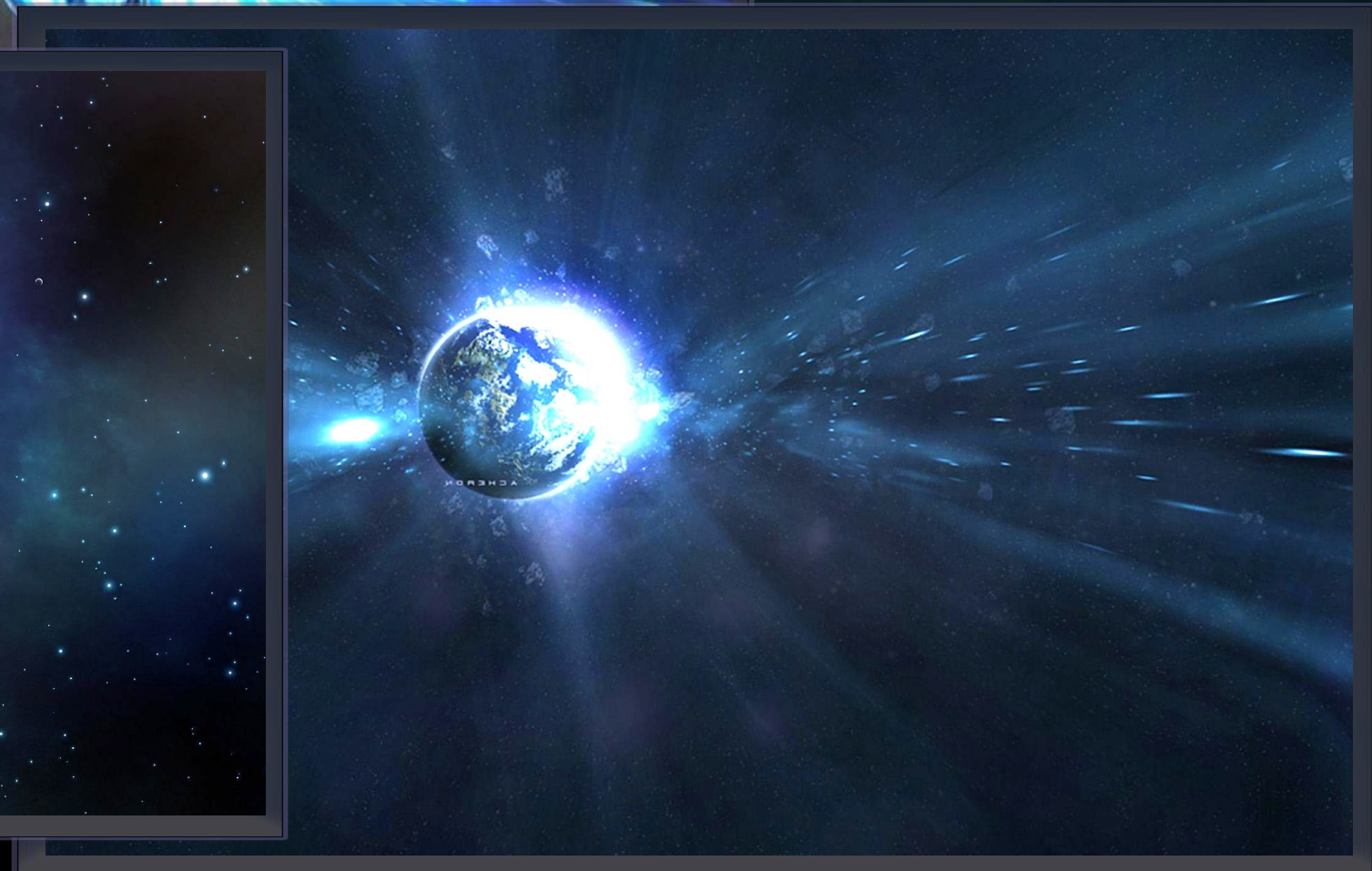
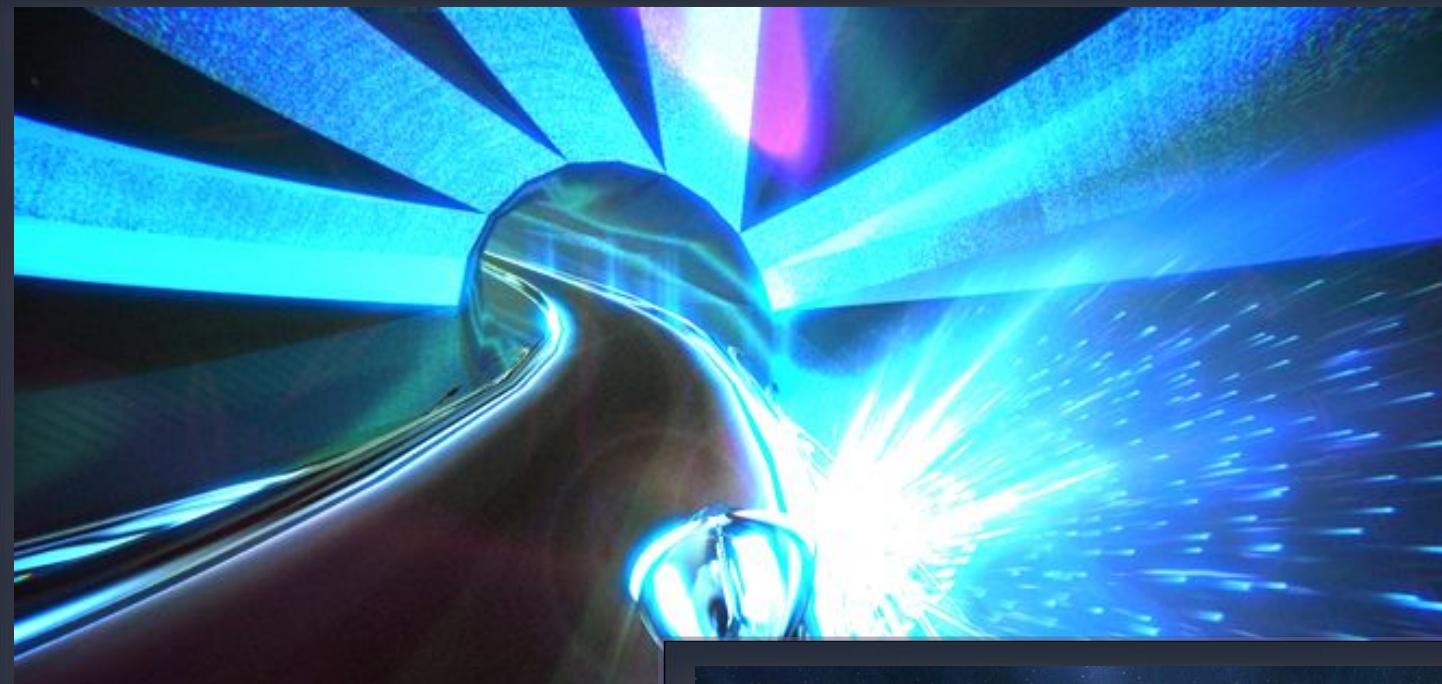
- Futuristic
- Fantasy

