

# BALLOONATICS DESIGN

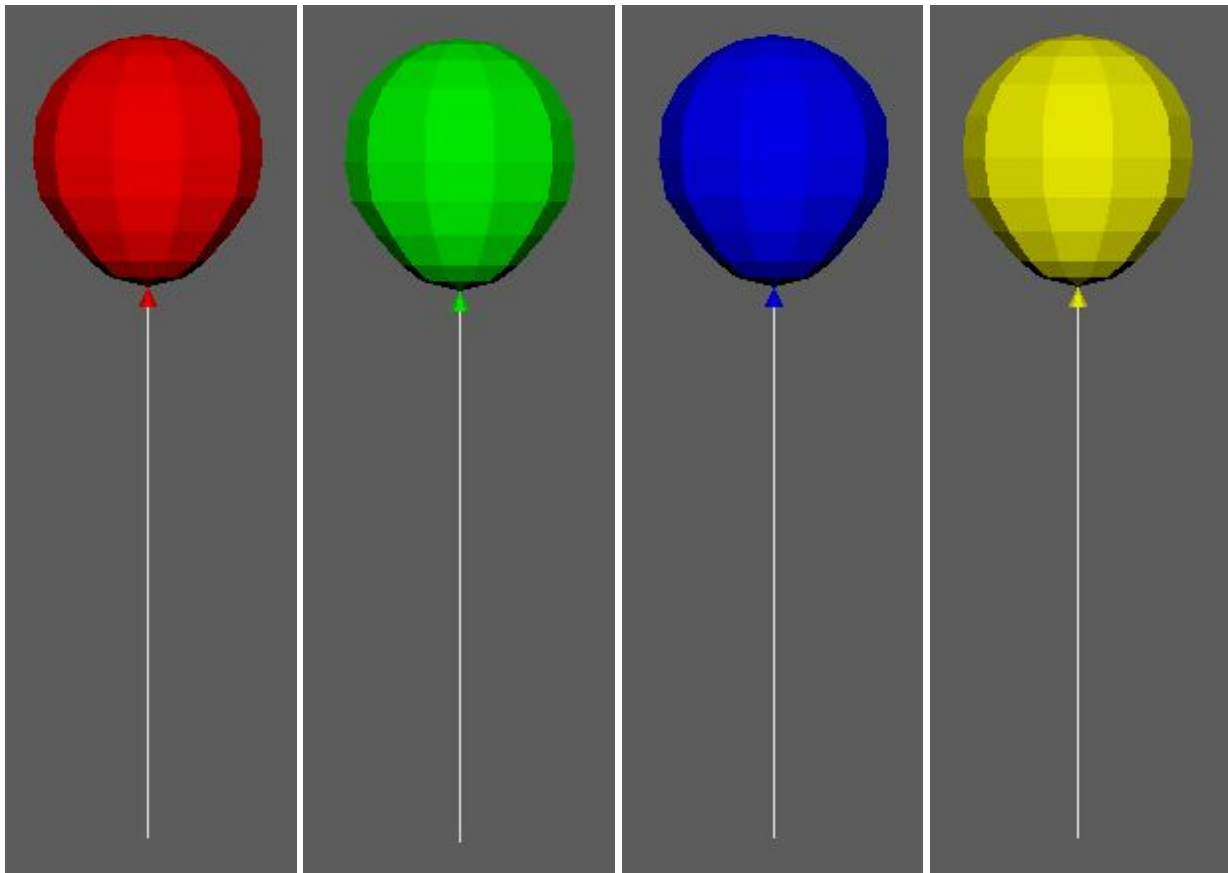
The purpose of this document is to get a feel for the design and how we want it to look. It will be a work in progress and updated as more designs are completed.

So far, the overall design is going towards a low poly, toon shaded aesthetic. If you have any ideas in mind, feel free to add it to the [examples/ideas/suggestions](#).

## Balloons

Rough Idea

Will need to work on textures/shading



## Characters

As for characters, we will probably go with an assortment of cute humanoid animals/creatures. We will also equip them with some sort of clothing (I'm thinking a vest and toolbelt - with slingshot, ammo, and maybe a hammer).

