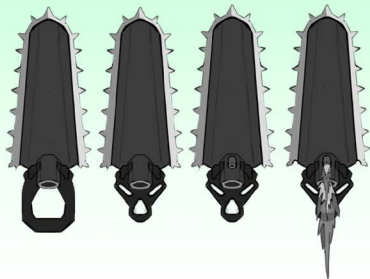
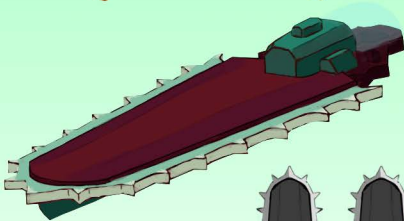
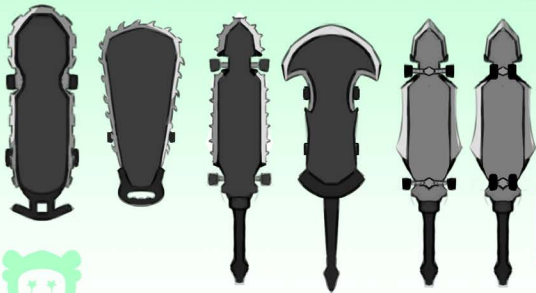
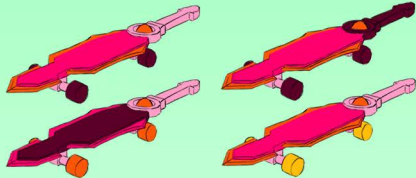
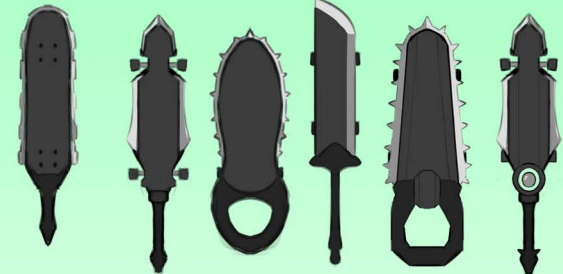
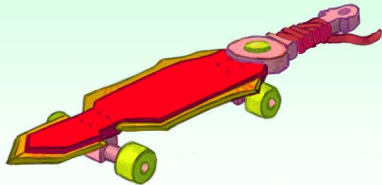
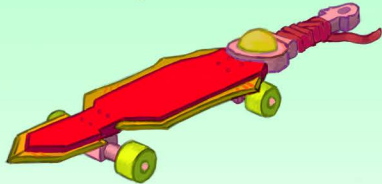
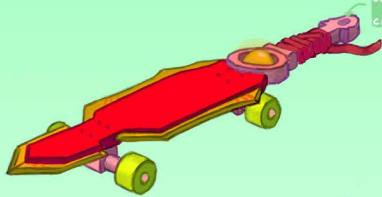
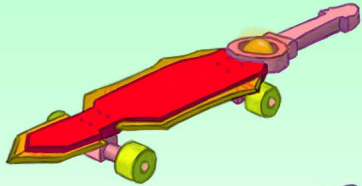
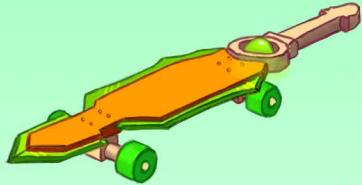


WEAPON_CONCEPTS

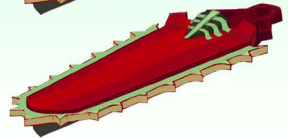
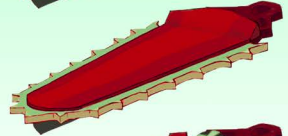
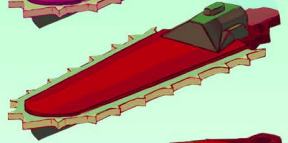
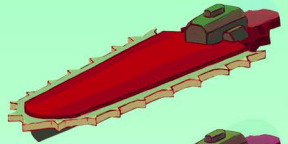


