

SPECS:

All in all there are 11 panels described here, to go with the 3 story-focused ones that we already have. Each of these would be 500x500 when finished, like the other ones were. **Panels 27, 28, and 17 would be the most important first ones to do.**

Panel 17 - Leaving Shadow Man

There is a large prison building behind Darrell and Mary, who are walking toward the camera looking extremely grim. There are trees all around, blocking most of the view of the prison building, so it seems to kind of loom above those trees with a big gash in the side. The huge creature "Shadow Man" is closer forward, watching the parents with menace. He's basically sent them out on a mission for him in exchange for their kids, and they are none too happy about this.

The main menu art has the reference images for the Shadow Man, and Darrell and Mary. The Shadow Man is that huge, hulking, many-eyed thing on the right-hand side of that image. There has also been an excellent sprite done for him that would serve as a partial reference.

Panel 18 - Zombie Mom Has Died

Please keep this PG. We are looking straight down at the character "zombie mom," who is crumpled on the ground with her eyes open and staring. She was a gray, so there's no blood or anything. This is the same character who is shown having died (that time as a human) in the panel 14 attached.

Panel 19 - Pierce Has Died

Please keep this PG, too (that goes for all of these, really). We are looking back down a long underground cavern, and there are huge numbers of grays converged on something that you cannot see -- but it is Pierce, who has been killed by them. The horrific "squid monster" looms over all the zombies. His tentacle with its curved iron hooks is shown on the left side of the main menu image. And beyond that there's just the sprite work for him.

Panel 20 - The Squid Monster Has Died

The giant squid lies felled on the ground amidst its many pulsing nest eggs, all of which are also broken. There are sprite references for the nest eggs. There are also the bodies of many grays all around, and Darrell and Mary may or not be in this shot looking relieved and winded. The surroundings are the broken city of Alden Ridge, which has a reference in comic panel 12. The zombies are all cleared out, though.

Panel 21 - Shadow Man Has Been Banished

This is set inside the Shingen Research Facility, which has a reference in comic panel 13. Shadow Man has been sent away from the world, though he can't be killed. He should be visibly disintegrating or disappearing in some manner.

Panel 22 - The Family Dies

Mary and Lela both lay dead on the floor, in nondescript interior surroundings. We're looking out from Darrell's eyes, and see his body sprawled helplessly on the floor in view of us as grays converge on him to finish him off. Obviously this is the worst ending you can get. ;)

Panel 23 - Zombie Mom And Pierce Live

This is set inside the Shingen Research Facility, which has a reference in comic panel 13. Zombie mom is there, looking relatively peaceful for a zombie. She is looking sadly at her son, Pierce, who stands with Darrell and Mary and Lela, but she doesn't approach him.

Panel 24 - Remembering Pierce And Zombie Mom

This is set outside of the town of Stantonsburg, which has a reference in comic panel 2. Darrell, Mary, and Lela stand at the front of a candlelight vigil beside two graves: one marked Pierce and one marked His Mother (since they didn't know her name).

Panel 26 - Pierce Lives

This is set in the broken city of Alden Ridge, which has a reference in comic panel 12. The zombies are all cleared out, though. Darrell and Mary are striding out of the wreckage victoriously, with Lela being carried in Darrell's arms. Pierce is walking next to Mary with his hand in his pockets, and she has reached out to put her hand on his shoulder in a maternal comforting gesture.

Panel 27 - The Squid Looms Over Pierce

This is set in the Phoenix Forest, which has a reference in comic panel 1. Pierce is on his back looking up at the giant squid monster, which is looming over him menacingly, brandishing its tentacles with its curved iron hooks all down each one. The thing looks like it's about to kill him.

Panel 28 - Shadow Man Looms Over The Parents

This is set in a different part of the Phoenix Forest, which has a reference in comic panel 1. The Shadow Man is looming suddenly over Darrell and Mary, both of whom are rearing back in surprise.

Here are some more general specs for the shattered haven bits. Below there are descriptions of general stuff. And then attached is the main menu graphic, which has the reference images for all the main characters (including Darrell, Mary, Lela, Pierce, the giant squid -- well, one of its tentacles -- shadow man, and zombie mom.

I have also attached the 1-ForestFire image, as that has a great reference of what a gray looks like.

I have attached 2, 12, and 13 as references for what their respective locations look like. Some of the new comic panels are set in those places.

And then finally, 14, 15, and 16 have more shots of Darrell, Pierce, Zombie Mom (before she's becoming a gray), grays in general, Mary, and Lela.

Elements To Avoid

Absolutely no blood or gore, or anything that would get the game more than an E10 rating. This would be suspense, not horror, if we're thinking movie genres.

Foreground Elements - Left

On the left hand side of the screen would be a family of four, all looking menaced by monsters that will be in the right-hand column. The mother and father should look heroic and protective of the two children, while the children should look frightened but resolute. These are kids born after the zombie apocalypse who have never known anything but this sort of life, after all. So monsters are scary but just a part of life as far as they know.

The father: Darell. He's a tall, bald black man in his early 30s. He should be wielding a pitchfork with only the center tine remaining (with the two outer tines snapped off).

The mother: Mary. She's a shorter, attractive black woman in her early 30s, with really piercing eyes. She should be holding a grenade in one hand and a jar of water in the other, looking like she is ready to throw both (water harms the grays).

The daughter: Lela. She's a precocious four-year-old black girl. See the pixelart for the only cues on her appearance beyond that.

The adopted son: Pierce. He's a stoic six-year-old white boy with sandy blond hair and very pale skin. He's unusually thin and gangly.

Foreground Elements - Right

On the right hand side are the monsters, which are looking threateningly at the family on the left hand side. Ideally there would be four main elements:

Zombie horde: Kind of indistinctly behind the rest, if this works, just the shapes of a lot of zombies.

There may not be room for this; I know I've already specified a lot of elements for this title screen, so

this can be skipped if need be.

Slavering wolf: Low down and in front -- in other words, leftmost -- would be a wolf that looks really crazed.

Squid monster: This monster would be about eight feet tall, with squid-like tentacles. It has hook-like claws like broken nails at the ends of each tentacle, which it brandishes menacingly. It has about the intelligence level of a dolphin, and is the main antagonist of the game. Beyond that, I'd like to see what the creature designer could come up with!

Zombie mom: This gray is actually Pierce's biological mom. She should look reasonably similar to him so that you can tell she's his mom (not that most people would think of that until told, but the family resemblance should be there). As a Gray, her skin should be gray and waxy. Her wedding ring should be noticeably present