FEEL

- Fast
- Agile

Environment

- Space
- Track



Color-Environment

Background



45799e



015172



0f0e13

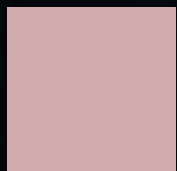
- Dark Colors
- Less Hue

Planets



- Colorful contrast between the background
- Brighter then background

Asteroids

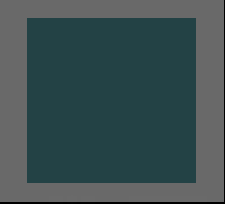


a98b8b

- Dull

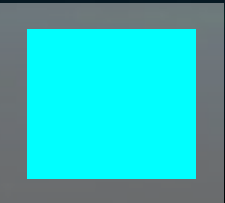
Color-Environment

Different Spac Objects

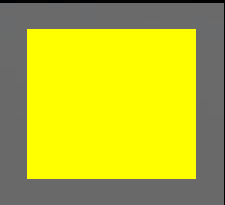


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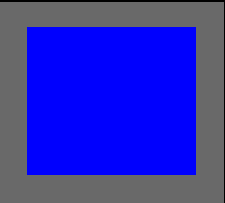
Different Glowing-Colors



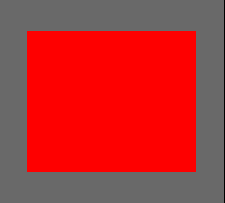
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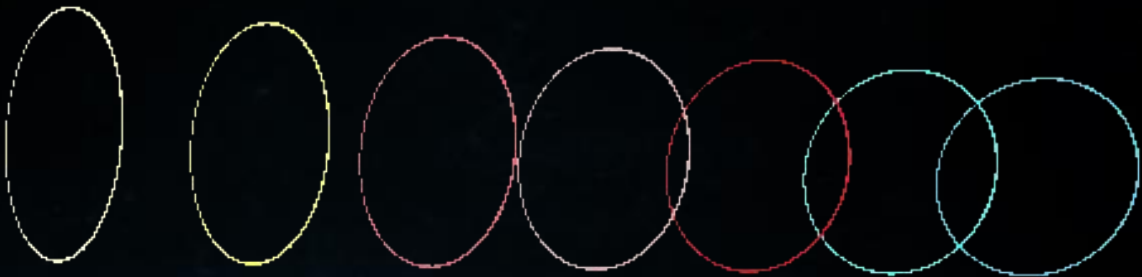
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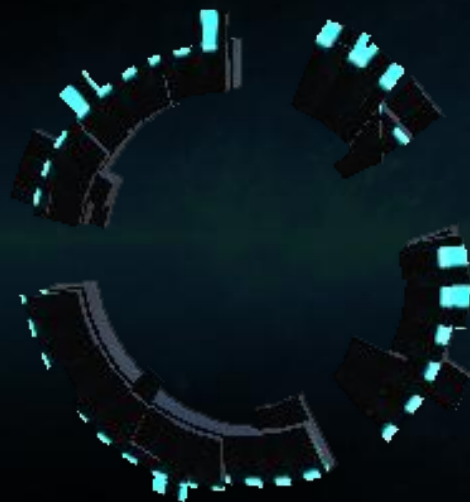
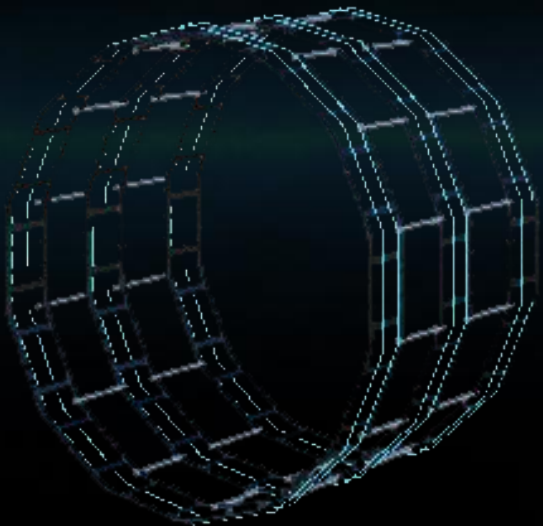
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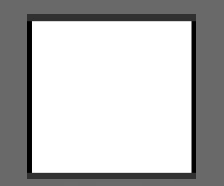
Spacerings



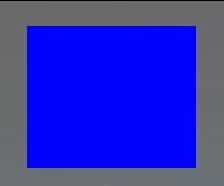
Spaceship

Color-Track

Orbs

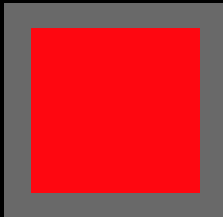


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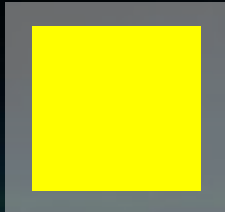


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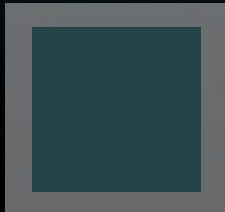
Obstacles



