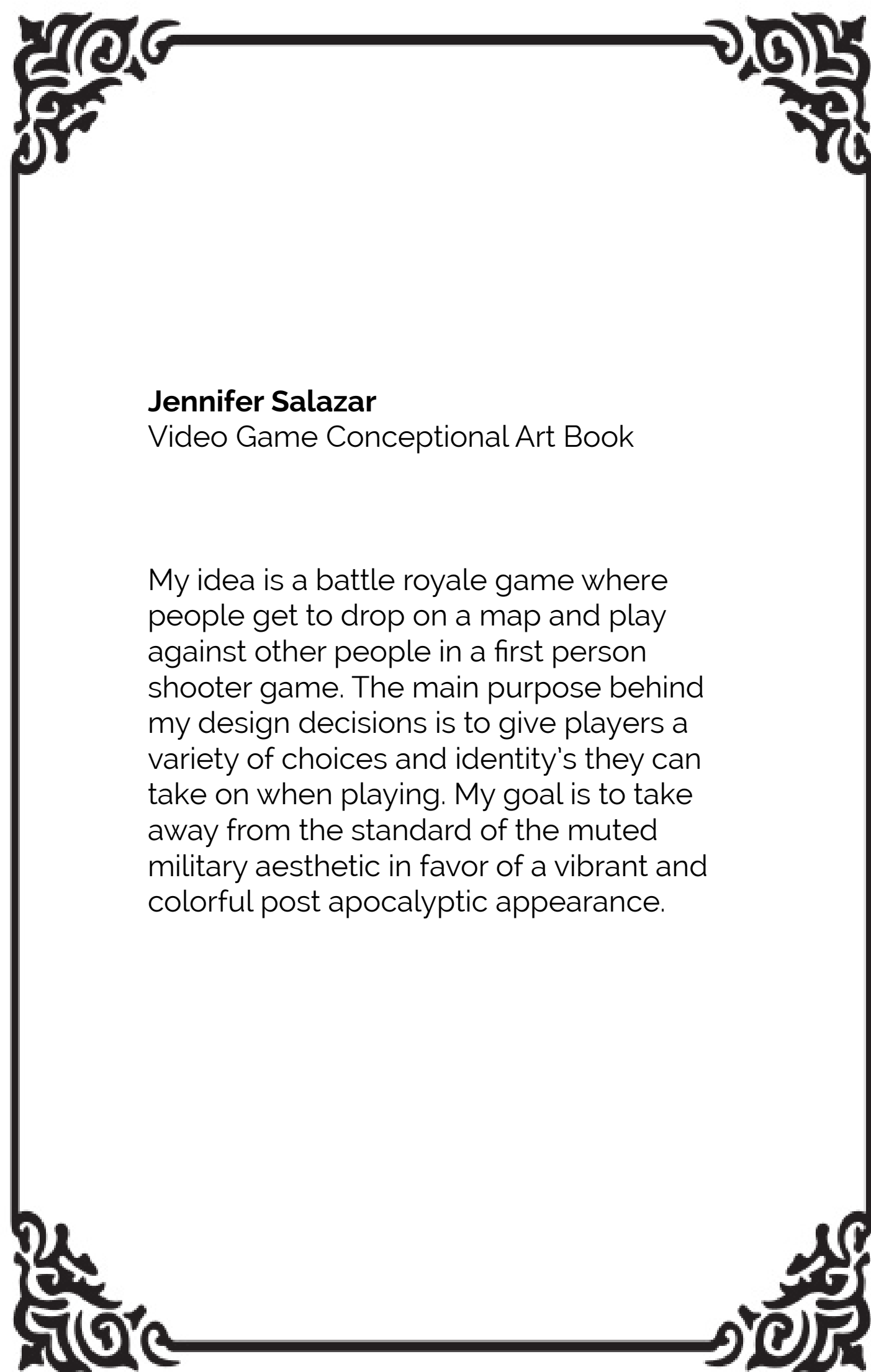


NO MAN'S GOD





Jennifer Salazar

Video Game Conceptual Art Book

My idea is a battle royale game where people get to drop on a map and play against other people in a first person shooter game. The main purpose behind my design decisions is to give players a variety of choices and identity's they can take on when playing. My goal is to take away from the standard of the muted military aesthetic in favor of a vibrant and colorful post apocalyptic appearance.

A decorative rectangular frame with ornate, scrollwork-style corners. The frame is black and contains the title 'TABLE OF CONTENTS' and a list of sections with page numbers. The background of the page is light blue.

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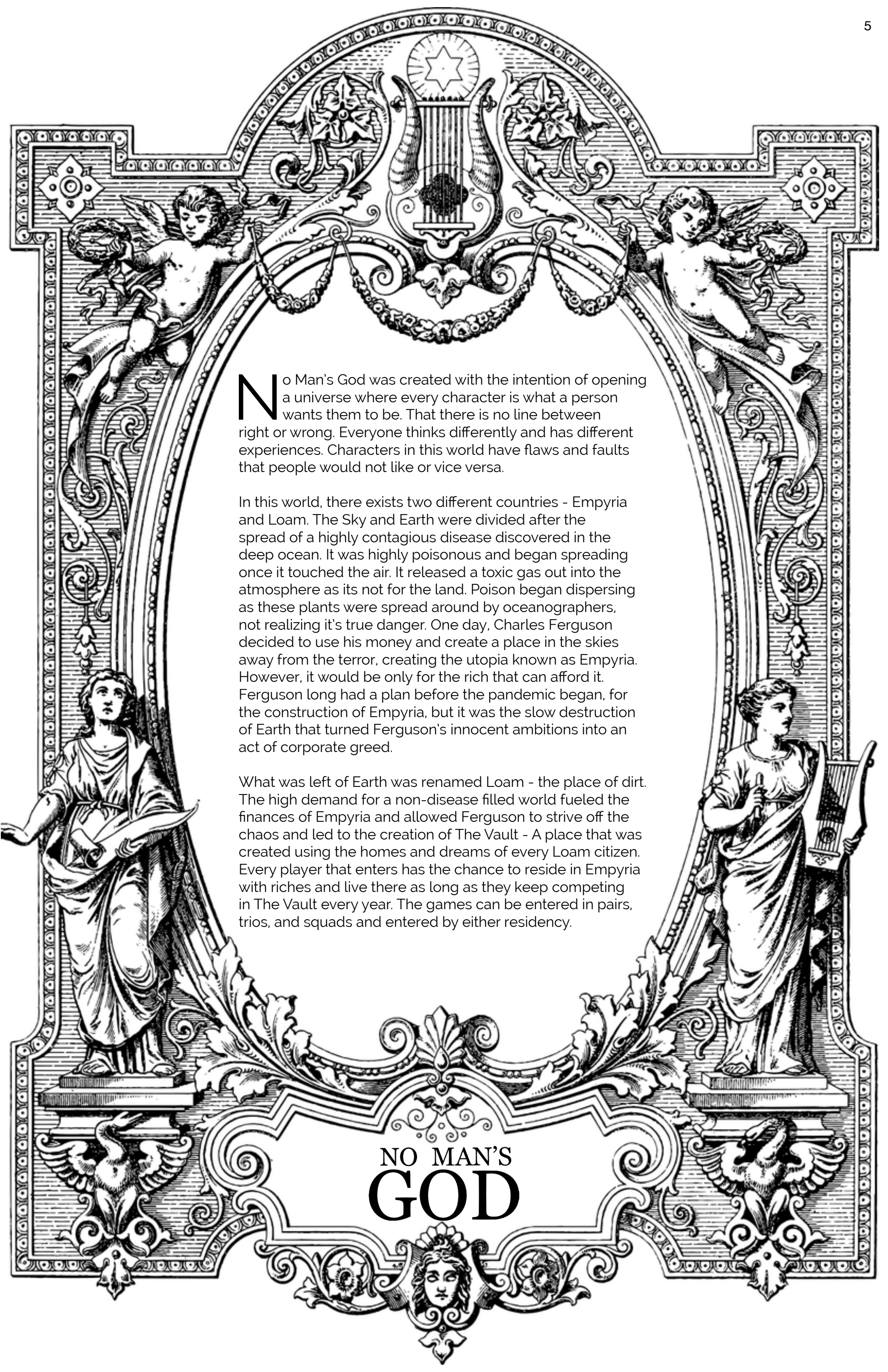
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No Man's God was created with the intention of opening a universe where every character is what a person wants them to be. That there is no line between right or wrong. Everyone thinks differently and has different experiences. Characters in this world have flaws and faults that people would not like or vice versa.