retractable wheels,
prevents them from
being in the way
during combat



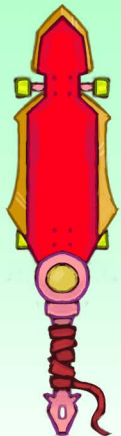


slot for
charms



dream state

top



bottom

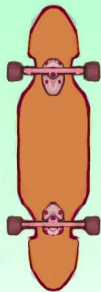


reality

top

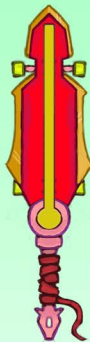
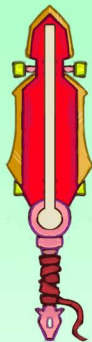


bottom

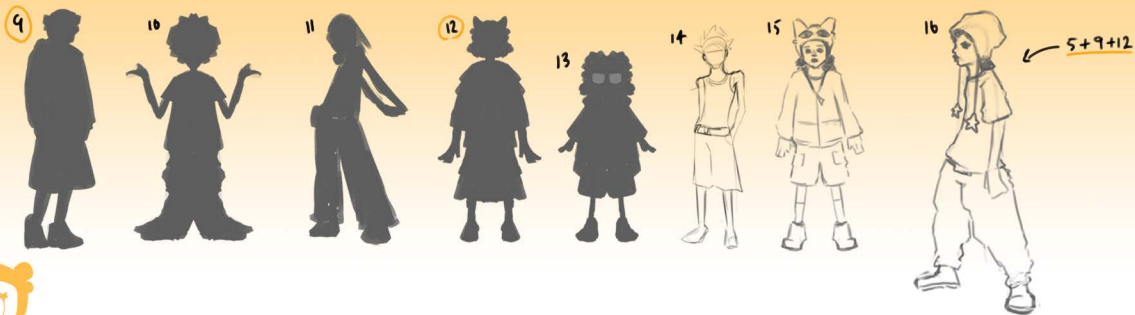
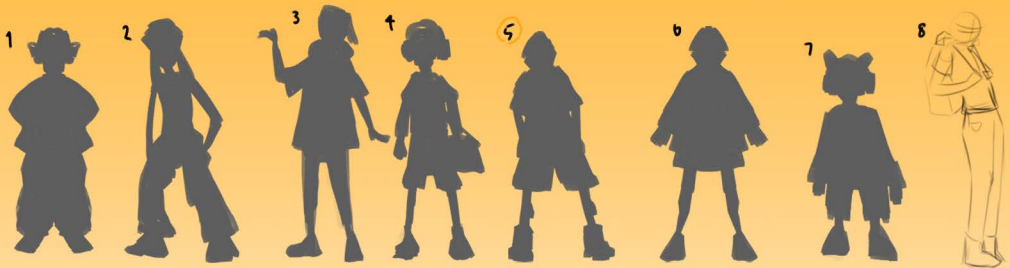


stickers

combo gauge

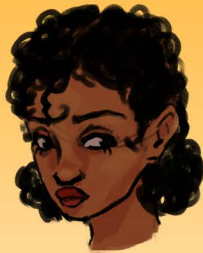
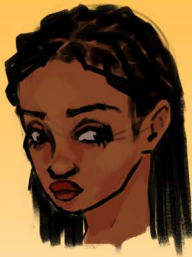


