

Trigger Happy

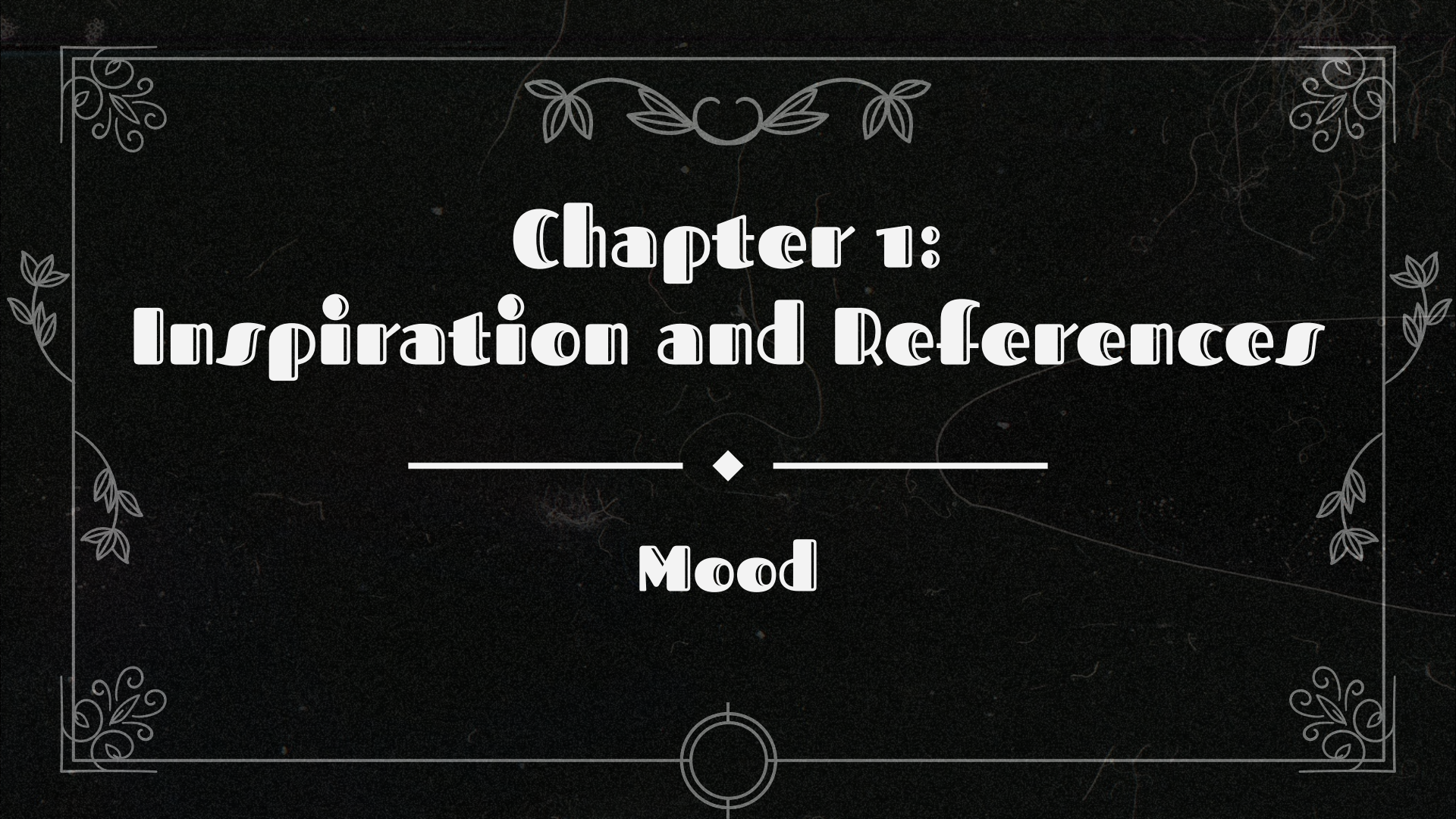
Design Specification

innate studios

(Group 8: Amber Min, Caroline Hohner, Elaine Ran, Ireanne Cao, Jacob Seto, Linda Hu, Luke Leh, Pedro Pontes García, Phoebe An, Shirley Li)

High Thematic Statement

The streets of 1920s Chicago crawl with gun-slinging beasts. In the backroom of *Trigger Happy* — a smoky, seedy speakeasy — high rollers lay their fate in the heart of the cards as they bluff, steal, and shoot their way through rapid-fire showdowns. With bullets scarce and trust even scarcer, only those quick enough to read the room will survive to see the final hand.

A decorative border with floral and leaf motifs surrounds the central text. At the top center, there is a horizontal flourish with three leaves. At the bottom center, there is a circular design consisting of two concentric circles with a vertical line passing through the center.

Chapter 1: Inspiration and References

Mood

Mood - Environment

The setting is mysterious but spirited, keeping players on their toes and ready for chaos to explode at any moment. We were heavily inspired by the 1920's prohibitionist aesthetic such as chattering bars or shady back alley streets.