In this world, there exists two different countries - Empyria and Loam. The Sky and Earth were divided after the spread of a highly contagious disease discovered in the deep ocean. It was highly poisonous and began spreading once it touched the air. It released a toxic gas out into the atmosphere as its not for the land. Poison began dispersing as these plants were spread around by oceanographers, not realizing it's true danger. One day, Charles Ferguson decided to use his money and create a place in the skies away from the terror, creating the utopia known as Empyria. However, it would be only for the rich that can afford it. Ferguson long had a plan before the pandemic began, for the construction of Empyria, but it was the slow destruction of Earth that turned Ferguson's innocent ambitions into an act of corporate greed.

What was left of Earth was renamed Loam - the place of dirt. The high demand for a non-disease filled world fueled the finances of Empyria and allowed Ferguson to strive off the chaos and led to the creation of The Vault - A place that was created using the homes and dreams of every Loam citizen. Every player that enters has the chance to reside in Empyria with riches and live there as long as they keep competing in The Vault every year. The games can be entered in pairs, trios, and squads and entered by either residency.

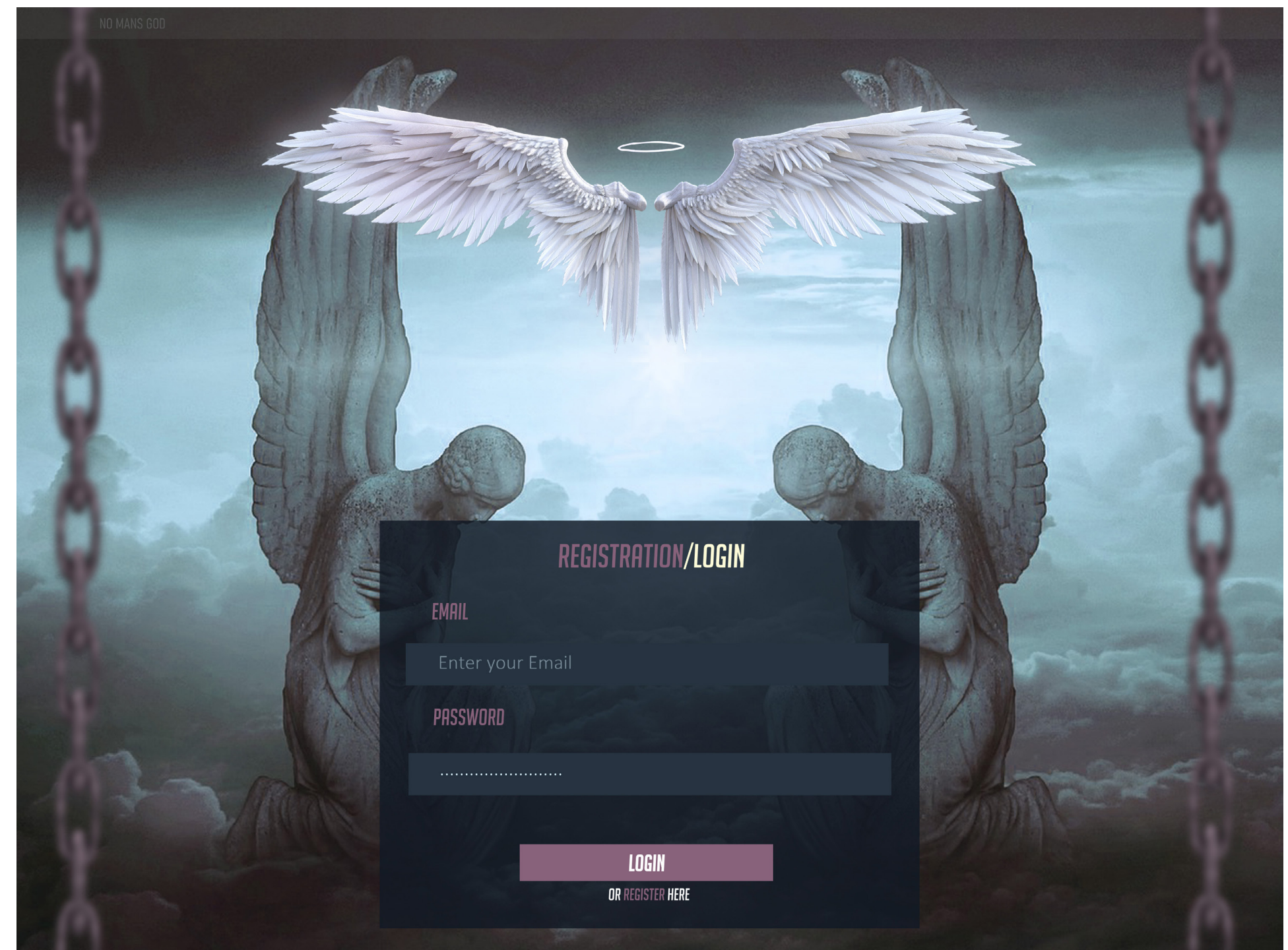
NO MAN'S GOD

INTERFACE DESIGN

UI & UX Design Interface of the game.



Main menu after entering the game.



Login Screen when entering the game. Signing in or registering.

The kill feed. Shows every player in the feed when they get killed or knocked down.

BUNNYLOVERR4 was eliminated!
X_kittycatxo_X was eliminated!
ihateonions was knocked!
FaZeBot fell off the map!

GET TO CIRCLE!

You and your teammates health and shield bar.



In game HUD,

Ultimate Ability - Strongest ability your character can do. Abilities vary for each character.



STATS

120 | 156 FPS



0:30.6

The map. Indicates where you and your teammates are. Shows path to current safezone..

Timer countdown until circle begins damaging the player. Players in the safezone do not take damage..

Current Weapon with amount of ammo available.

