Introduction
The Charachters
Gameplay
Developement
Mail me

Developement of characters and scenery was made with attention to smallest detail using optimal amount of colors,

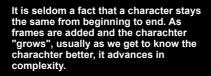The animations are this detailed thanks to studying real life creatures.

Alot of effort has been put into trying to gain the most result out of a minimal amount of memory usage, hence even low performance systems can benefit with a slight compromise in detail/color.

As work progresses charachters begin to take shape.

To create the proper impression the complete anathomy of the object must be realized. Every character requires as much, or as little work as a 3D-model.

The picture is an early example of the Crossbow and monk frames.

It is seldom a fact that a character stays the same from beginning to end. As frames are added and the charachter "grows", usually as we get to know the charachter better, it advances in complexity.

As for the scenery, it is as important as everything else. How the atmosphere is created depends on the artist's skill of using light and shadow to create a depth. The scenery tiles below are from an early test map. See more >>