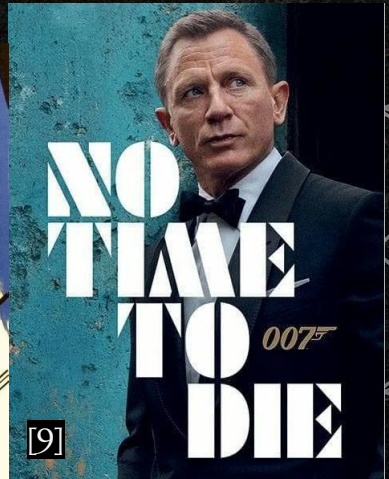
Mood - Style

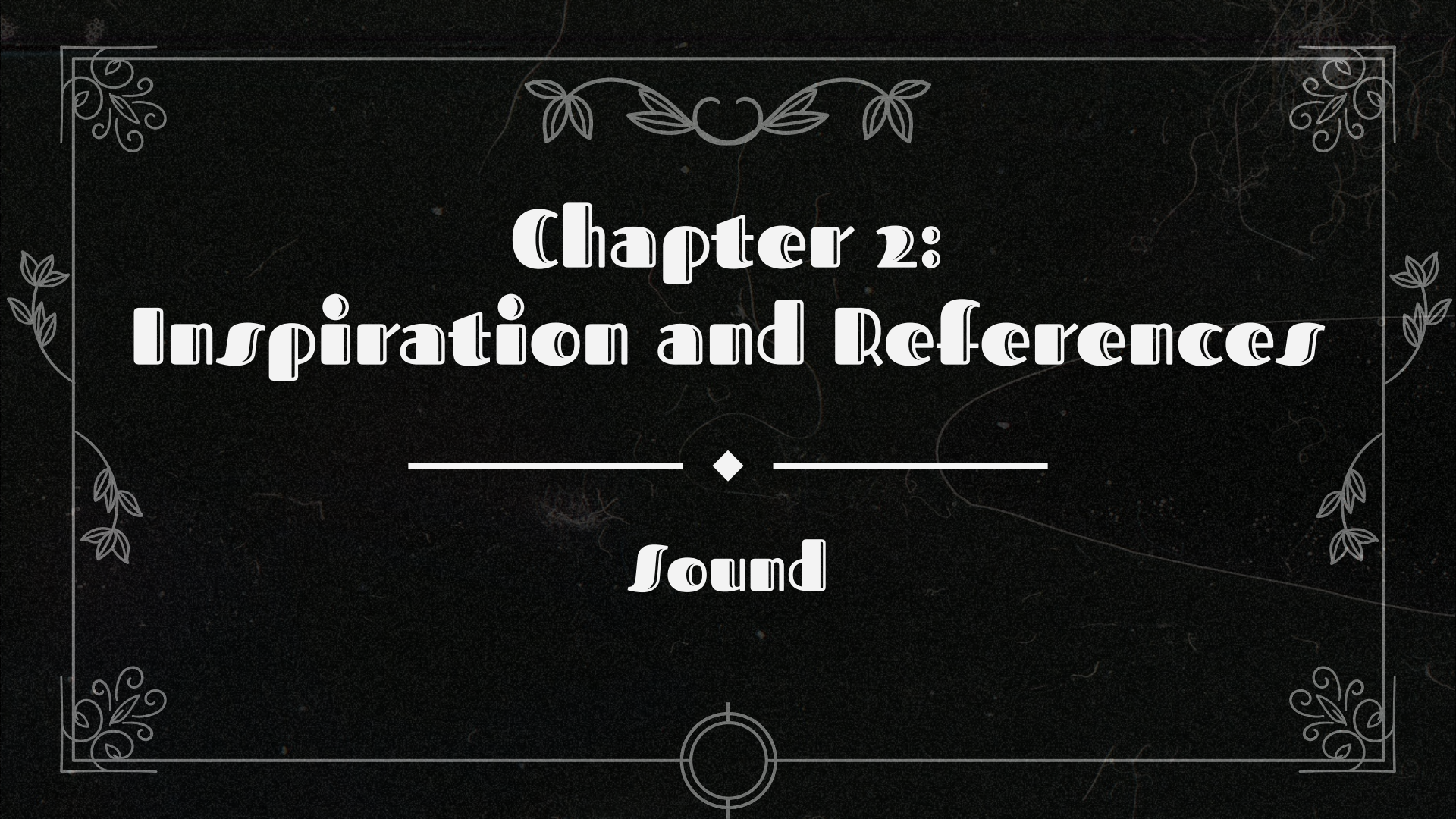
Some of the artstyle takes inspiration by art deco, a style popular in the 1920s. This looks like clean, symmetric, geometric lines with minimal colors.



Mood - Characters

Characters overall will be mysterious but amusing. We want them to stem from 1920s archetypes such as new money mysteries and shady detectives.



A decorative border with floral and leaf motifs in the corners and along the sides of the page.

Chapter 2: Inspiration and References

◆

Sound

A decorative circular symbol at the bottom center of the page, consisting of two concentric circles with a vertical line passing through the center.

Sound - Background Music

Our game's soundtrack evolves with the player's experience. The main menu features smooth, laid-back bar jazz. However, in action-intense scenes, big band jazz takes center stage to match the energy. The soundtrack should balance fun and goofiness with a sense of anxiety.



Sound - Background Music



Cuphead - "Botanic Panic" is a good example of the mood/tone the background music within Trigger Happy should induce: goofy but stressful.

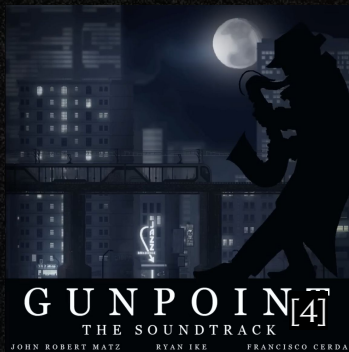


Skullgirls - "Unfinished Business" contains big band jazz that slowly builds up, which is good to utilize in a level as it progresses.

Sound - Background Music cont.



Grim Fandango – “Casino Interior” is a slower and clamer jazz, which is good to consider for the beginning of a level.



Gunpoint – “Cold Halls & Footfalls” is a smooth and quiet jazz that could fit will in the main menu, setting, and pause screen.

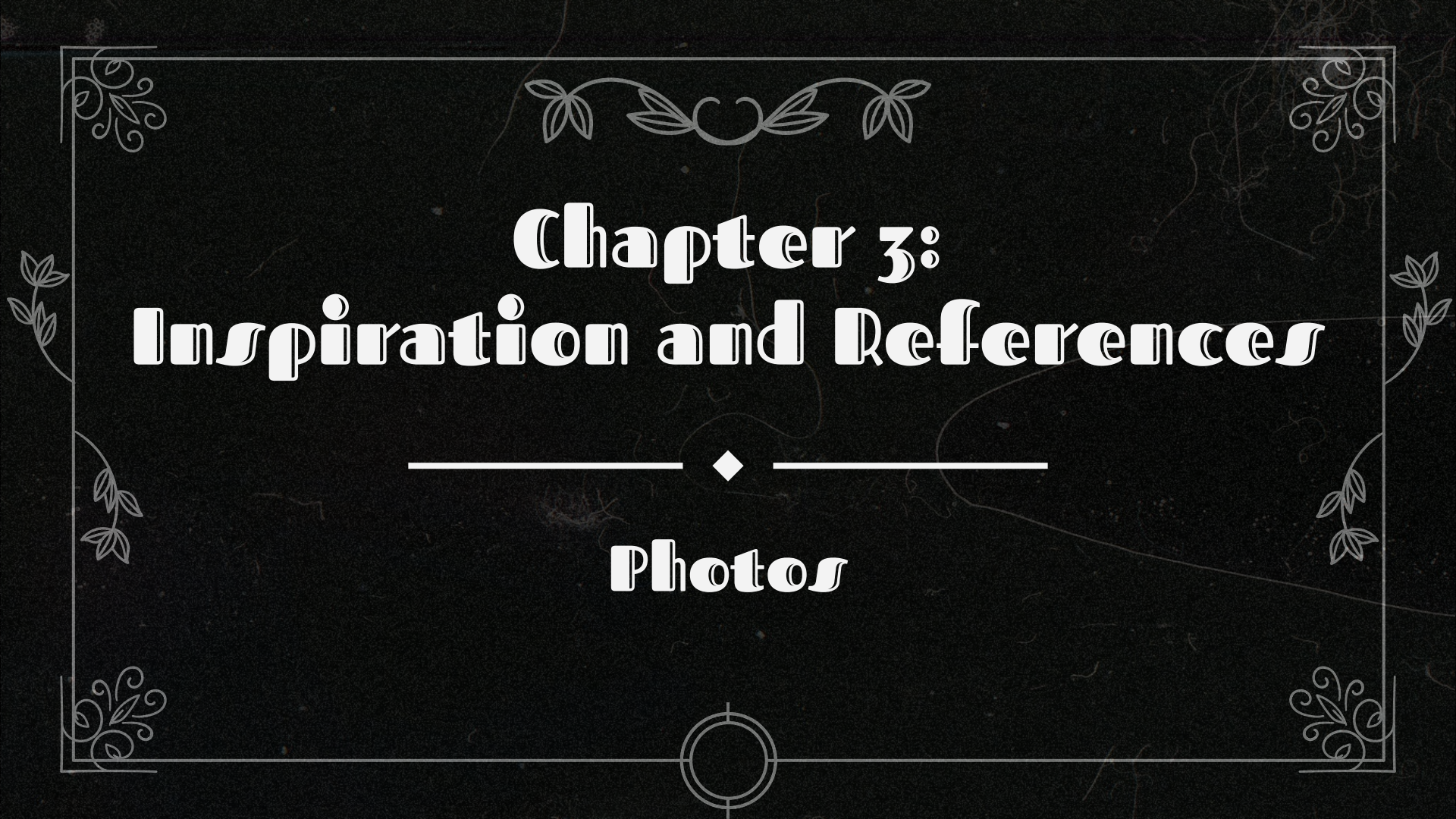
Sound - Sound Effects



The sound design combines jazz instrumentals with diegetic elements. Silly sound effects for bullets, gunfire, and card shuffles create a dynamic atmosphere as demonstrated in Cuphead gameplay.