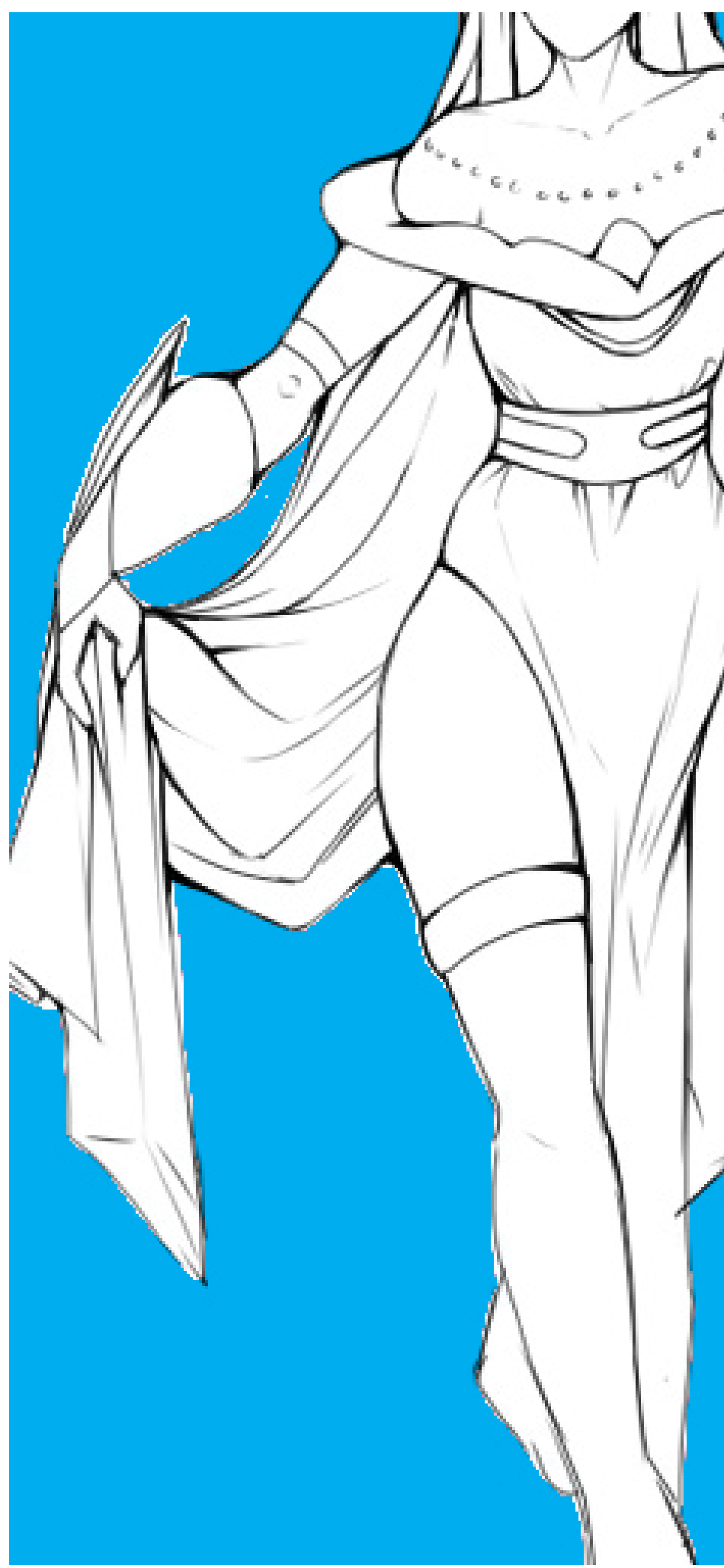
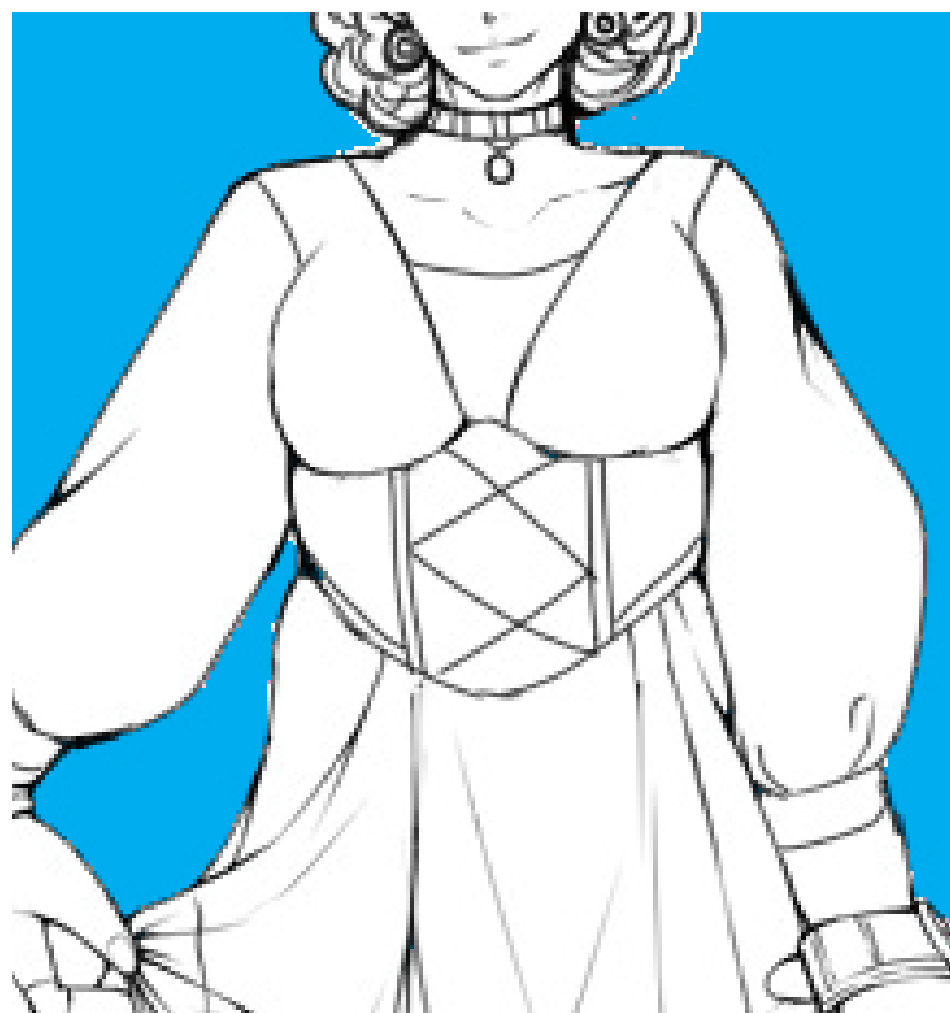
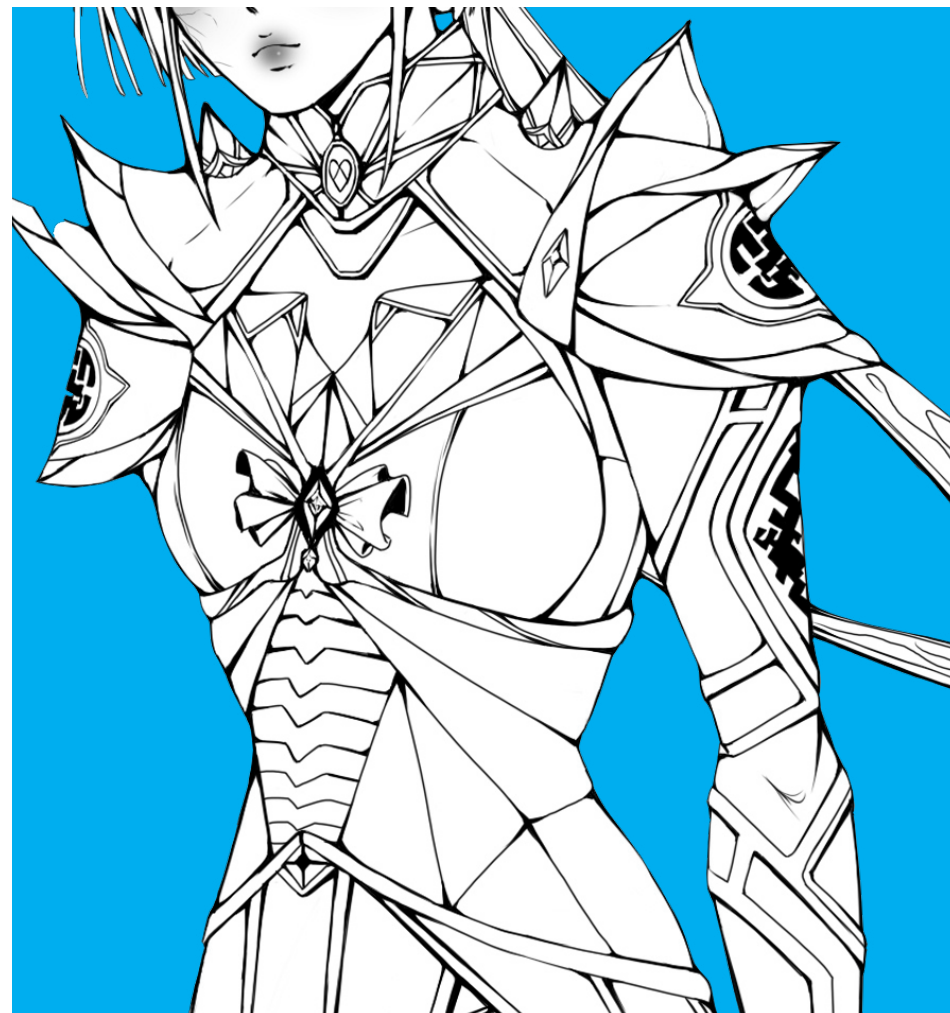