CHARACTER_CONCEPTS











lunge attack



swing attack



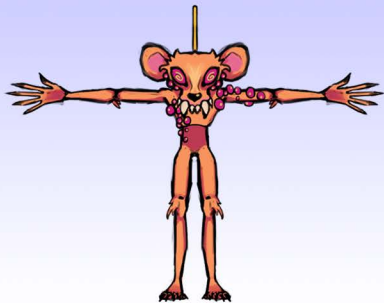
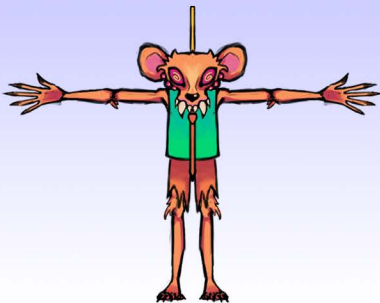
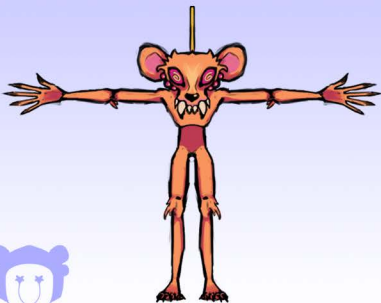
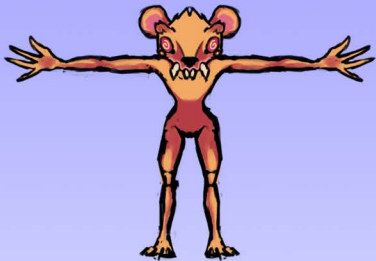
overhead swing - standing

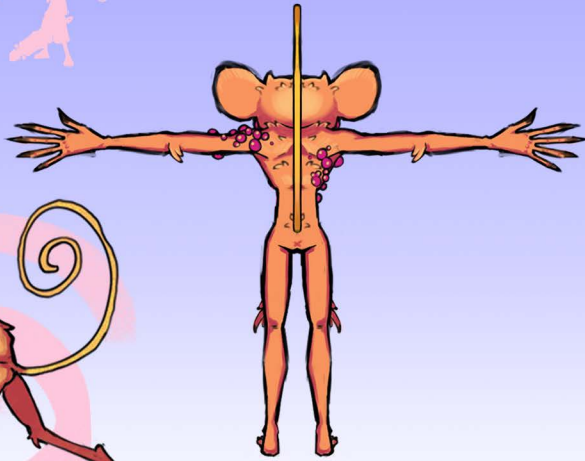
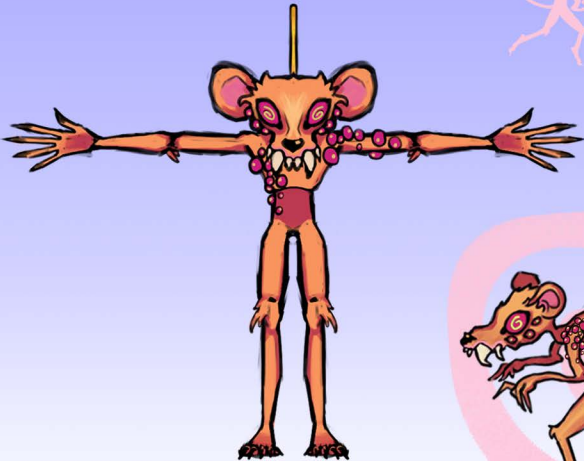


overhead swing - jumping



MONSTER_CONCEPTS





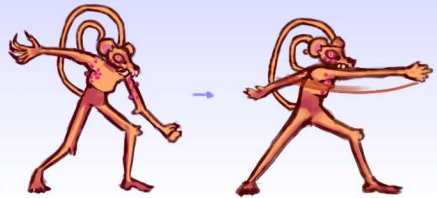
size
comparison

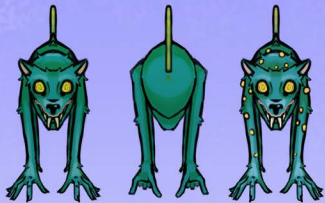




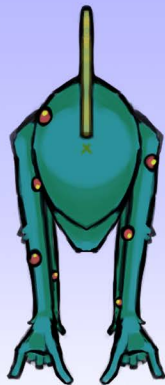
- enemy rotates left and right, projecting the beam
- if hit, player is slowed and damaged
- symbols fall to floor, as symbols continue beaming out

- dismounts player
- pulls player to enemy
- stuns player during, and after temporarily





size
comparison







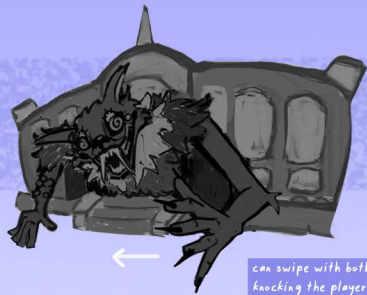
size
comparison



Phase One - Main Attacks



- smacks ground, creating hole in ground.
- broken ground can be used as a ramp, allowing the player to deal extra damage to head and the arm with eye growths.