Sounds like vintage superhero comic book-style impact sounds in the Batman opening theme, when a text bubble appears, add energy and excitement.



A decorative border with floral and leaf motifs surrounds the text. At the top center, there is a horizontal flourish with three leaves. At the bottom center, there is a circular design consisting of two concentric circles with a vertical line passing through the center.

Chapter 3: Inspiration and References

Photos

Photos - Clothing

We took inspiration from clothing styles popular in the 1920s. For men, this looked like neutral colored suits with accessories such as suspenders and bowler hats. Women at the time opted for loose dresses with straight silhouettes in bright colors accessorized with cloche hats. Clothing for women often had fringes, sequins, feathers, and fur.

[1]

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Photos - Background

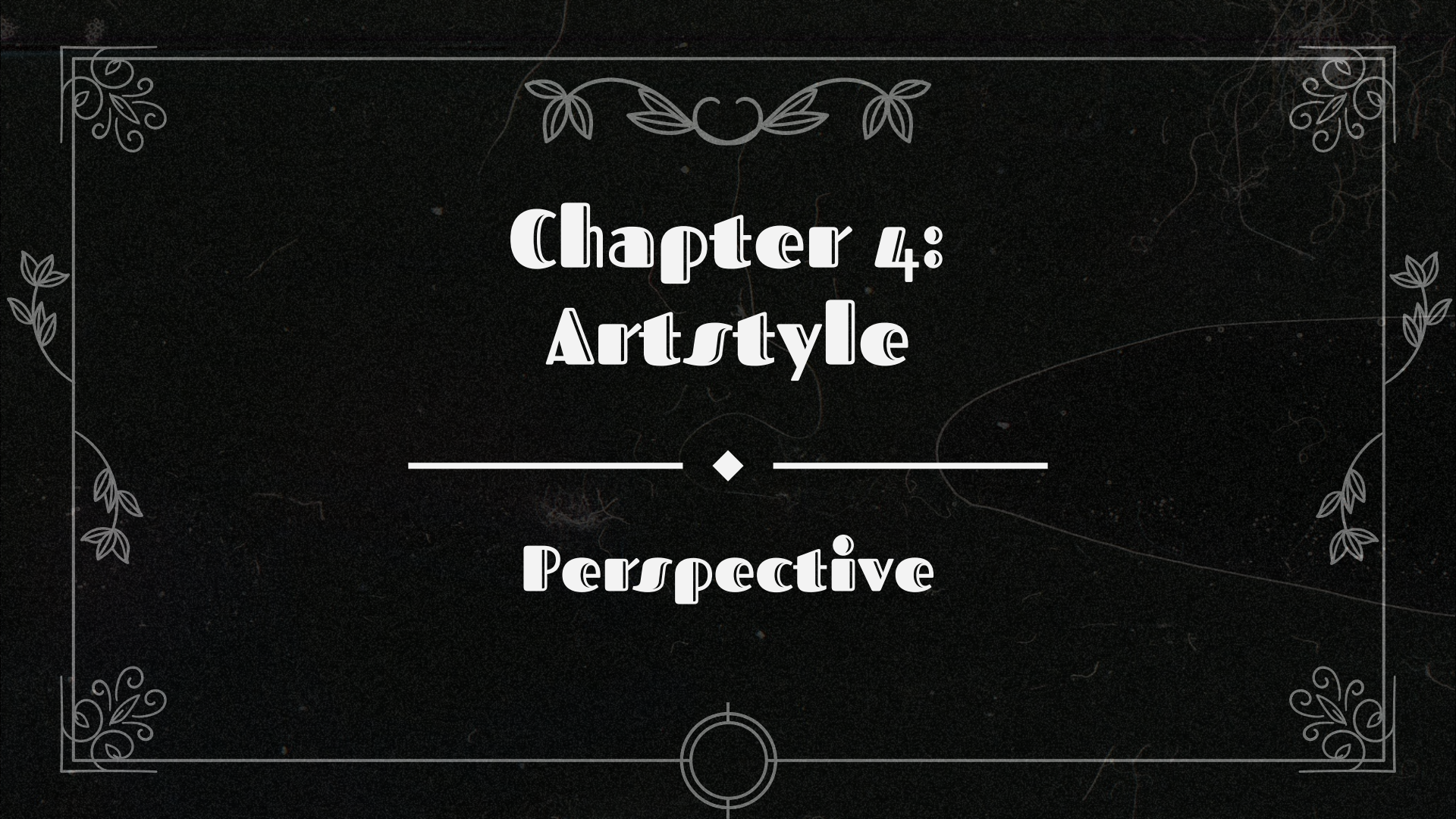
We want players to imagine themselves in a lively and chaotic speakeasy surrounded by dangerous yet alluring characters.



Photos - Animals

The characters in our game are anthropomorphic animals. These animals include a tuxedo cat (inspired by one of our member's cat), rat, cockroach, raccoon, pigeon, and mouse.



A decorative border with floral and leaf motifs surrounds the central text. At the top center, there is a horizontal flourish with three leaves. At the bottom center, there is a circular design consisting of two concentric circles with a vertical line passing through the center. The background is dark with some faint, wispy patterns.