Abilities the character is equipped with.



Loading screen when entering the game through mobile.

CHARACTERS



CASSIUS FERGUSON

EMPYREAN

Son of the **Sovereign**, Cassius has lived a life where he is under the constant watch of his father whom wishes he was anyone but himself. He lives constantly trying to please his father who has everything he can possibly want but the son he envisioned. Throughout his year in school, he doesn't hit the top marks other than as a soldier. Upon realizing his talents he begs his dad to position him in the front lines as the **Riegin**, the commander of the knights as his passion relies in fighting.

Once appointed, he choses his closest friends Emilia Vogel and Chancler Vi to be by his side and enter **The Vault** together. For a chance to show his father he can beat him at his own game.



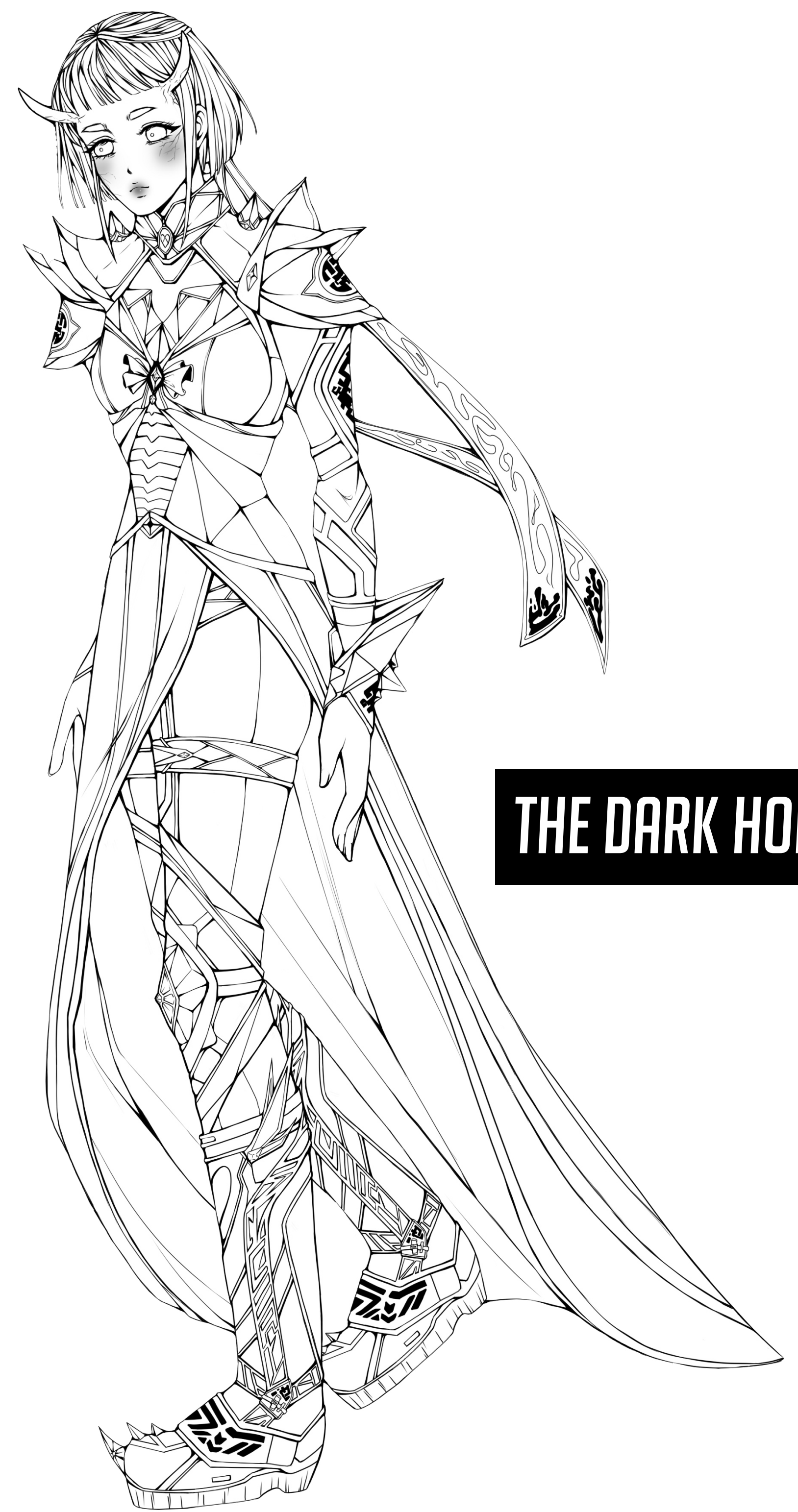
EMILIA VOGEL

EMPYREAN



Empyrean lower class. Emilia has always loved bird watching and uses her birds as messengers that send letters back in forth from **Loam** and **Empyria**. Works as a spy across both countries to send information down below about the plans **Sovereign** had for Loam.