Panda



Ram



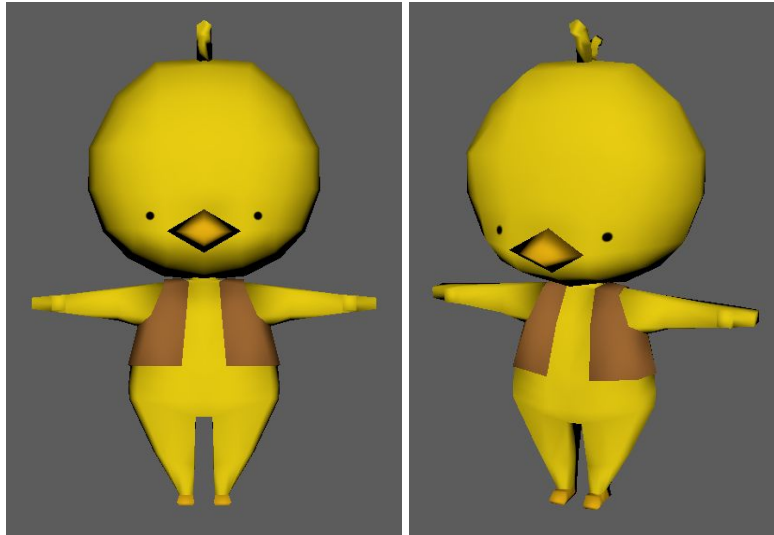
Reindeer



Pug



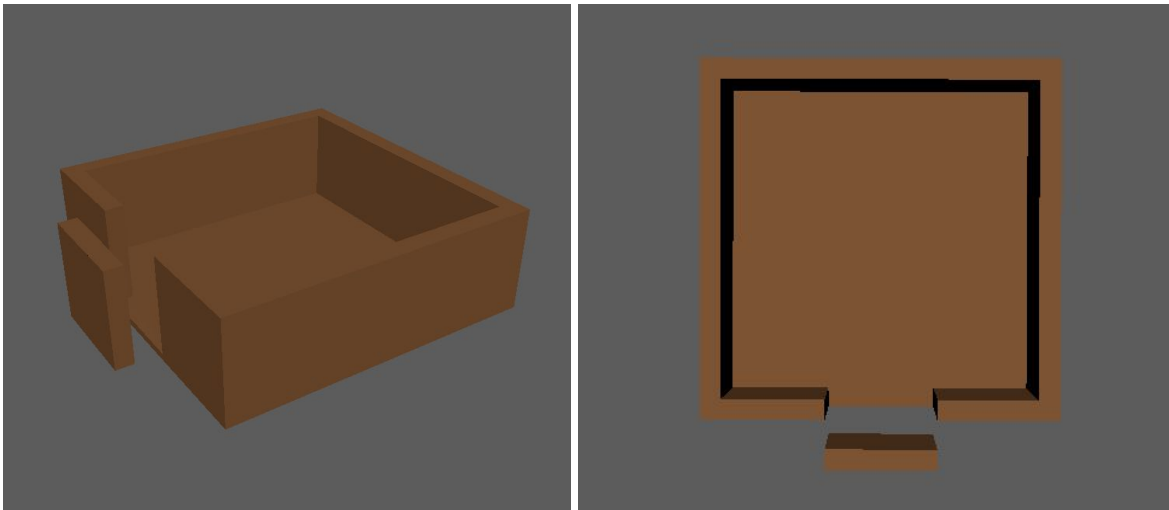
Duck

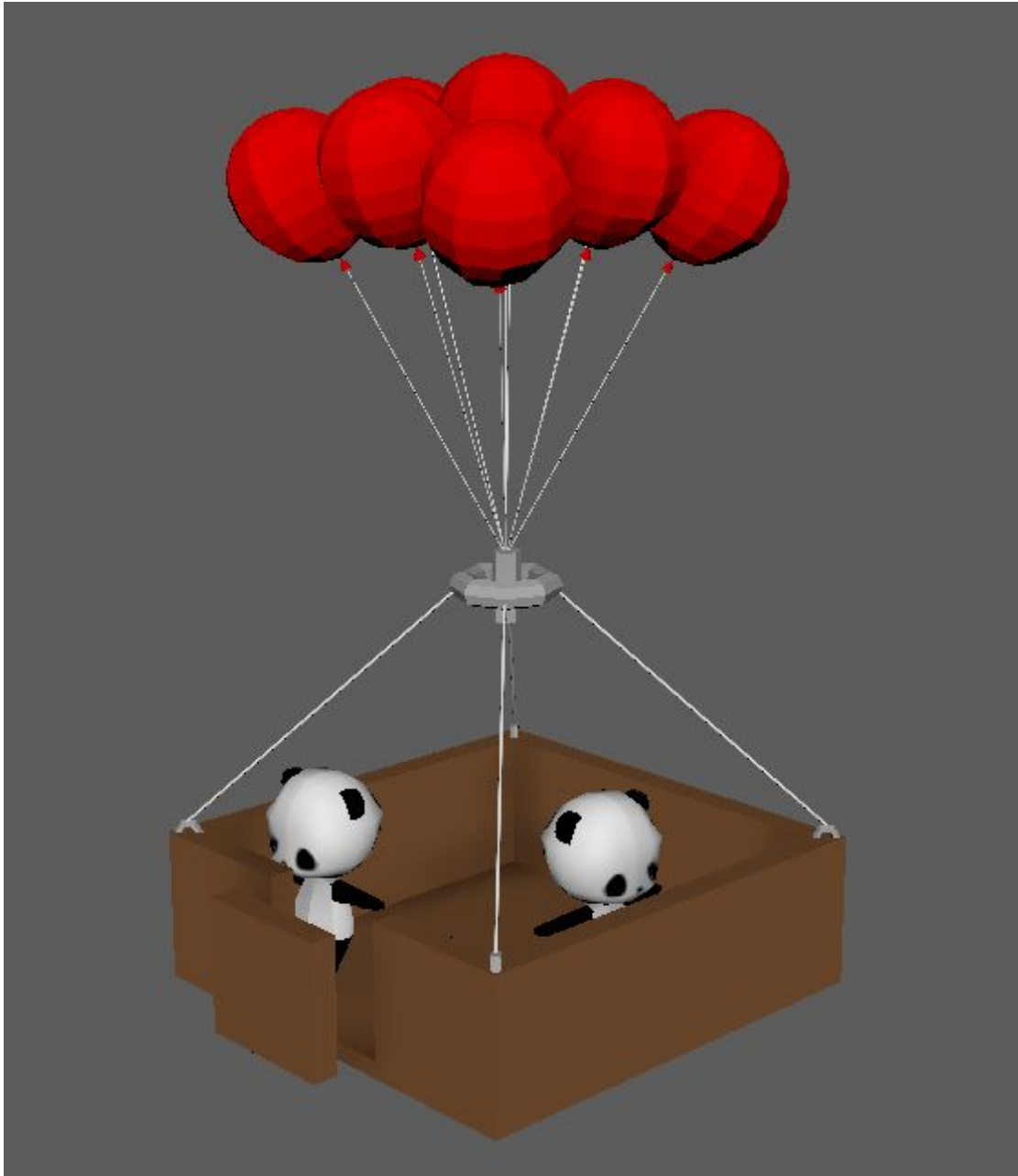


## Gondola

For the gondola, our initial design will be a four-sided basket.

Base



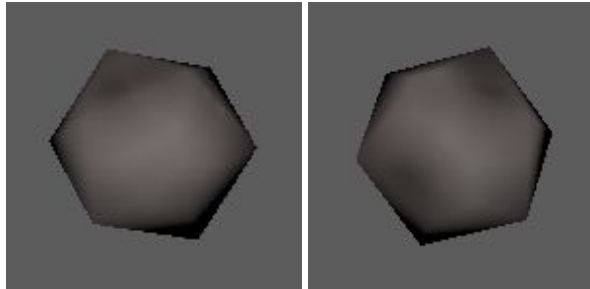


# Weapons

Slingshot



Ammo/Bullets



# Terrain Materials

## Examples/Ideas/Suggestions







Floating Islands