Chapter 4: Artstyle

Perspective

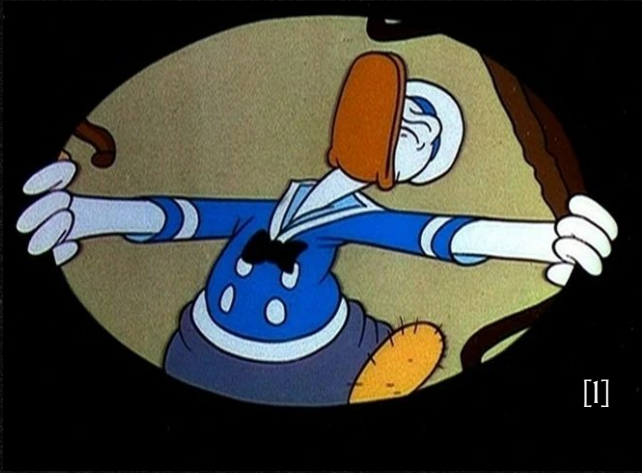
Perspective - Action Selection

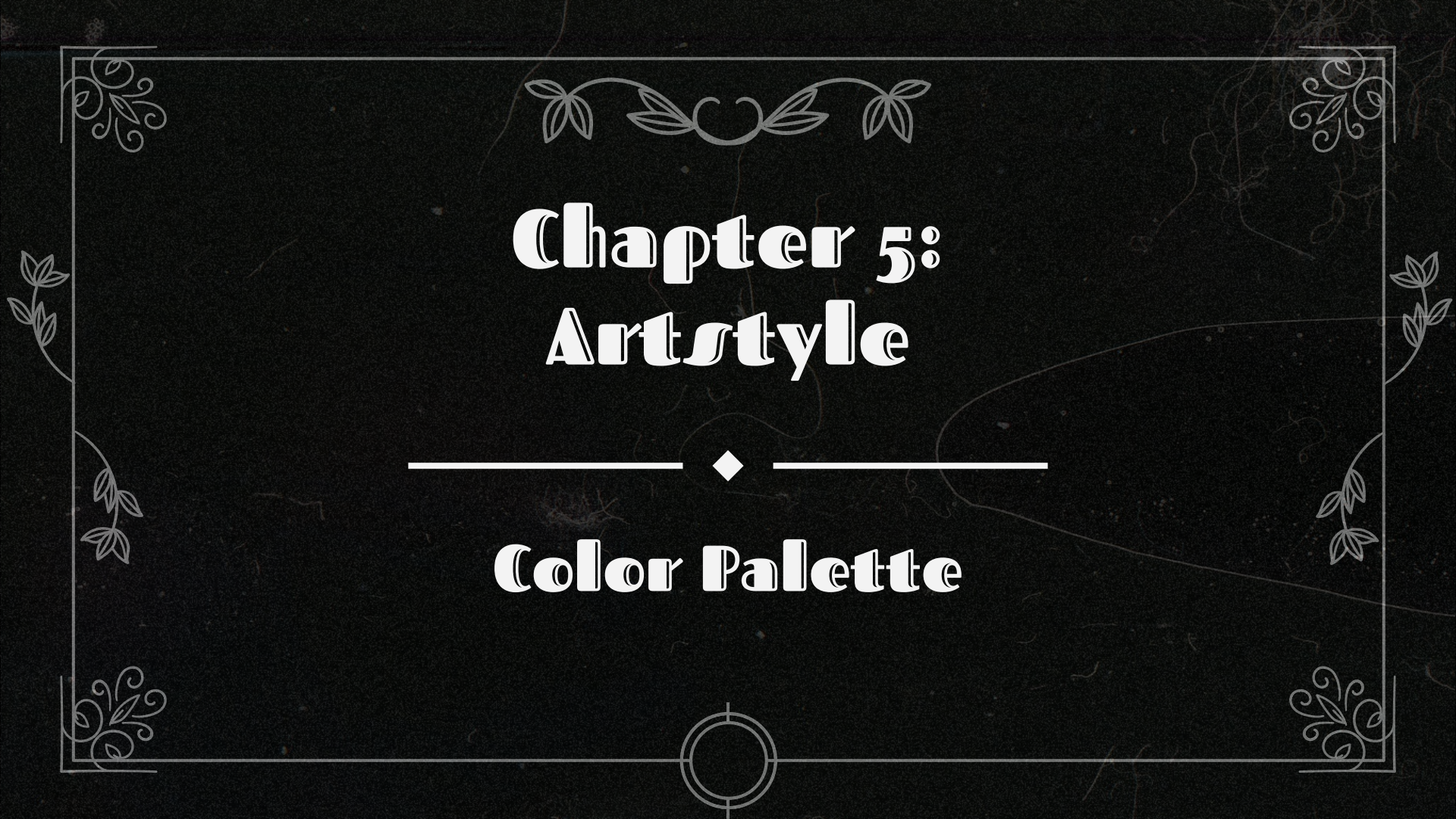
During action selection, our game screen will be in first person. The player can view their own status information and cards, information about other players such as health and ammo, and the other players. We will show all players are sitting at a circular bar table.



Perspective - Action Resolution

Characters will appear through an iris out transition and shoot at each other through the holes.



The page features a dark, textured background with a white decorative border. The border consists of a thin rectangular frame with ornate floral and leaf motifs at each corner. A horizontal line with a diamond-shaped ornament in the center is positioned below the main title. At the bottom center, there is a small circular graphic with a crosshair.

Chapter 5: Artstyle

Color Palette

Color Palette - User Interface

The UI elements of our game also use desaturated colors. They will be colored with different tints and shades of a yellow-brown, where the majority of these assets will be a paler tint. This will help the user identify UI elements as well as make the in-game UI stand out from the actual environment.

1B170C

594C29

917C43

BAA56B

D4C7A2

EBE5D5

Color Palette - Essential Colors

Our essential color palette is composed of desaturated reds, greens, and browns with accents of lighter yellows reflect our setting of the 1920s.

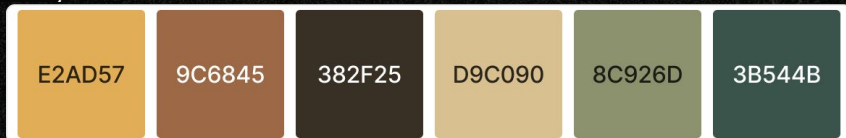
Variations of these colors are used for cards, other in-game assets, and backgrounds.

00291C	3B0001	902E29	24171B	573C2C	E89514
335449	623334	A4653E	5D453E	805F49	EDAA43
495435			907C68		
687451			DEBF89		
8A8E48			F0E7C2		

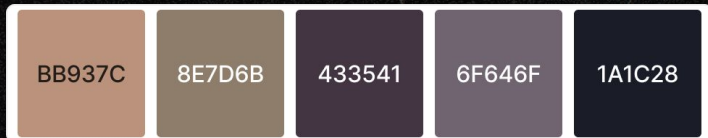
Color Palette - Characters

Each character gets their own unique color palette composed of 4-6 colors. These colors are slightly brighter than the background to create contrast and draw attention to the characters.