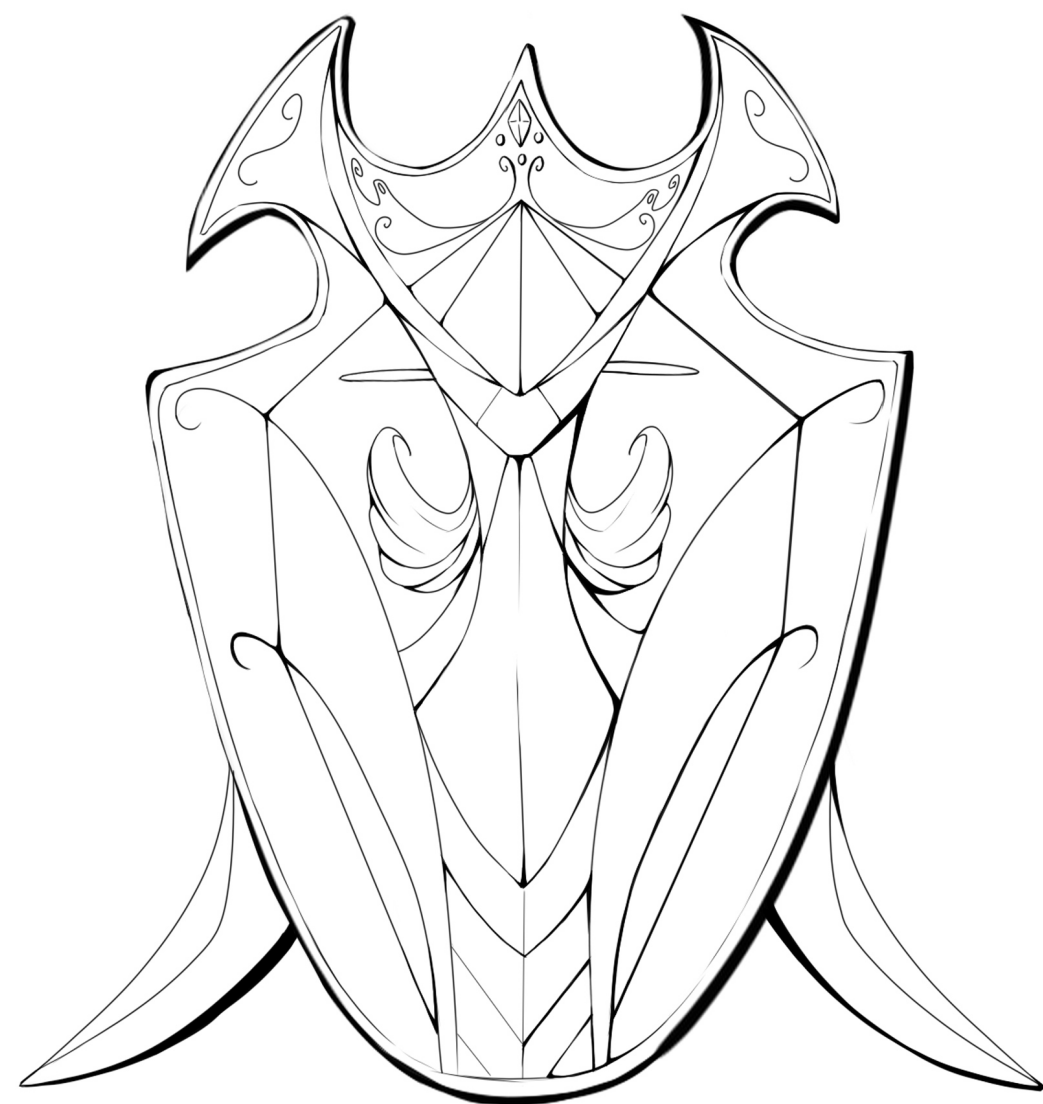
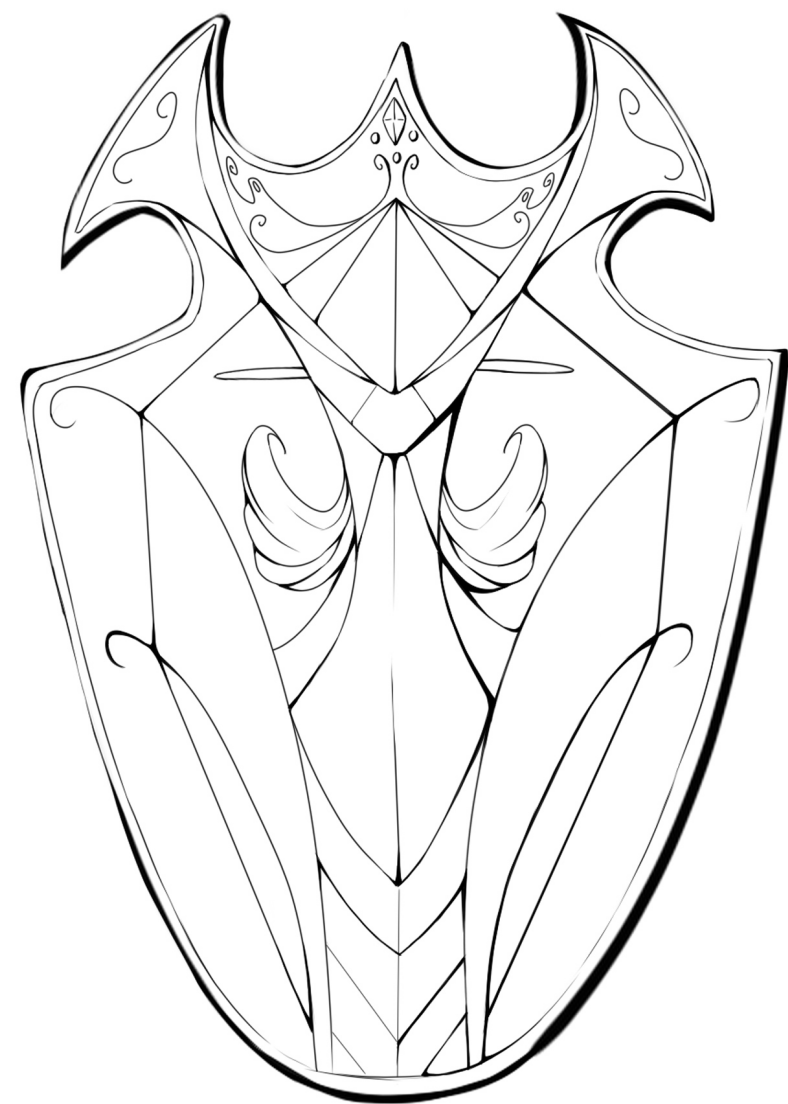
To the public eye she is a timid soft spoken Emilia Vogel. In the shadows Vogel works under the name **Dark Horse** a vigilante knight that works under Sgt.Cassius.



THE DARK HORSE



The shield is used to defend Emilia as well as strike the ground delivering an earth shaking tremor attack towards the direction it is aimed. If timed correctly Emilia's shield can parry incoming projectiles.