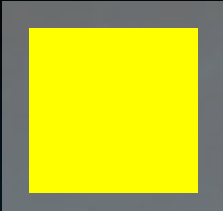
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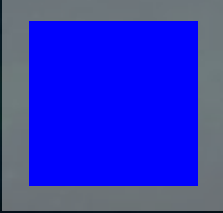
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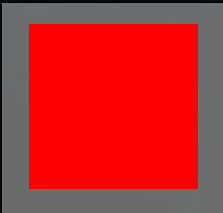
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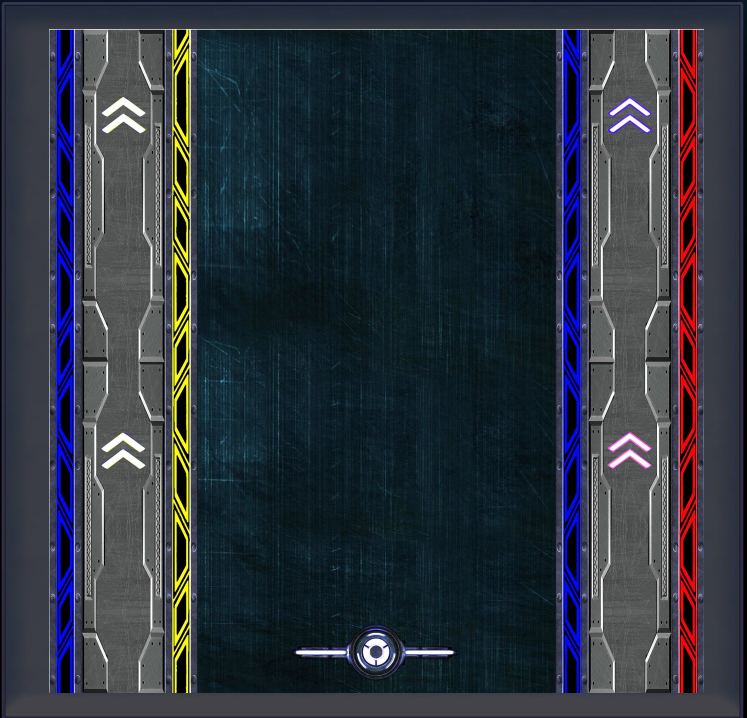
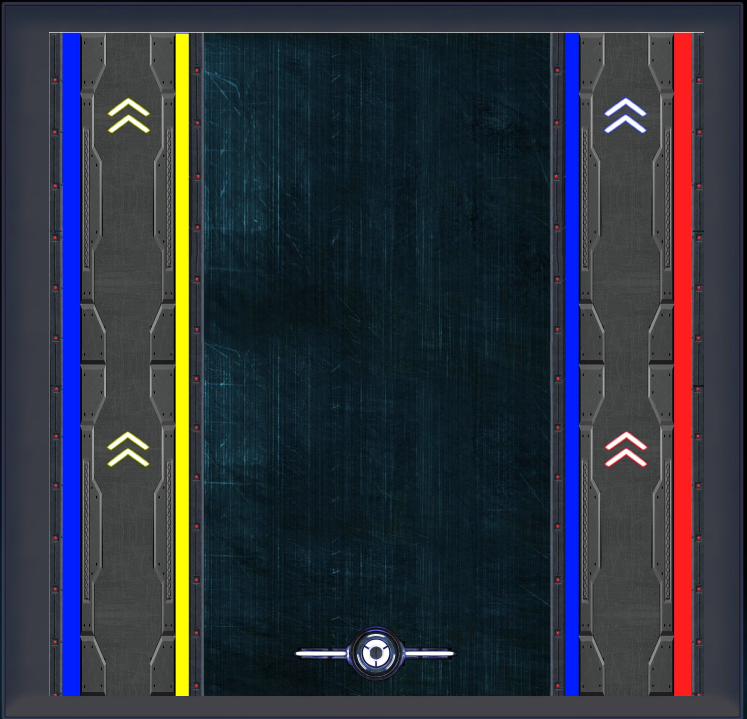
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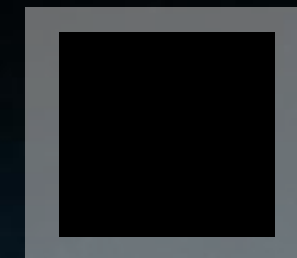
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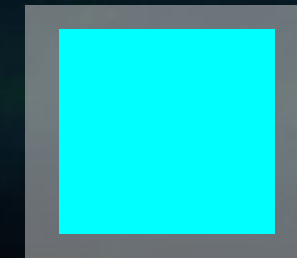
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Color-Character-Glow



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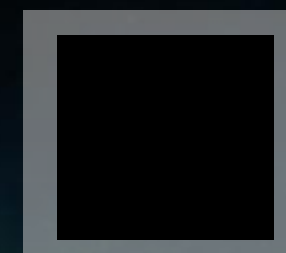
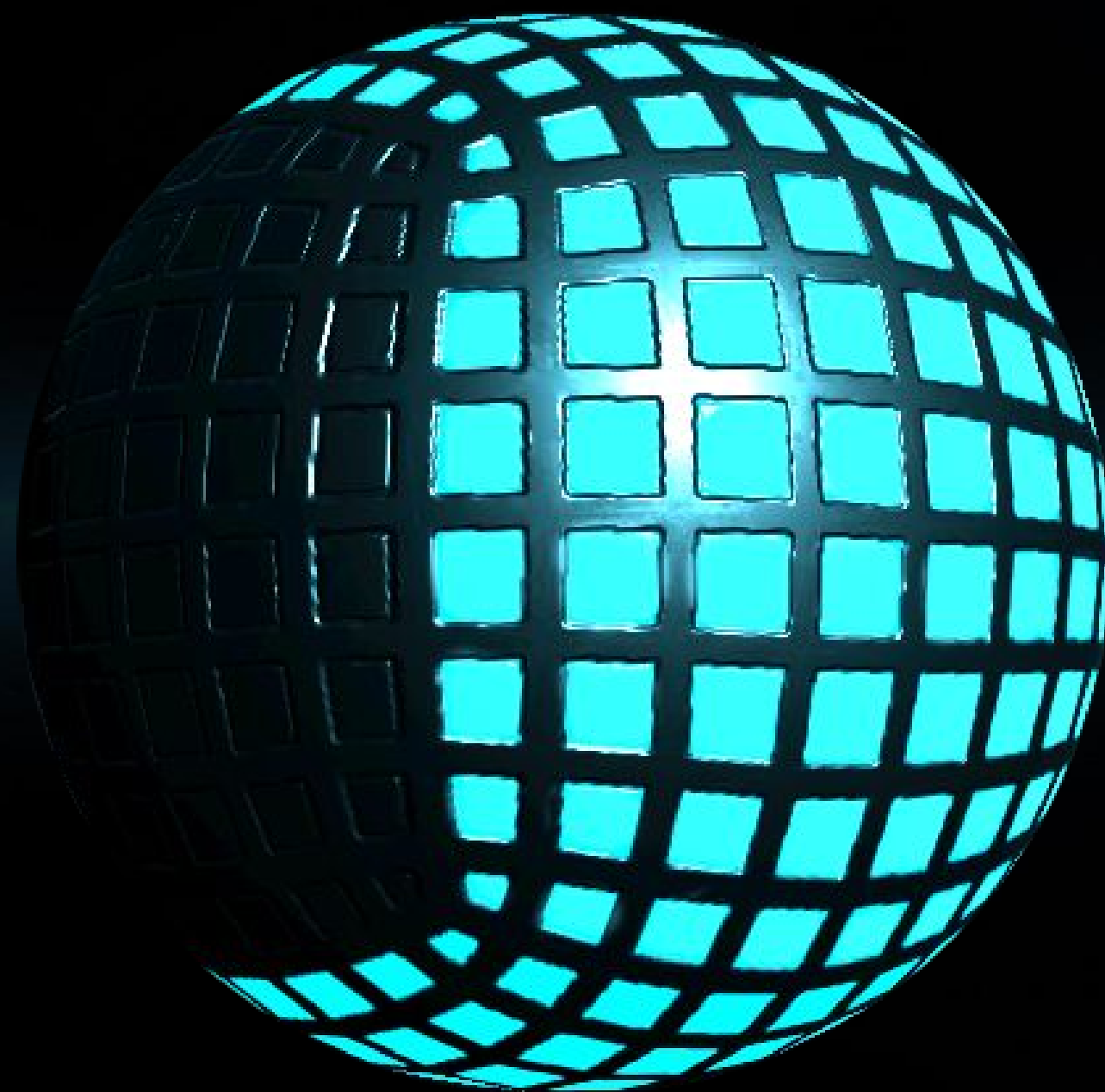