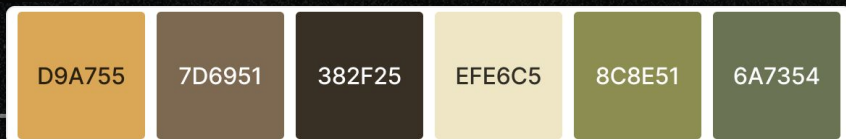
Perry



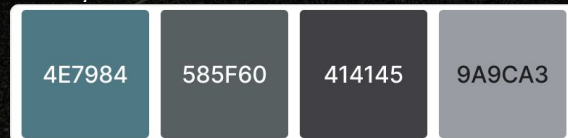
Tony



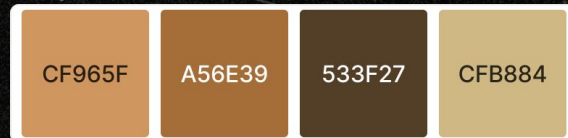
Lina



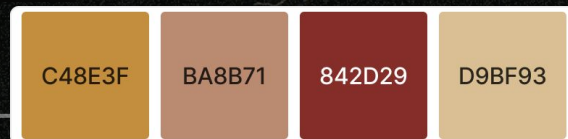
Catsby



Gregor



Gene

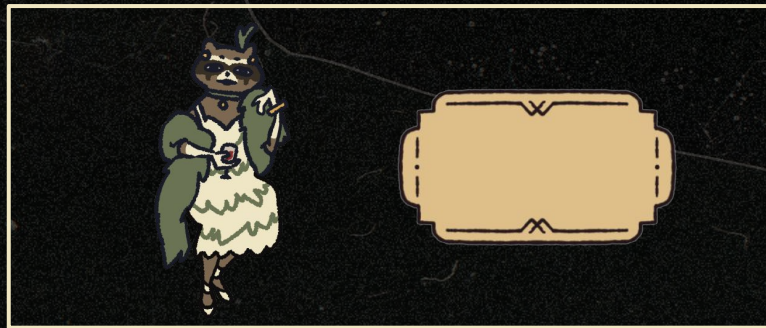


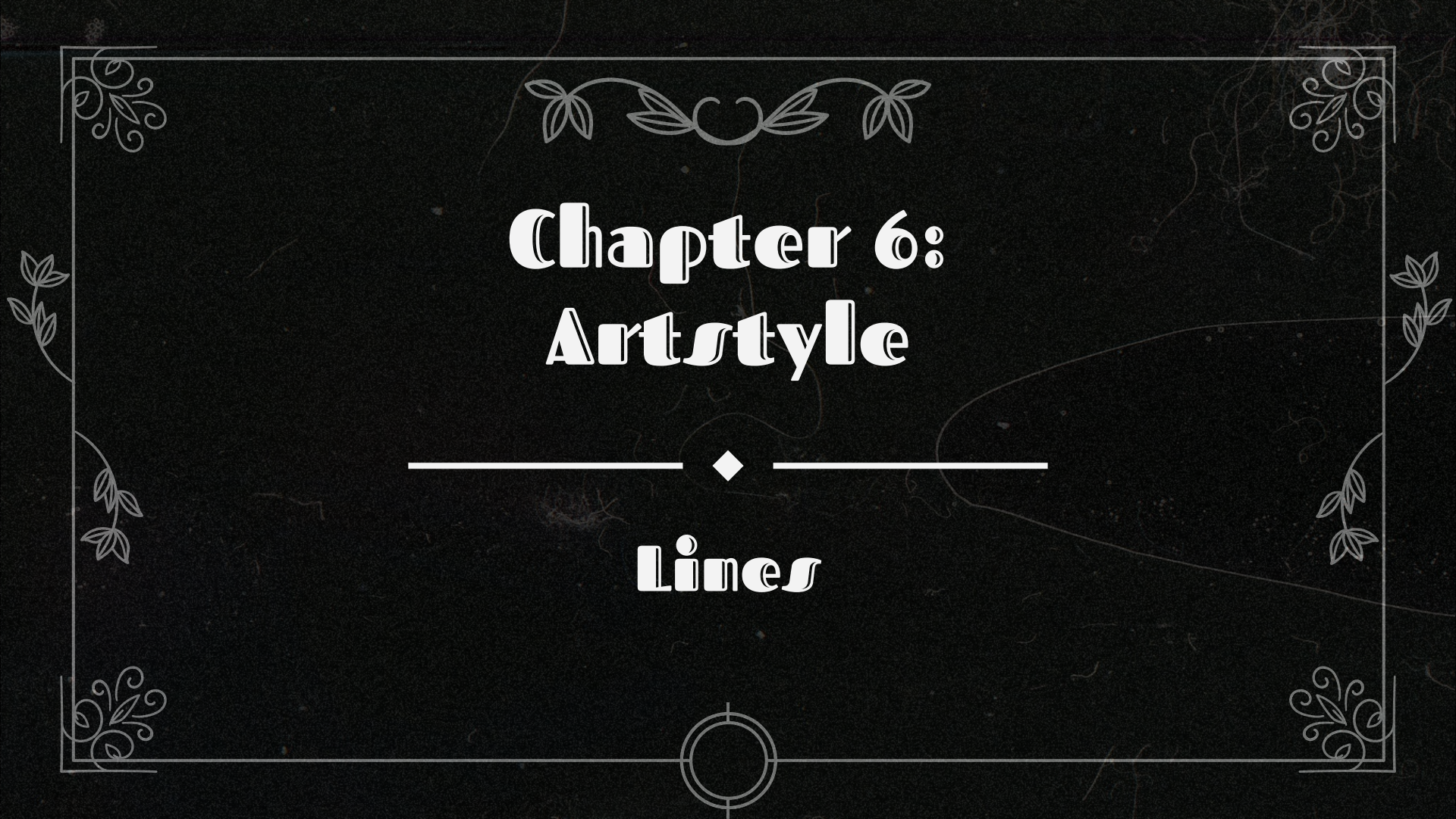
Color Palette - In-Game Assets

Our in-game background art will use the darker desaturated reds and warm browns to convey the dim lighting of our speakeasy.



The other in-game assets use both the lighter and darker colors to draw more importance to assets that are directly relevant to the game.



A decorative border with floral and leaf motifs surrounds the central text. At the top center, there is a horizontal flourish with three leaves. At the bottom center, there is a circular design consisting of two concentric circles with a vertical line passing through the center. The background is dark with faint, wispy patterns.

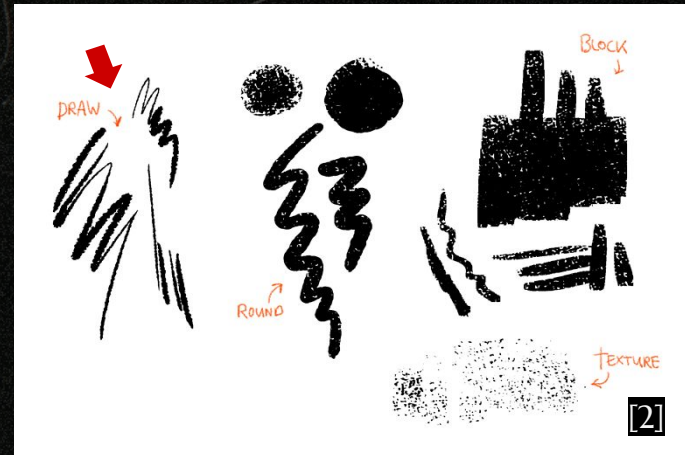
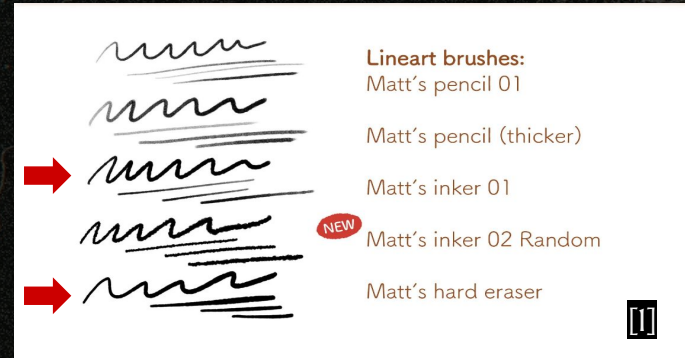
Chapter 6: Artstyle

Lines

Lines

Artists using procreate will use brushes “Matt’s inker 01” and “Matt’s hard eraser” from free brush set by Mateusz Urbanowicz.

Artists using Krita will use an altered brush from a brush set by Jeffrey Postma. The brush will use the charcoal draw with the pattern turned off in brush settings.



Brush Settings

Brush size will be unified among asset groups and line thickness will be determined by importance.

Asset Type	Procreate (in %)	Krita (in pixels)
Characters	5% & 10%	–
Background	1%	–
Small Assets	2%	10px
Large Assets	10% - 15%	20px

A decorative border with floral motifs in the corners and a central floral ornament at the top.

Chapter 7: Artstyle

A small white diamond shape centered between two horizontal lines.

