

Dog Water

Pitch



Dog Water Summary

- Dog Water is a tongue and cheek isometric puzzle game that follows a young boy, Gabe, on journey to help his old dog Winston from being taken by Death to the after life. The user must explore Gabe's home to solve a puzzle that will help keep Winston young before Death takes him away.

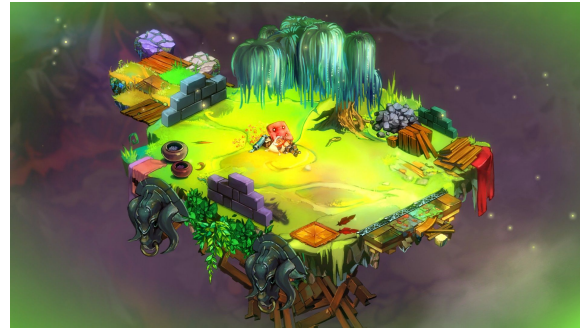


References

- 3D Isometric Games
- Colorful Art Styles
- Simple Mechanics



Captain Toad's Treasure Tracker



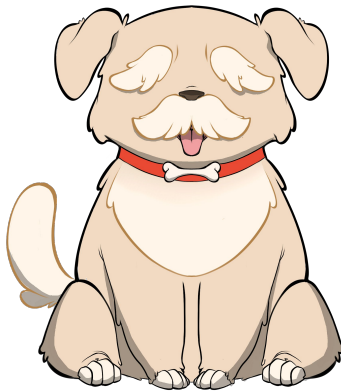
Bastion

Narrative

- A dark comedy about Gabe trying to save his dog from Death
- Narrative is presented in visual novel style cutscenes.
- Characters:



Gabe

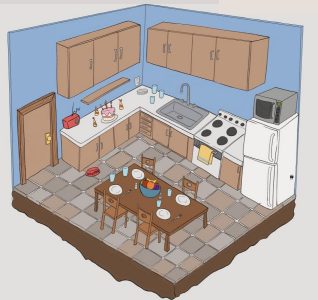
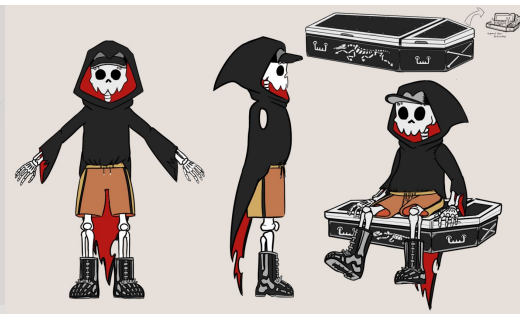
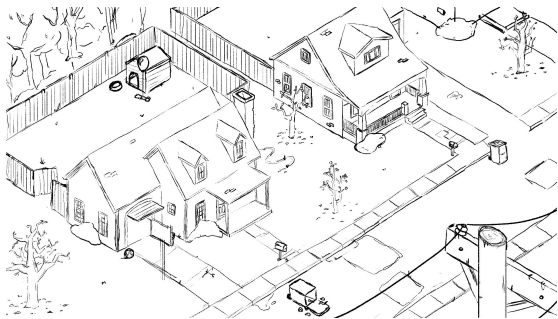


Winston



Death

Art Style - Pre-Production



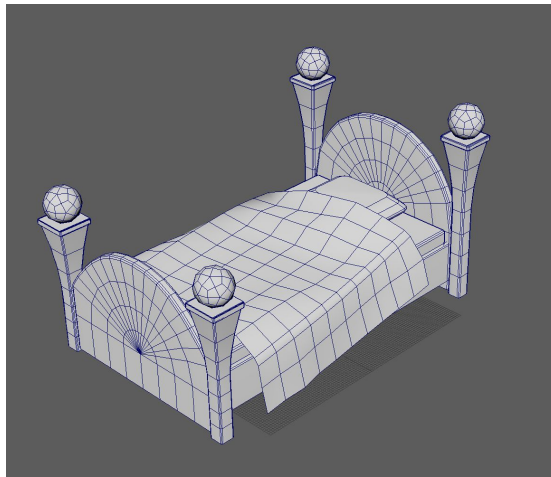
Art Style - Post Production



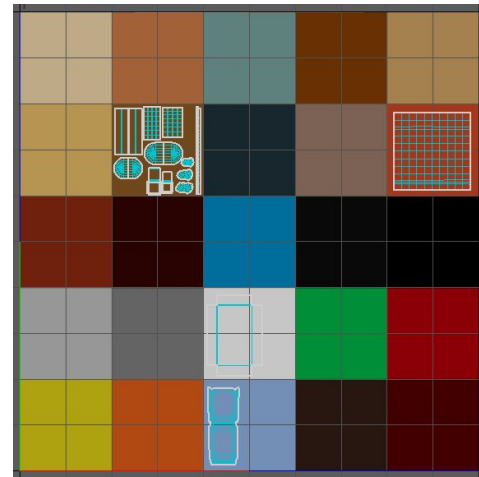
Art Style - Pipeline



References



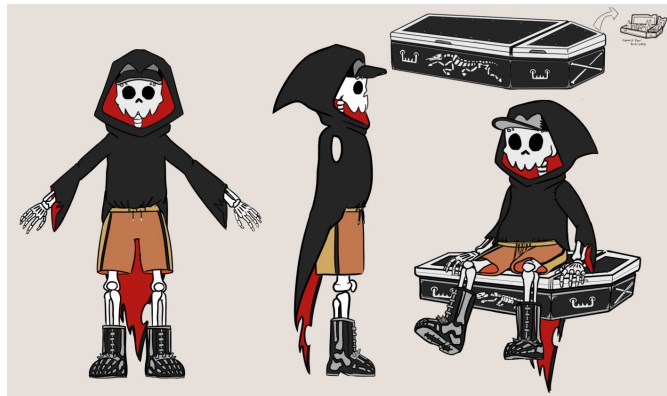
Models



UVs



Art Style - Character



Character Model Sheet



Model



Textures

Music

Game References



Music References



Menu Music



Level Music



Music

By

Bob Belknap

Sound Design

By

David Geyer & Noah Gussow



Dog Water

Thank you!