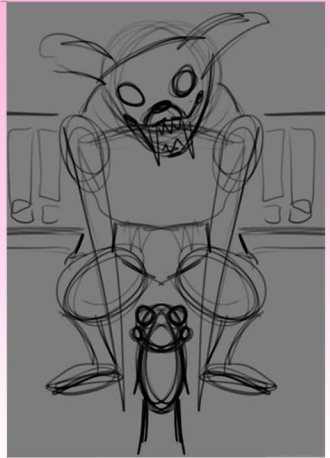
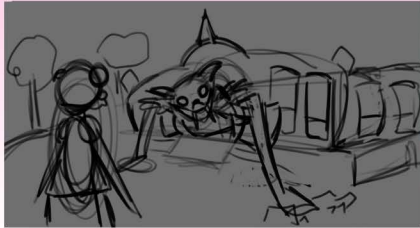
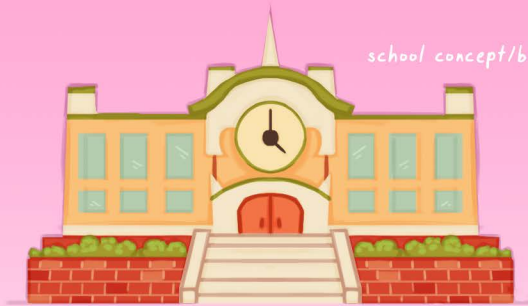
can swipe with both arms, knocking the player to the ground.

Phase Two - Main Attack

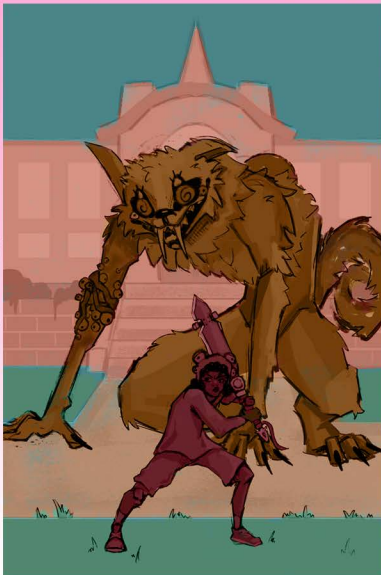


KEY_ART_CONCEPTS

school concept/blockout





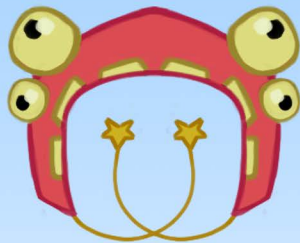




STARRY MIND



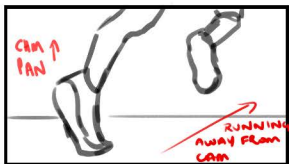
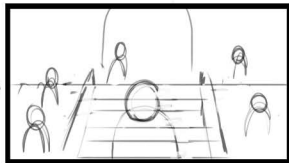
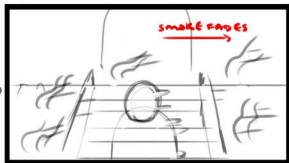
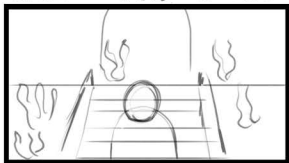
ADDiTiONAL_CONCEPTS



positioning of star tassels
resembles eyes and tear
streaks



AFTER MONSTERS ARE DEFEATED:



BUTTON PRESSED ENGAGES TRANSFORM.