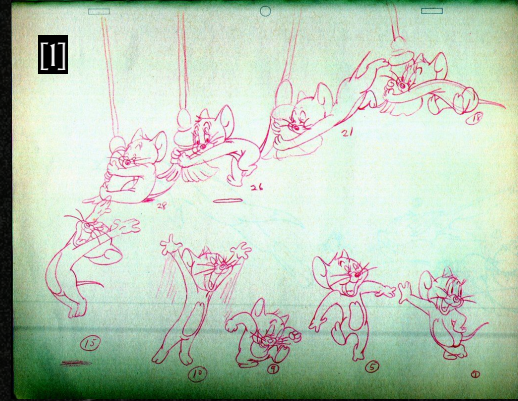
Animation

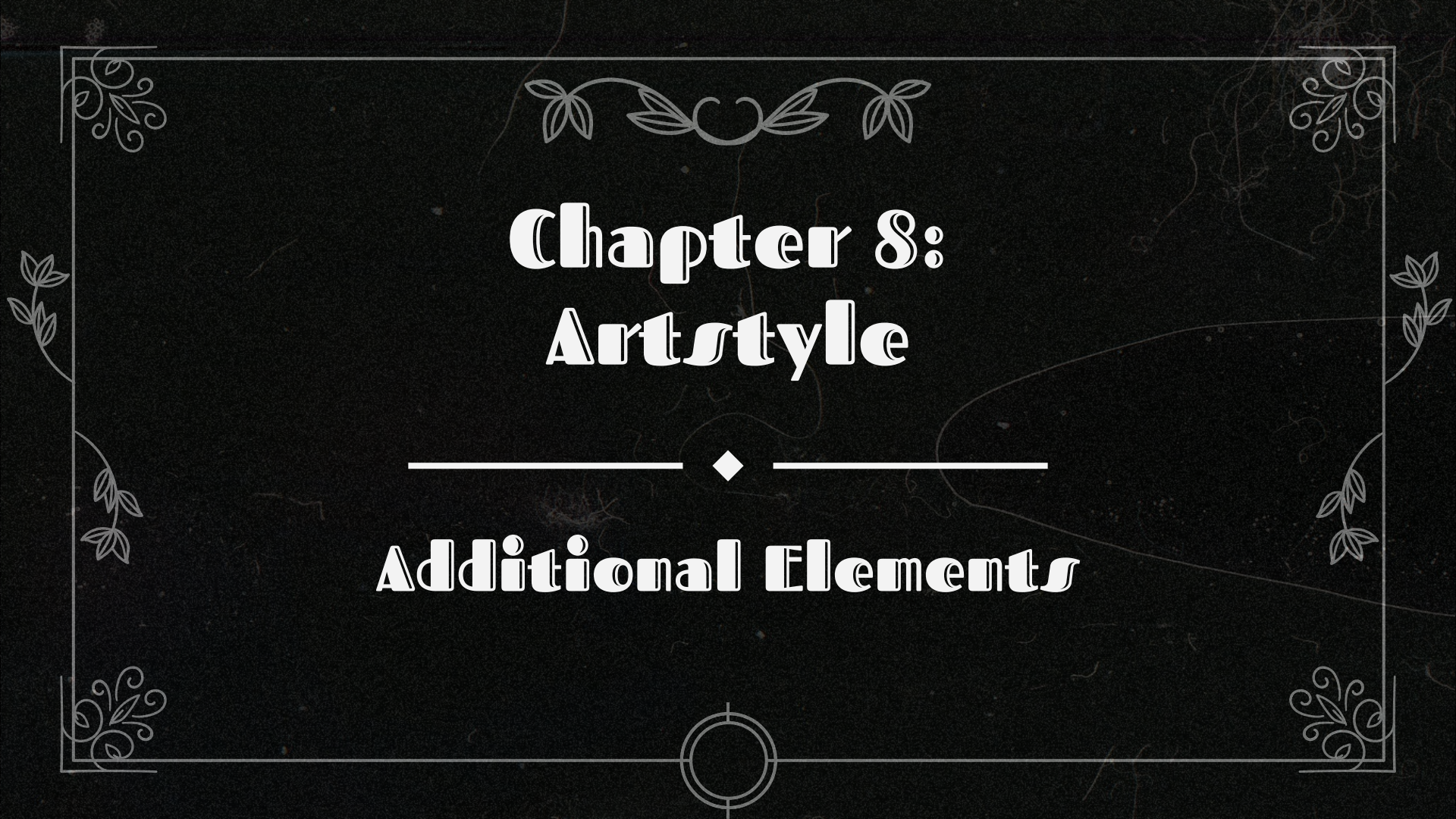
A decorative circular ornament with a crosshair-like design at the bottom center.

Animation - Character

Our character will have bouncy and lightly exaggerated animations. We want them to convey a silly feeling such that despite being situated in a high stakes shootout, players are still having fun.

All animations are in 8 fps.





Chapter 8: Artstyle

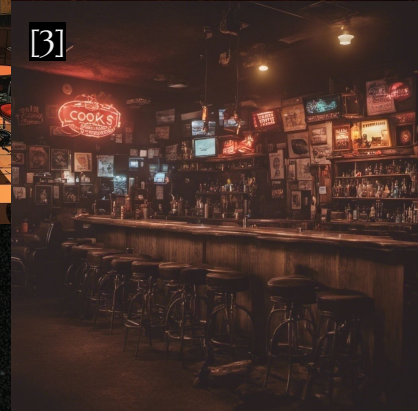
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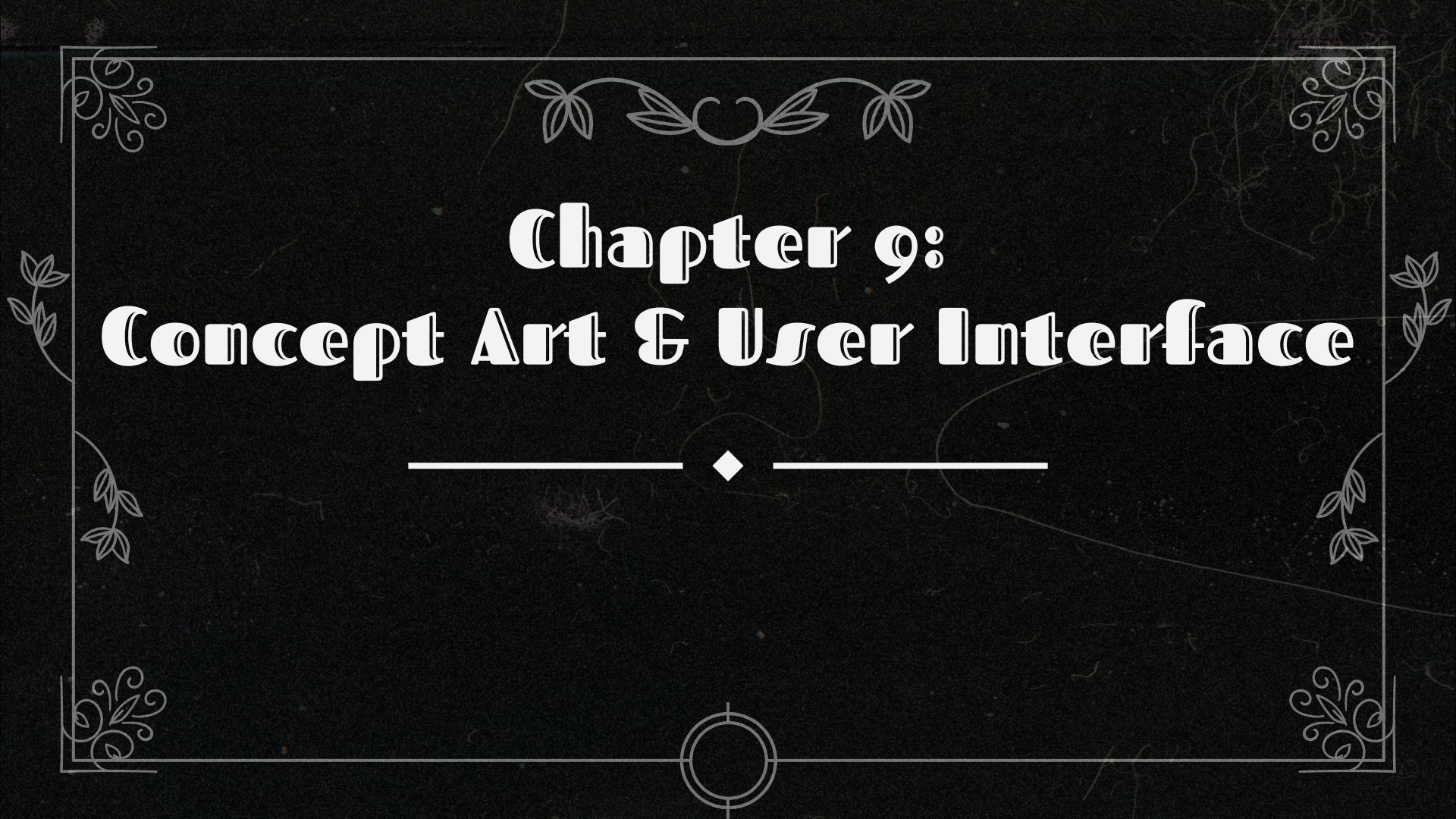
Additional Elements



Additional Elements - Lighting

The lighting of the in-game scenery will be dim and warm-colored. This reflects the atmosphere of a cozy yet mysterious speakeasy. To convey this lighting, our color palette will consist of warmer desaturated colors.