ESMERALDA MORIARTY

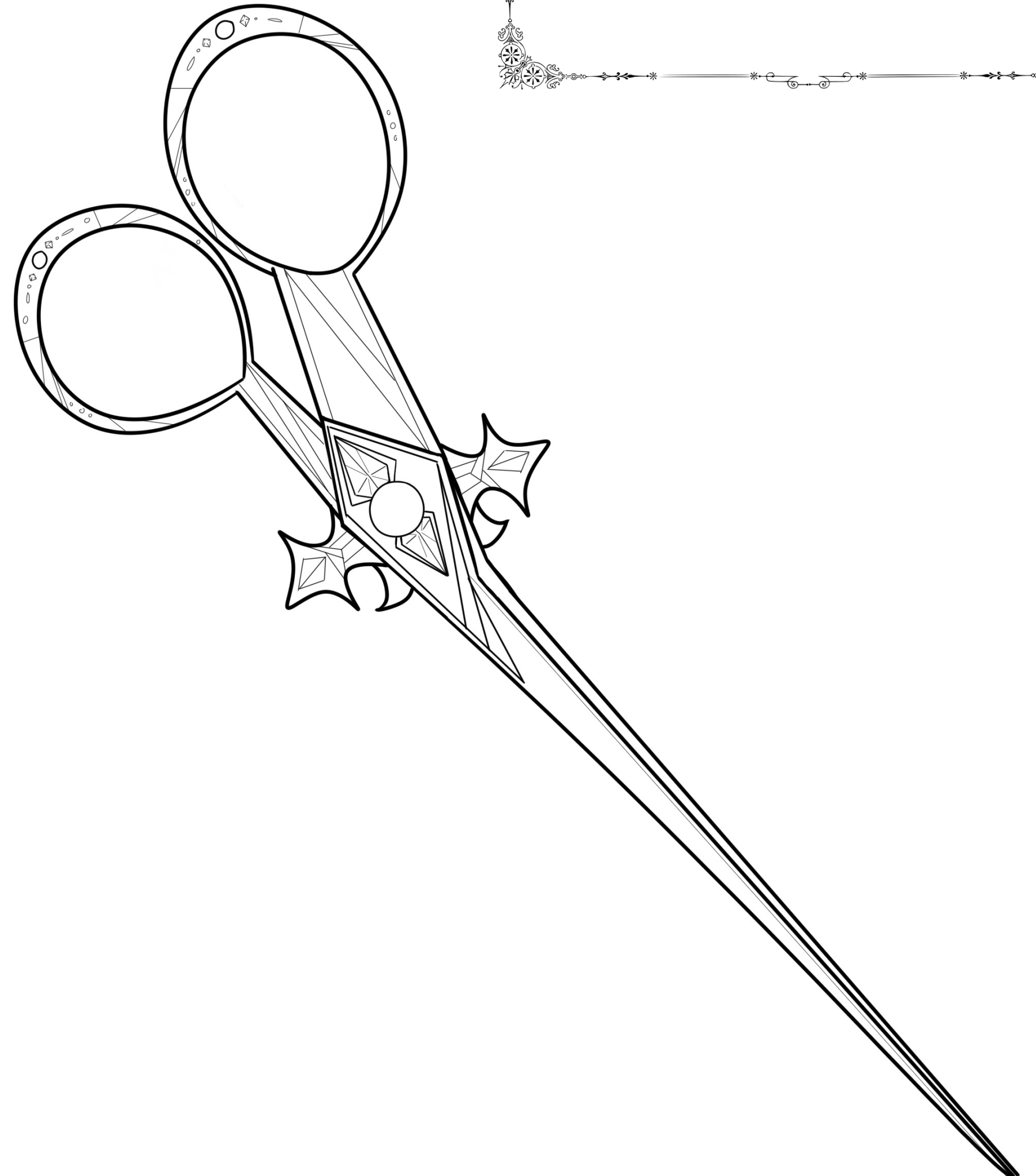
EMPYREAN

There's no such thing as too rich to a Moriarty. To Esmeralda's eyes, Money is your status in society. The higher her pay count, the higher she sits among the world's wealthiest aristocrats. Don't be fooled by her elegant, self-made clothing. The Moriarty family is far from strangers to getting their hands dirty.

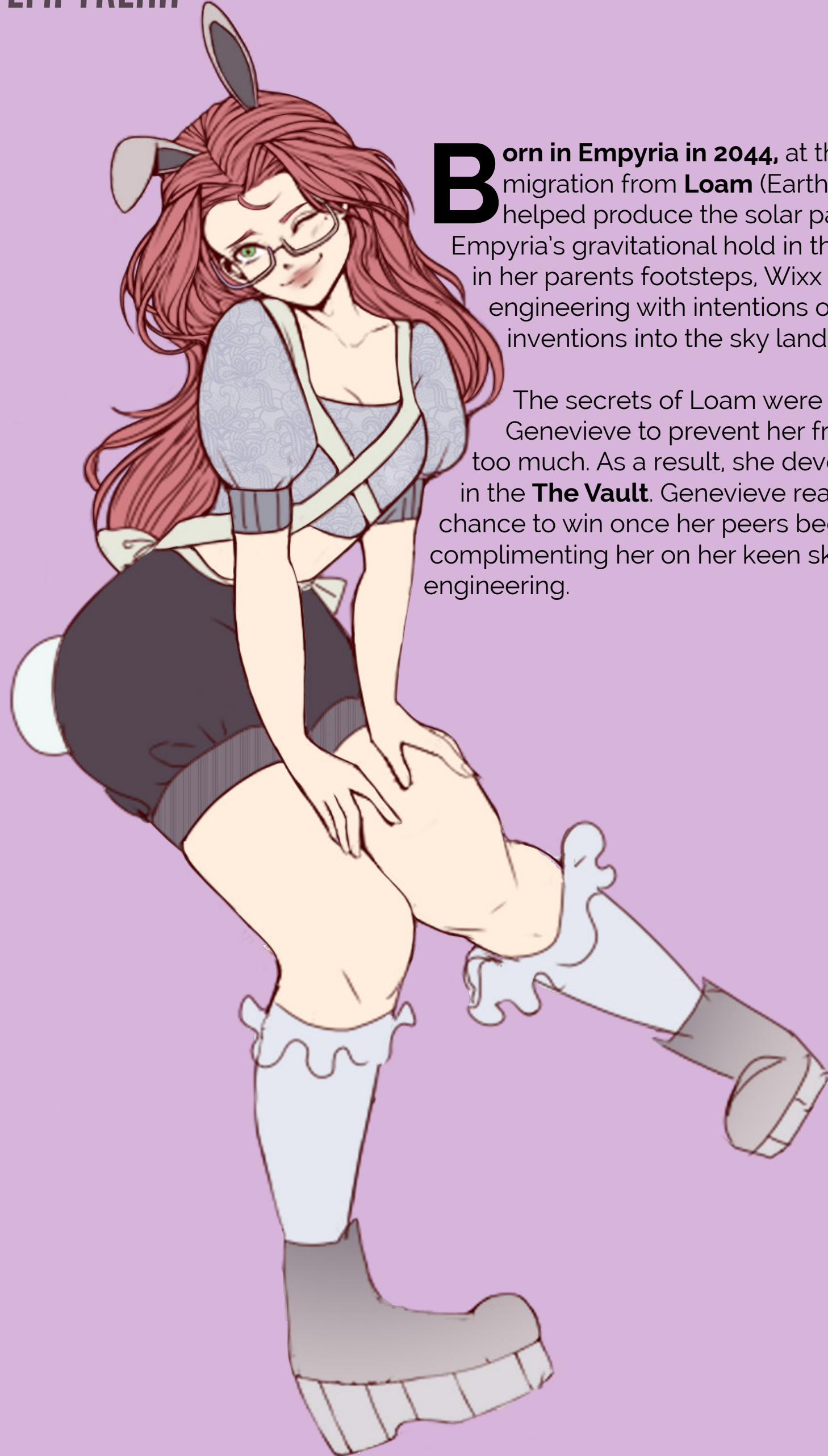
However, Moriarty's family sought control over Esmeralda's inventions and even attempted to steal from her profits. As a result, Esmeralda left, going independent, later becoming the richest seamstress in Empyria and even selling more clothing than both her parents combined. Although, her clothing will look good on anyone, they can't be worn by just anyone.



Can cut through walls or doors, creating a tear that lets you or your teammates pass through. Can be used to swing on top of higher places normal players cannot reach.