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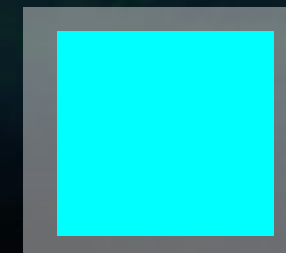


011321

Color-Character-Grid

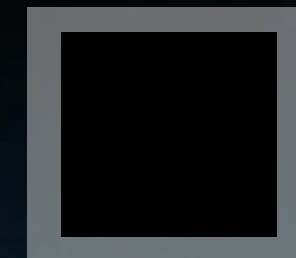
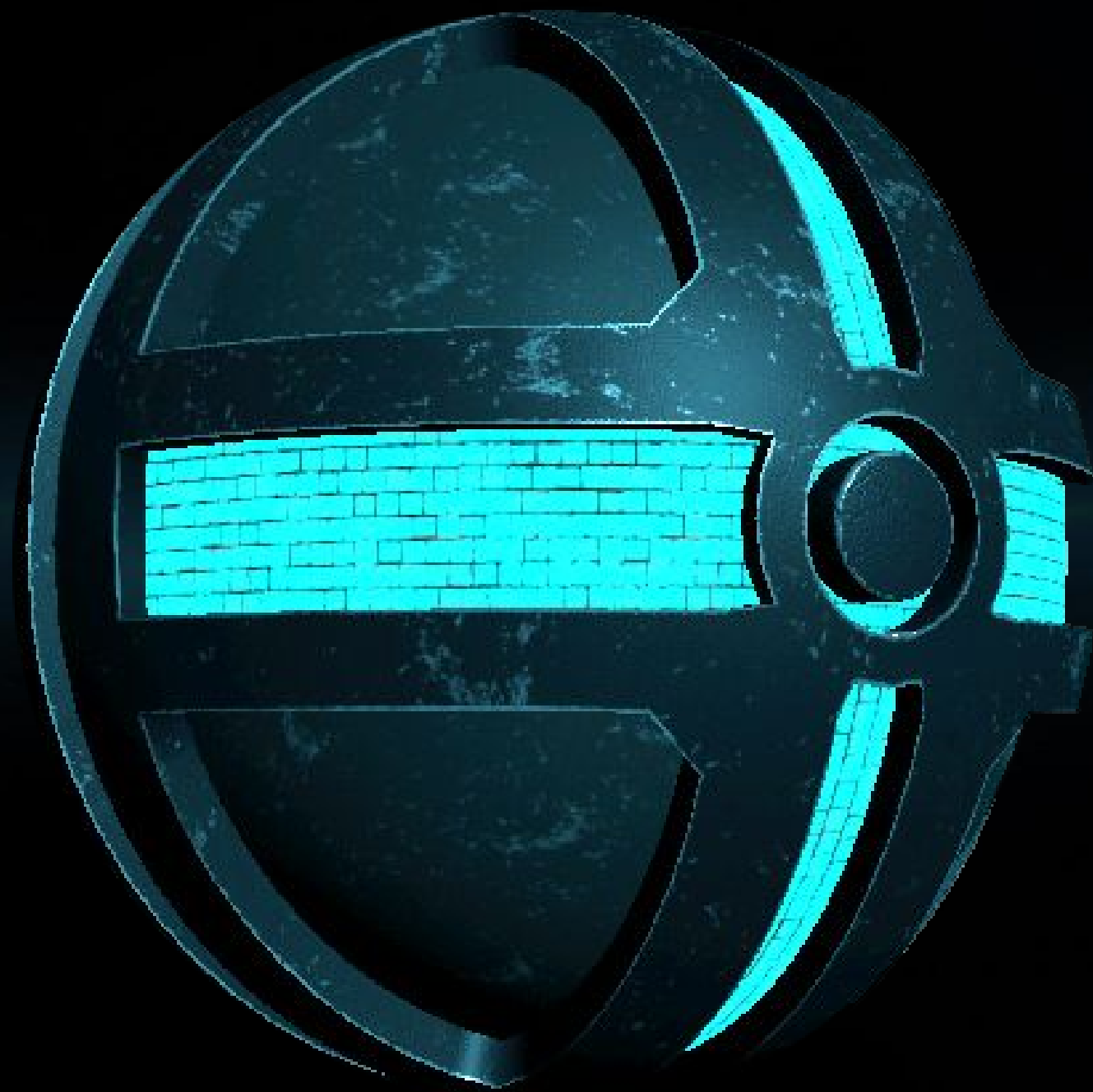


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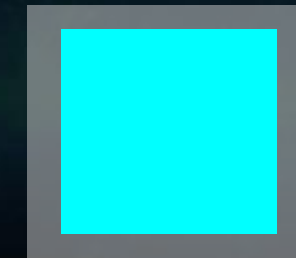