A decorative border with floral and vine motifs surrounds the central text. The motifs are white and set against a dark, textured background.

Chapter 9: Concept Art & User Interface

A small white diamond shape is centered on a horizontal line that spans the width of the text area.A decorative circular motif, resembling a stylized eye or a target, is located at the bottom center of the page.

Concept Art - Character

Our characters will be centered on but not limited to various city animals personified. Since we intend for this to be a party game, we want them to be slightly comical and have recognizable caricatures that players find humorous.



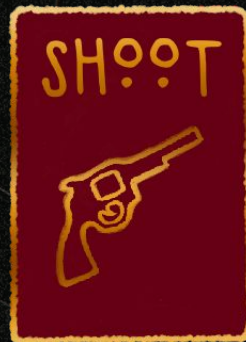
Concept Art - Cards

The cards will have gold foil designs. They will have art deco motifs on the backs with simple logos for each card. The color of the card is determined by card “type”.



back

fronts



User Interface - Font Inspiration

We were inspired by decorative fonts with elegant, blocky letters.

A B C D E F G H I J K L M
N ° P Q R S T U V W X Y Z

A B C D E F G H I J K L M
N ° P Q R S T U V W X Y Z

0 1 2 3 4 5 6 7 8 9

[1]

ART DECO ALPHABET

A B C D E F G H I J K L M N
O P Q R S T U V W X Y Z [2]

Adobe Stock | #496903563

User Interface - Font

A B C D E F G H I J K L M N O P Q R S T U V
W X Y Z
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
1 2 3 4 5 6 7 8 9 0

We created a custom font asset, inspired by 1920's typography, but hand-drawn in a sketchier style with our brushes. We added the font to Trigger Happy as a .ttf file.

User Interface - General UI Elements

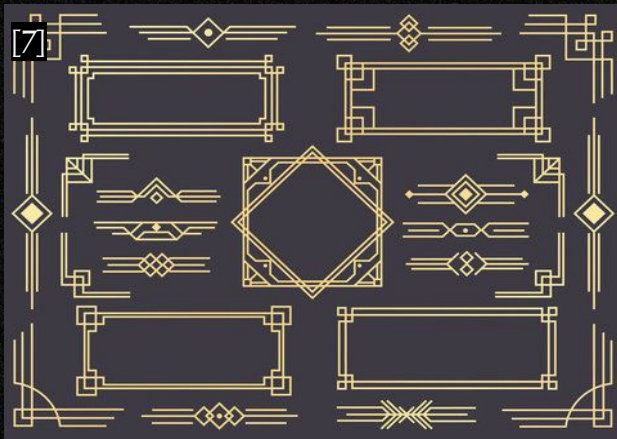


The shape of the in-game UI elements are inspired by wooden signs. The patterns along the border of these assets are based on speakeasy signs, focusing on parallel lines with organized and symmetric intersections.



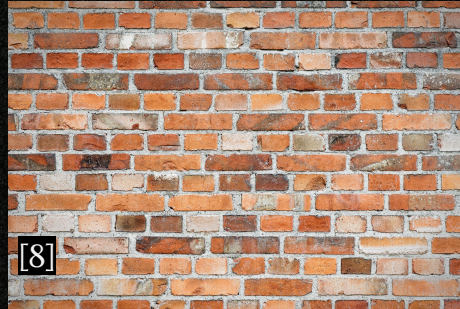
User Interface - Menus

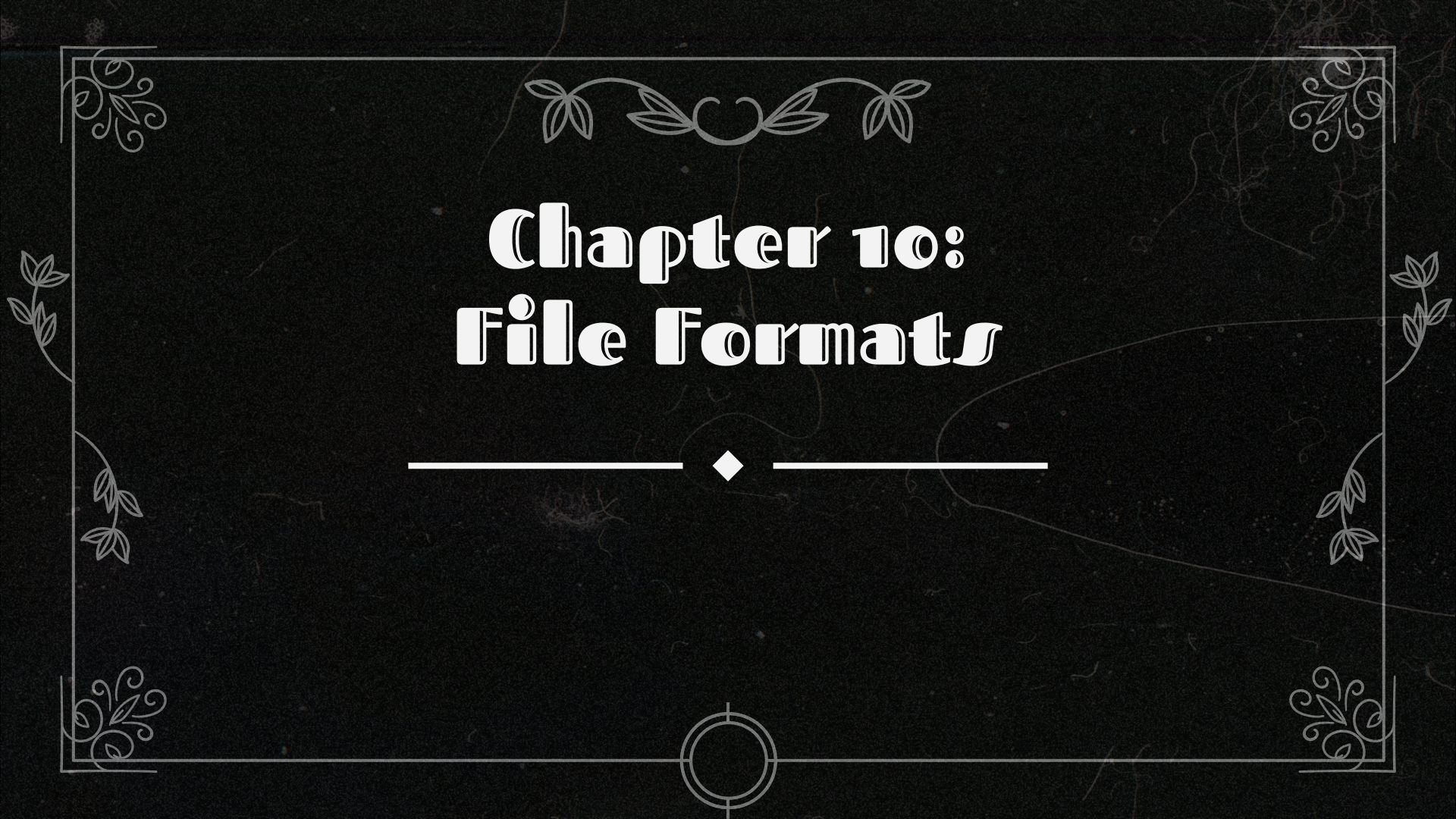
Menu UI will use a separate limited color palette of black and gold to into the art deco style.