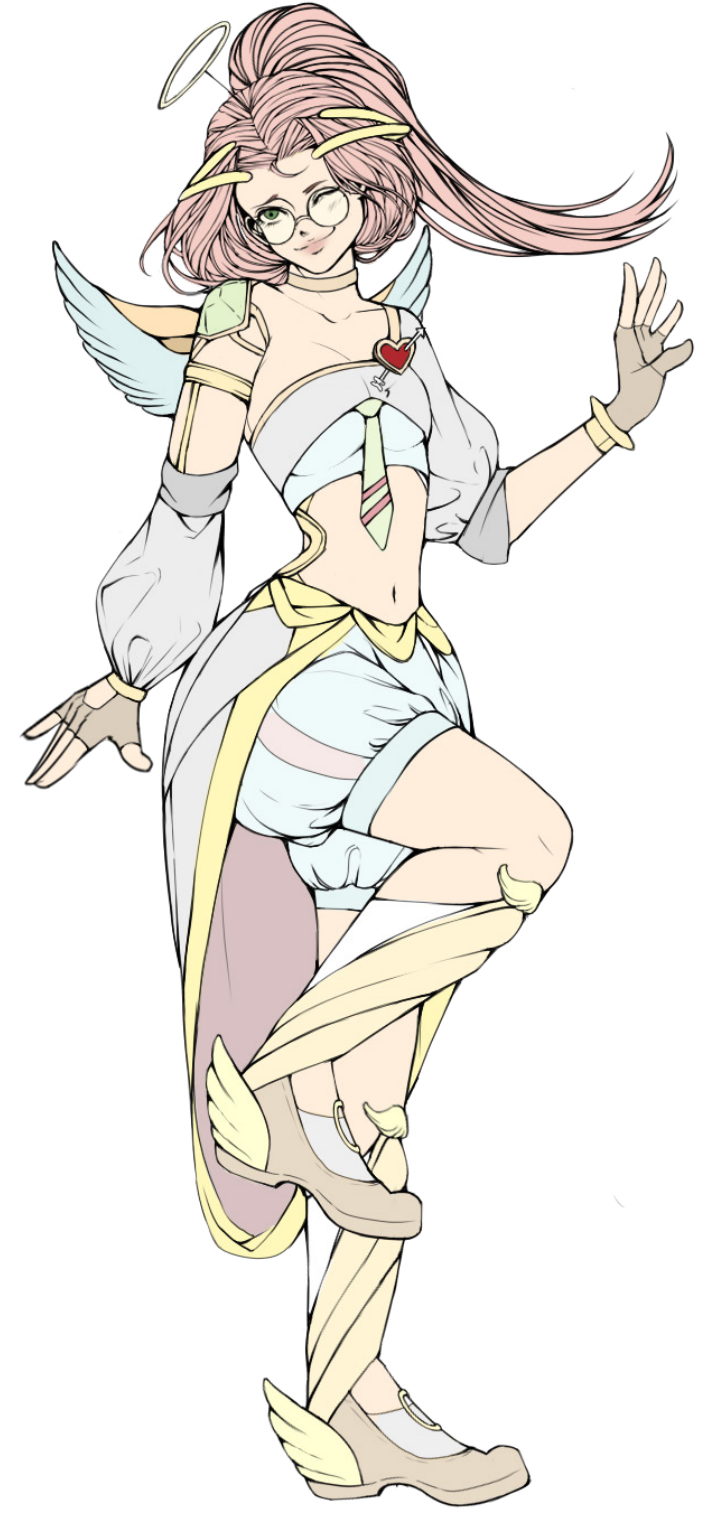


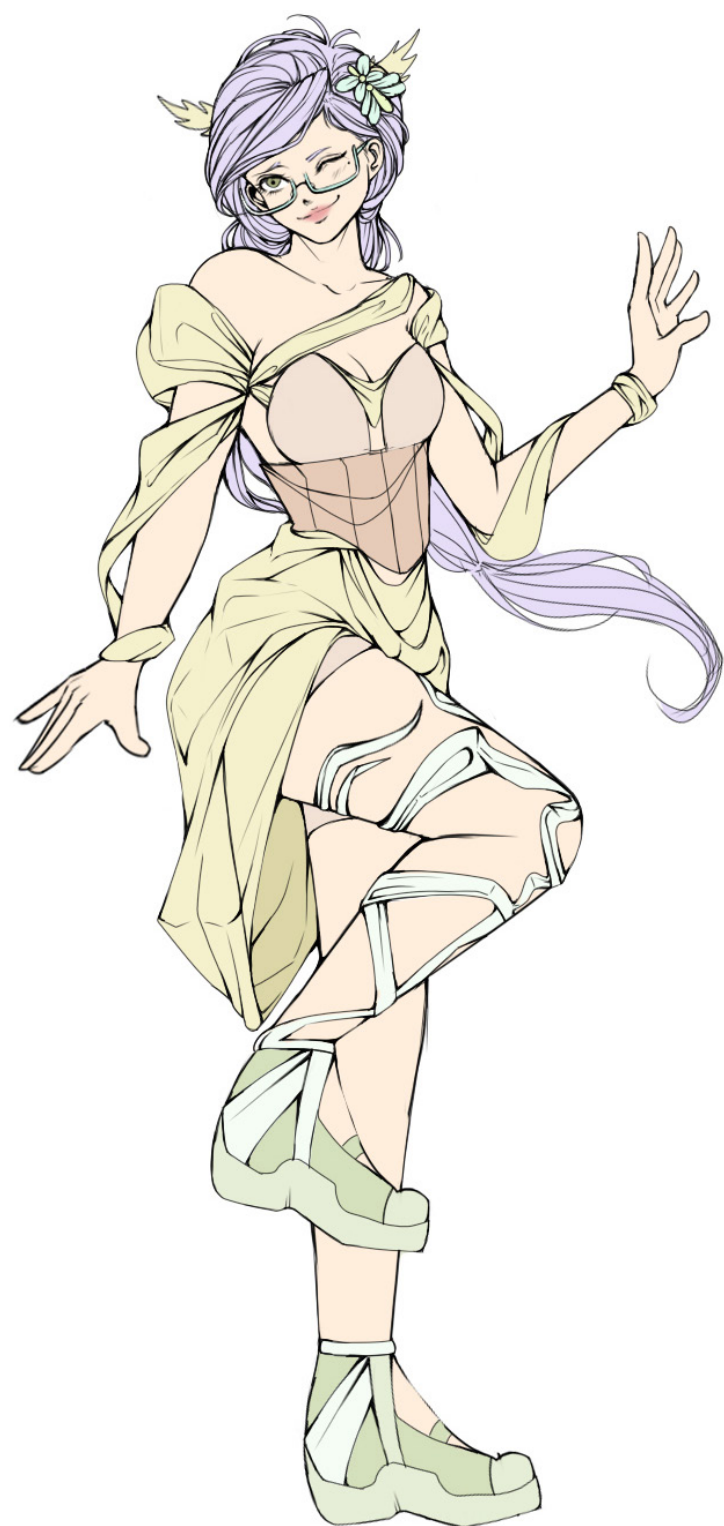
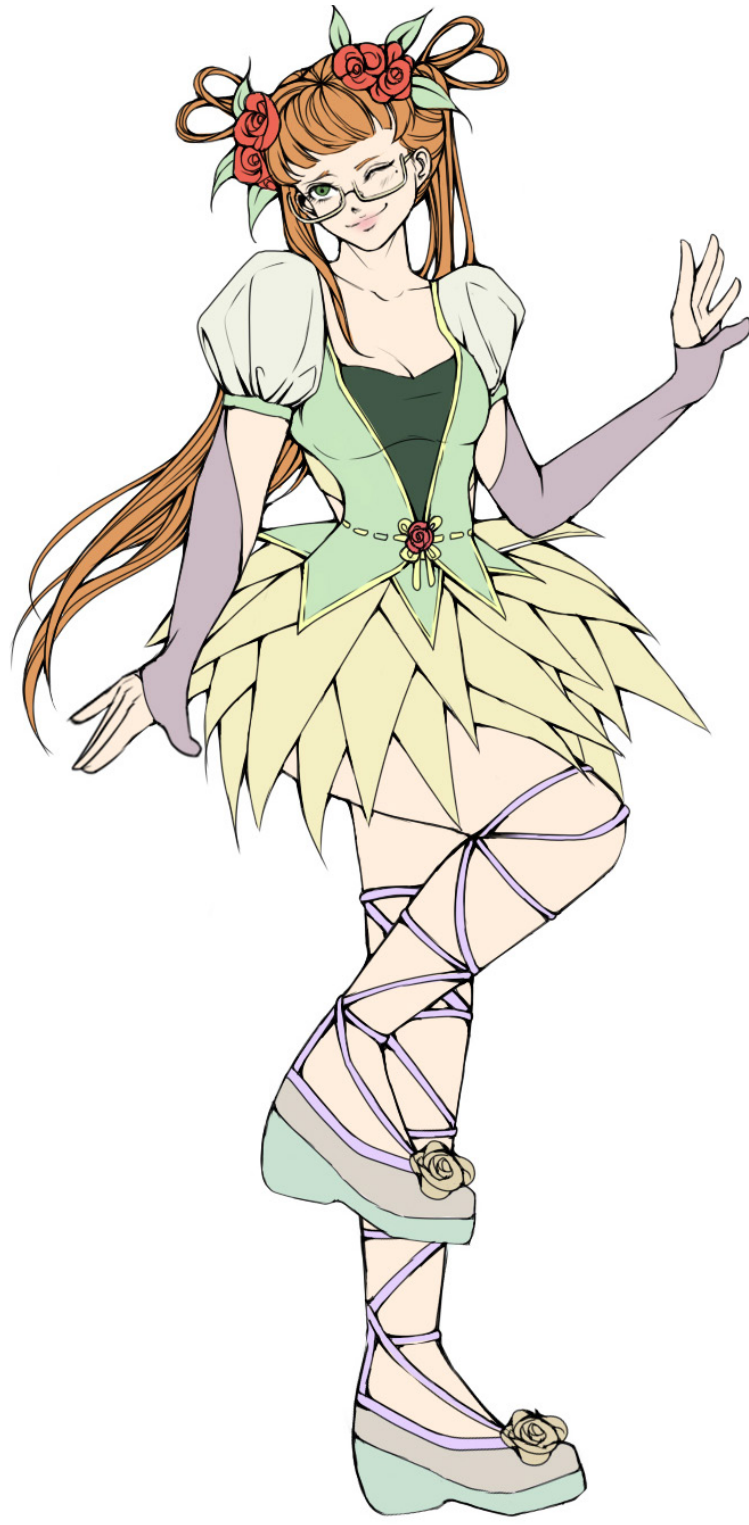
GENEVIEVE WIXX EMPYREAN