00FFFF

Color-Character-Big



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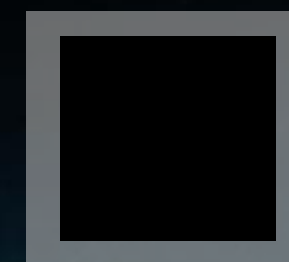
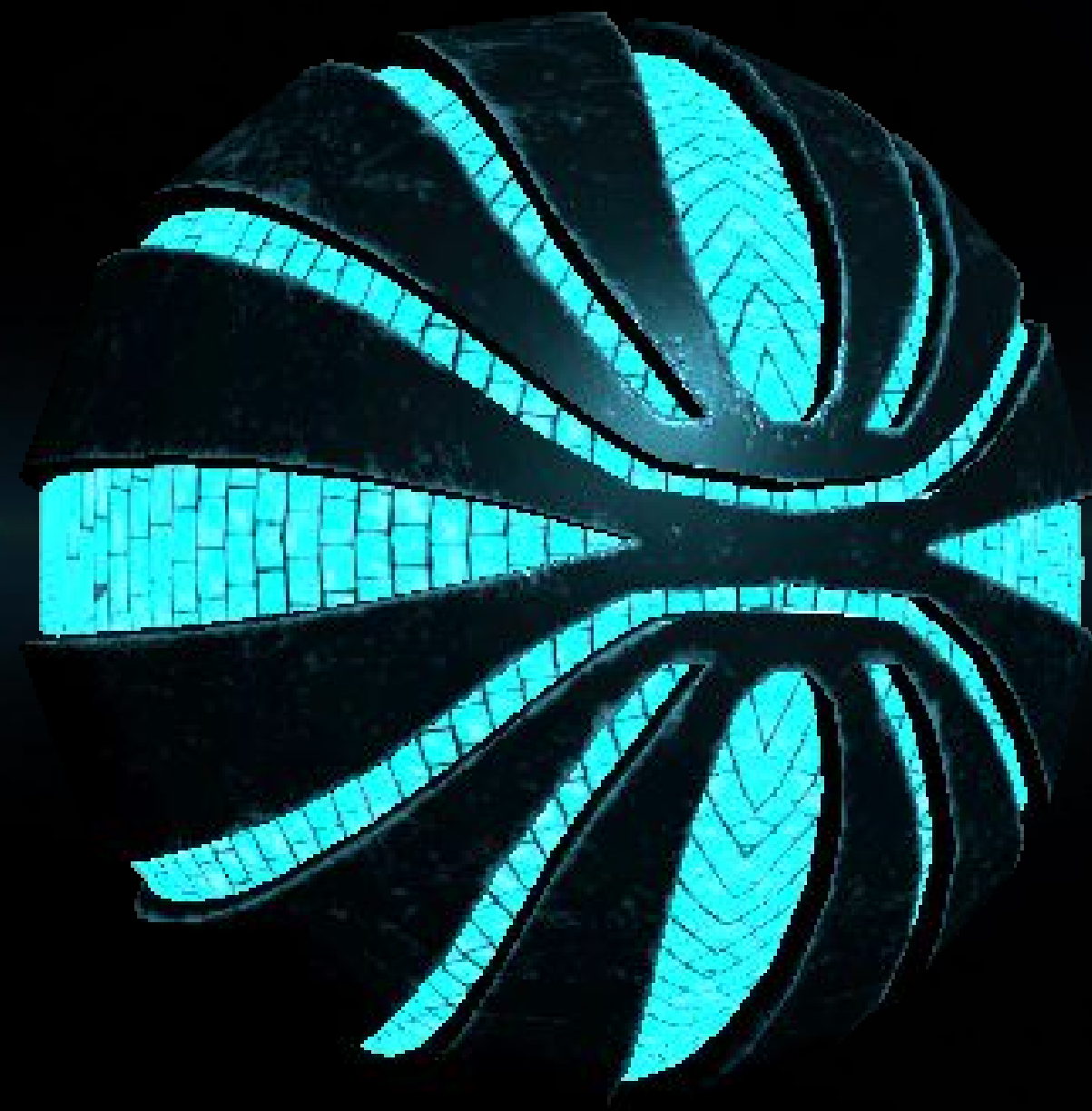


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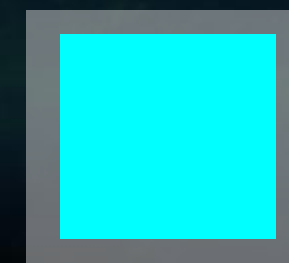


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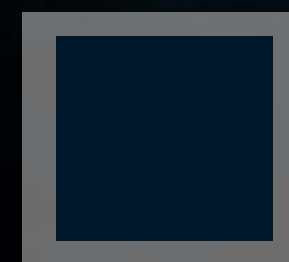
Color-Character-Wave