Concept Art - Environment

The setting features a muted and subtle background. Warm, dim lighting from the ceiling lamps casts a soft glow, enhancing the bar environment. Brick walls, wooden tables, and shelves stocked with bottles add a rustic charm.



A decorative border with floral and leaf motifs surrounds the central text. The motifs are white and set against a dark, textured background.

Chapter 10: File Formats

A small white diamond shape centered between two horizontal lines.

A decorative circular element at the bottom center, consisting of two concentric circles with a vertical line passing through the center.

File Formats - Art File Size

The resolution for the entire screen of our game will be 2560x1080 px. Most assets will be sized in relation to this. The pop-up menu windows will be 1600x850 px.

Our characters are 640x720 pixels, and the sprite sheets for character animations will be a multiple of 640 by 720 pixels, to extend the width to contain multiple frames.



File Formats - Art File Names

Folder	Subfolder	Name	Description
Animations	GIFs	[subject]_[descriptor]_[number].GIF (e.g. NewMoney_smirk_1.GIF)	Animated GIFs of the spritesheets to easily show the animation
	Spritesheets	[subject]_[descriptor]_[number].png (e.g. NewMoney_smirk_1.png)	Spritesheets to be used in our actual game
Backgrounds	N/A	[scene]_[number].png (e.g. InGame_1.png)	All backgrounds for our game, including the title screen, menus, and the in-game screen
Cards	N/A	[type].png (e.g. Shoot.png)	Card assets to be played in-game
Characters	N/A	[name]_[perspective]_[number].png (e.g. NewMoney_side_1.png)	Character assets for each of our playable character skins, including different perspectives for each
UI	N/A	[scene]_[type]_[number].png (e.g. MainMenu_button_1.png)	UI elements for different game screens, like the title screen, menus, and the in-game screen

File Formats - Music

Sound files will be in .WAV type and follow the same naming conventions as the art files. All sound files will be edited and balanced with ProTools Studio and Garageband.

- Bit depth: 24 bit
- Bit rate: 44.1kHz

Songs will loop, and transitions will be played when needed.

Works Cited

Chapter I:

[1] <https://www.art.com/products/p53367593937-sa-i7O4585O/brent-lynch-cigar-bar.htm>

[2] <https://www.imdb.com/title/ttOO18855/>

[3] <https://www.art.com/gallery/id--a54542-bl2l32/brent-lynch-figurative-posters.htm>

[4] <https://artisticafineart.com/products/bistro-by-juarez-machado?variant=421583O777O563>

[5] <https://tarponarts.org/the-roaring-2Os-thumb/>

[6] https://m.media-amazon.com/images/I/61EOBAUjSNL._AC_UF894,1000_QL80_.jpg

[7] https://m.media-amazon.com/images/I/6lu+oti4AqS._AC_UF894,1000_QL80_.jpg

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[9] <https://www.fromcovertocover.com/parker-by-darwyn-cooke/#gsc.tab=O>

[10]

https://www.redbubble.com/i/sticker/Memories-of-Dardanella-Delilah-by-Sunflower5576/153174342.EJUG5?country_code=US&epik=djOyJnU9UDZTcndyTkIQODUzazZJNVpBNDVBT2lqUWtidUdIWVAmcDOWJm49SkthQINhOGI2T3Y2RSlaNjdWRmVidyZOPUFBQUFBR2ZNM29v

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Chapter 1 (cont.):

[1]

https://poshmark.com/listing/UNLISTED-6723ecfe07ac55de1604e791?utm_source=pin_unpaid&epik=djOyInU9SVJCVUthbmpLaINBbORpUHBhZWlrck9yMEhEYlk3dEkmcDOWJm49Ql96bWdudEFIXO5LYWtPbWZISTJPQSZOPUFBQUFBR2ZNMzZr

Chapter 2:

[1] <https://youtu.be/-JTpb3ISjLk?si=pVYVOupN8lbt8iN>

[2] <https://youtu.be/454IU4zOOKY?si=6YQrbCfhYOUcVvFk>

[3] <https://youtu.be/6iWRll2zAFg?si=nQQjrfGORay-Yqbk>

[4] <https://youtu.be/sgJM-5FE6kA?si=MhqUlqORCgFR2yYp>

[5] <https://youtu.be/6ACONTfh9Ro?si=FVSuez3oO3K8ptHs>

[5] https://youtu.be/QF9tzn7UUlo?si=msf_YgvOldTUt4F_

[6] <https://youtu.be/mCZbO2fPOFI?si=85LM7rY8wY7cqsUx>

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Chapter 3:

[1] <https://vintagedancer.com/wp-content/uploads/1926-CW-mens-suits-color-500-495x674.jpg>

[2] <https://i.pinimg.com/474x/90/62/3e/90623ee4b32b294bad567f7134edaOff.jpg>

[3] <https://bygonetheatre.wordpress.com/wp-content/uploads/2014/04/dell92Onov-color.jpg>

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[7]

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Chapter 3 (cont.):

[8]

<https://www.insectlore.co.uk/education/pub/media/catalog/product/cache/67056682ceb395501faOdc3ce5e962f1/1/7/177-160.jpg>

[9] https://upload.wikimedia.org/wikipedia/commons/3/3e/Raccoon_in_Central_Park_%2835264%29.jpg

[10] <https://www.allaboutbirds.org/guide/assets/photo/308074031-480px.jpg>

[11] <https://pixabay.com/photos/house-mouse-long-tailed-mouse-9158531/>

Chapter 4:

[1] https://disney.fandom.com/wiki/Breaking_the_Fourth_Wall

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Chapter 6:

[1]

https://krita-artists.org/uploads/default/optimized/3X/c/2/c2elaO7daOa48fld7dcee26blla7e2dcdd4l9cOO_2_8OOx564.png

[2] <https://public-files.gumroad.com/f3bvpmjkgfadte3OgcgO9x2smtj6q>

Chapter 7:

[1] <https://klangley.wordpress.com/2006/04/27/tom-and-jerry-layouts/>

Chapter 8:

[1] <https://i.pinimg.com/736x/b2/cc/80/b2cc8084e043a7ef4d965adl62943702.jpg>

[2] <https://cdn.donmai.us/original/9d/48/9d488fdal73b3fe6b9dcl45ddl7c276a.jpg>

[3]

<https://64.media.tumblr.com/Oe48c67b9cbc72a52c7a5ad682acl3be/lb79bc2f382f844b-3e/sl28Oxl92O/277le6f4a663672724df7a84aac58845bc5b5l9c.jpg>

Works Cited

Chapter 9:

[1] <https://www.etsy.com/listing/1318922311/american-horror-font-otf-svg>

[2]

https://stock.adobe.com/contributor/209079326/marek?load_type=author&prev_url=detail&asset_id=496903563

[3] https://i.etsystatic.com/11935714/r/il/37f19b/1398396050/il_fullxfull.1398396050_7tip.jpg

[4] <https://www.shutterstock.com/image-vector/little-party-never-killed-nobody-26Onw-1466377142.jpg>

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[6] <https://thumbs.dreamstime.com/b/wood-sign-28769078.jpg>

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[10] <https://www.noblehousehotels.com/best-modern-day-speakeasies/>