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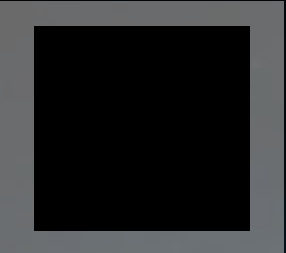
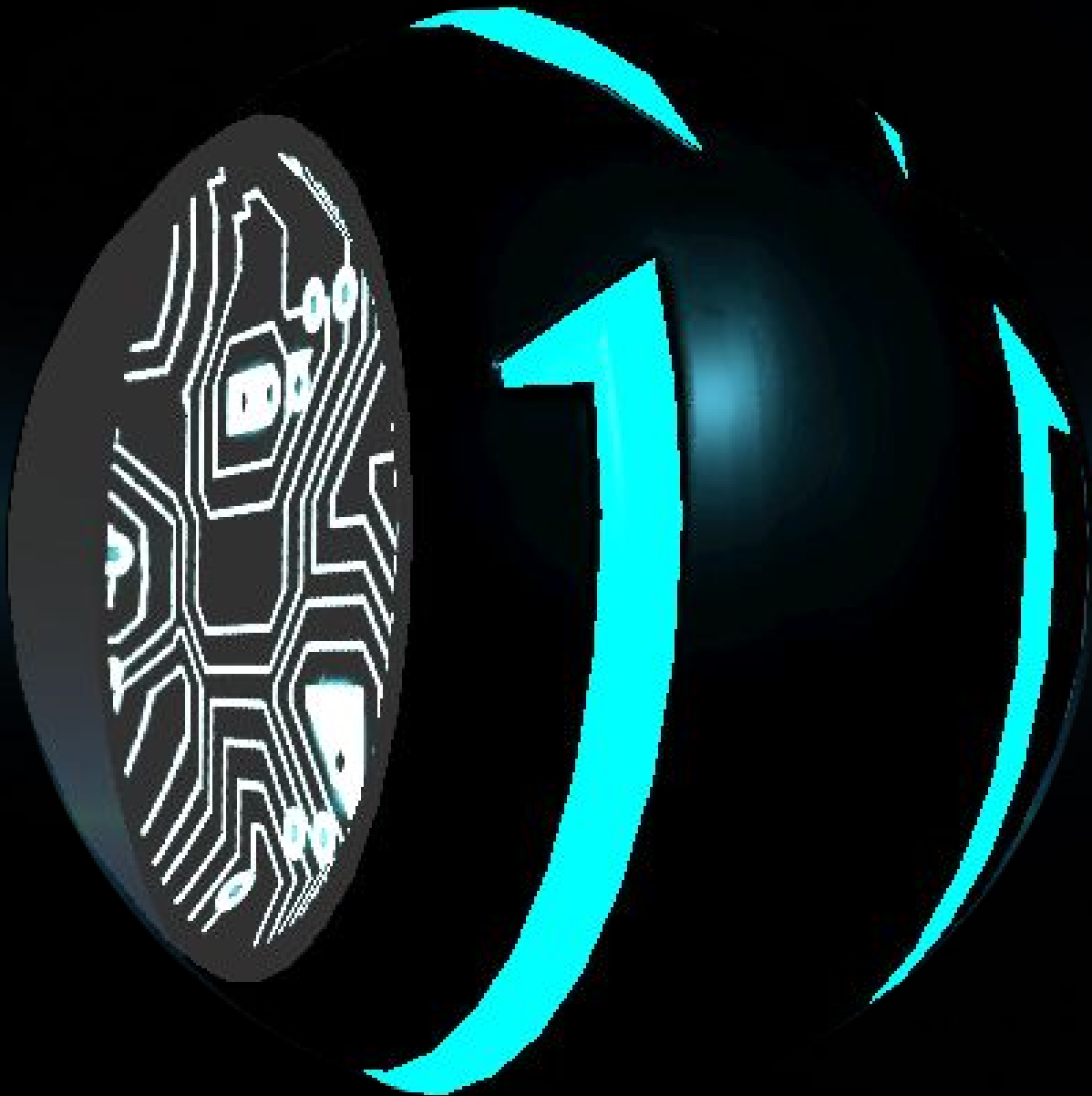


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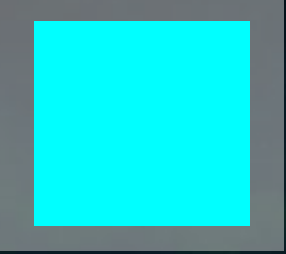


011321

Color-Character-Rubb



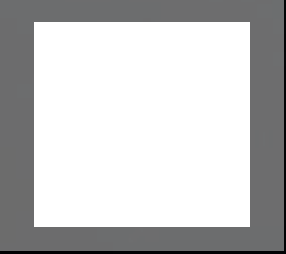
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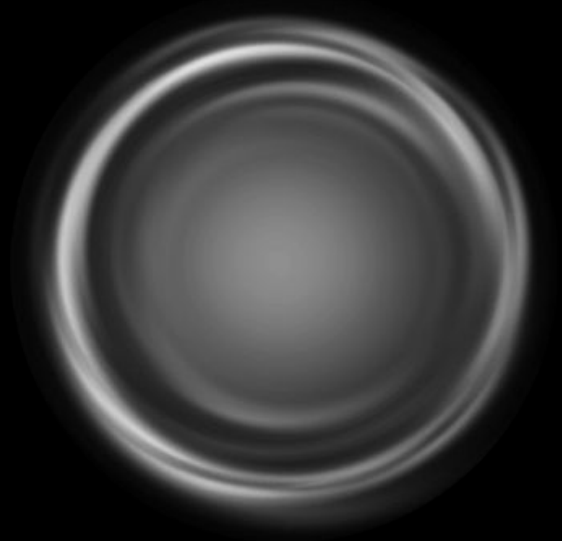


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FFFFFFF

Particeleffects



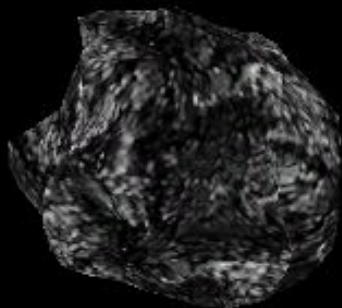
Booster Effect



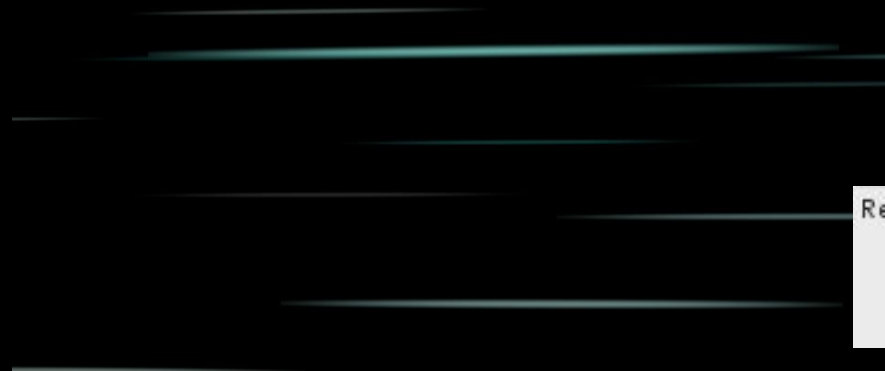
Orb-Pick-Up



Trail



Asteroid Belt



Speed Effect

Render Mode	Stretched Billboard	⌵
Camera Scale	0	
Speed Scale	0.02	
Length Scale	20	



Nebula



Start Lifetime	15	25	⌵
Start Speed	0		⌵
Start Size	25	75	⌵

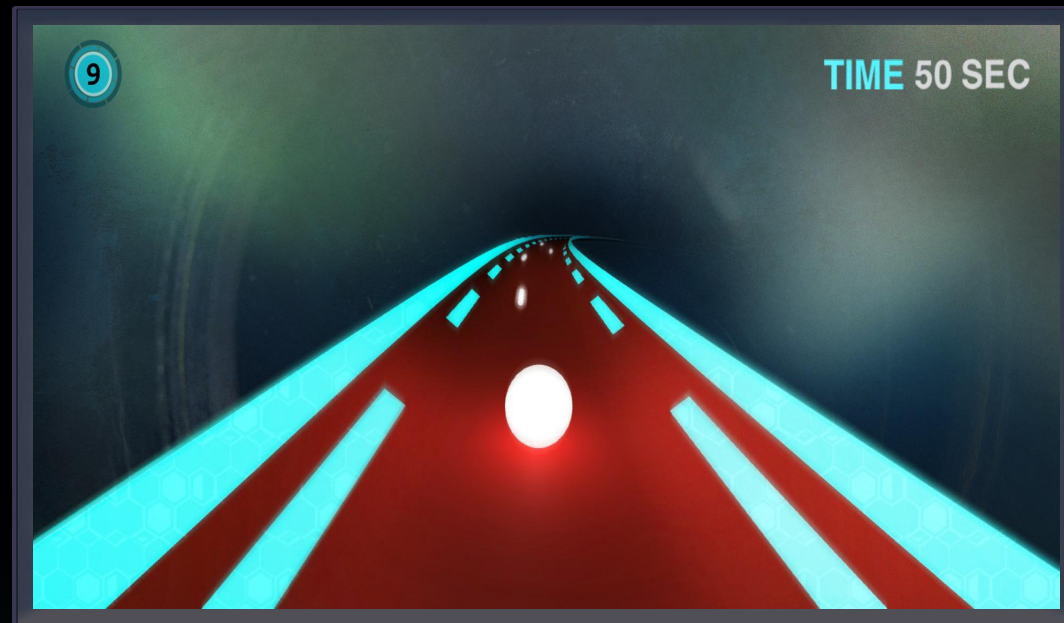
Stars

Interface



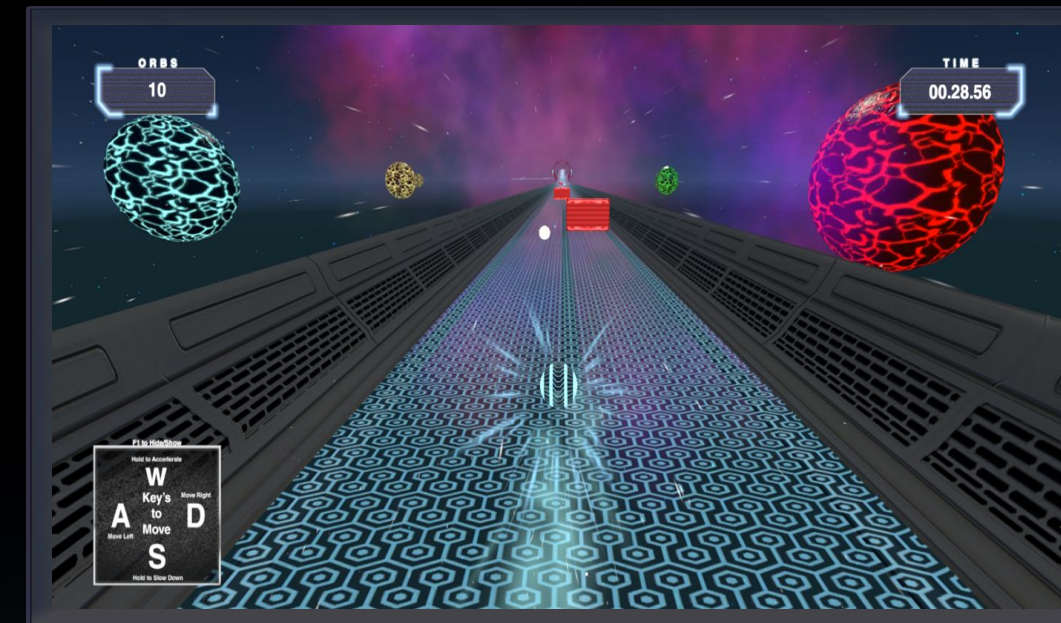
Game Evolution

Milestone 1



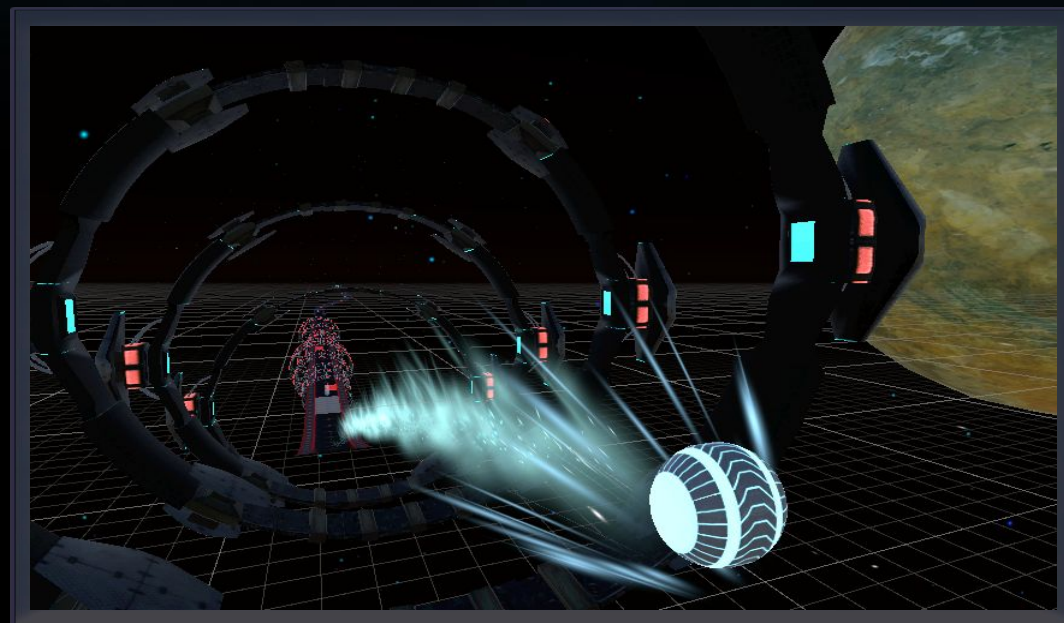
- Clean textures
- Simple materials
- Low details
- Simple track
- No particle

Milestone 2



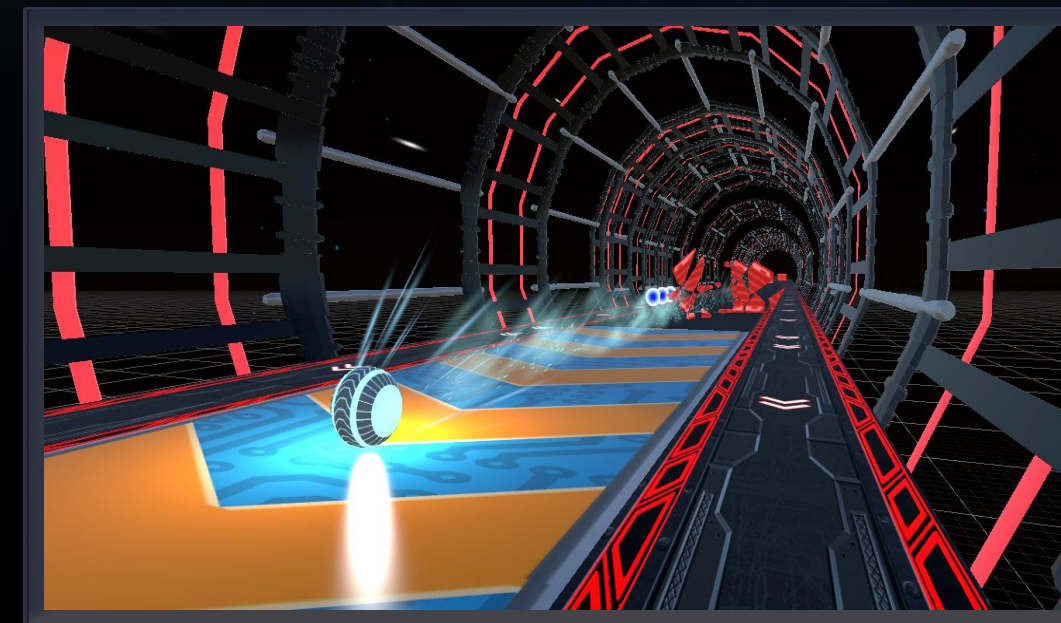
- Clean textures
- More details
- First planets
- Added highpoly collider to track
- First speed particle
- Obstacles
- Nebula skybox

Milestone 3



- More dirty textures
- More details in texture and objects
- More realistic planets
- Space objects
- More variation in trackmodels
- Track with ramps

Milestone 4

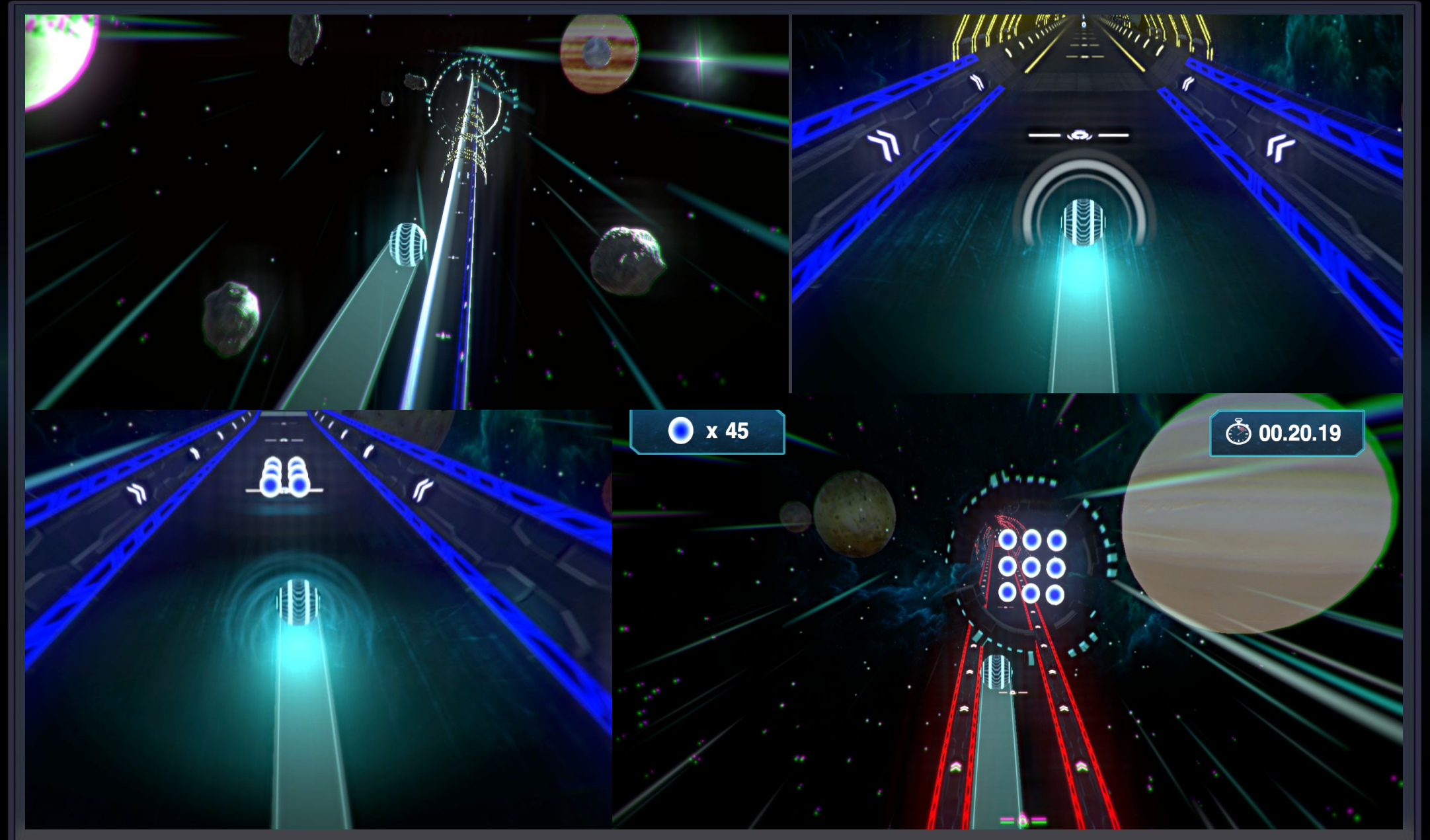


- Adjust details of objects and textures
- More variation in textures and objects
- Speedbooster
- Added random emission to objects

Game Evolution

Goldmaster

- **Added Particle**
 - **Collect**
 - **Speedboost**
 - **Trail**
 - **Random Stars**
 - **Environment Speed**
 - **Random Asteroids**
- **Added Spaceship to Track end**
- **Re-designed UI**
- **Added unlockable skins**
- **Redesigned Skybox**



Glow-Team

Production	Robert Erik Auls	robertauls@gmail.com
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