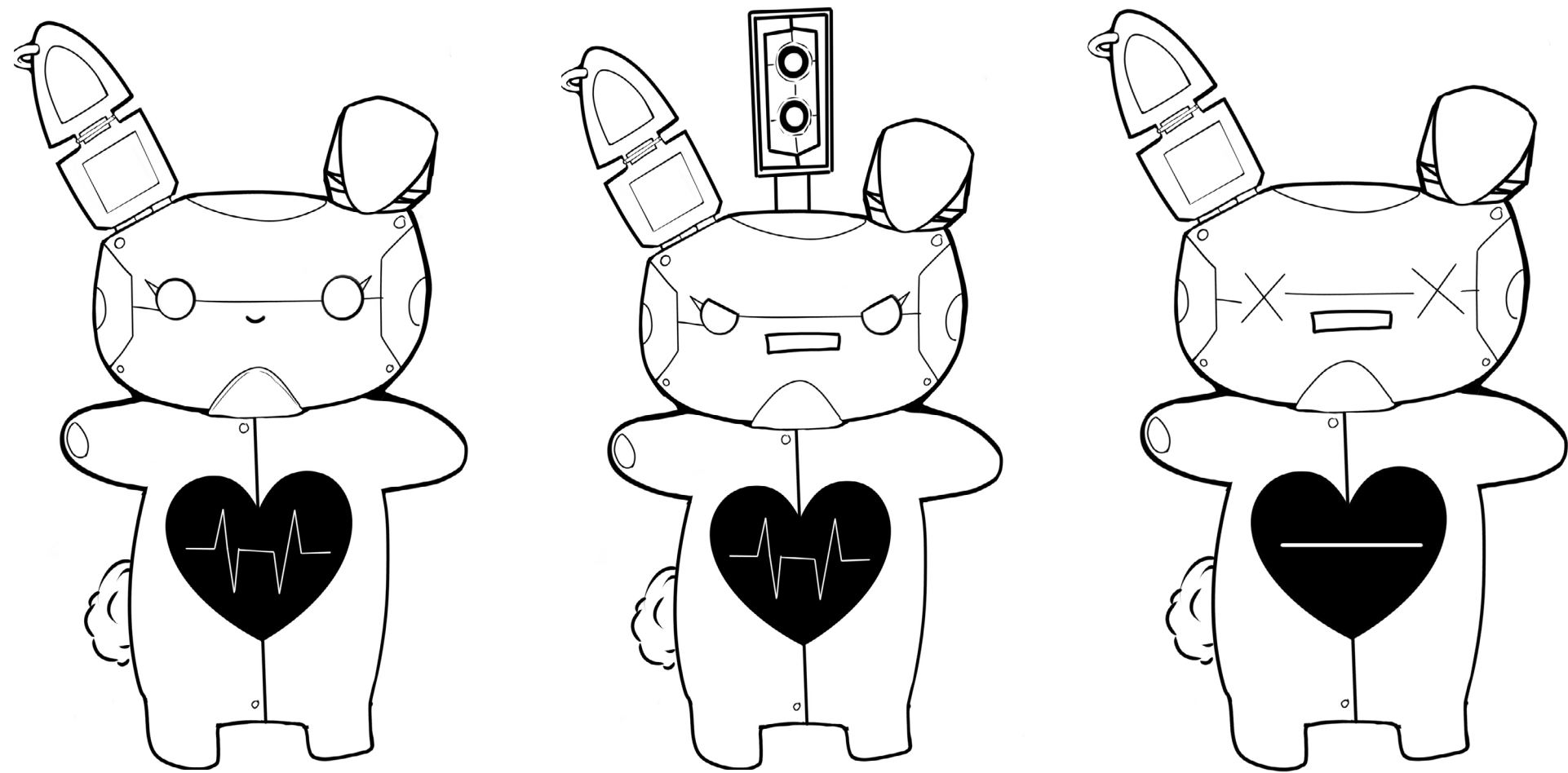


Born in **Empyria in 2044**, at the start of the migration from **Loam** (Earth). Her parents helped produce the solar panels that power **Empyria's** gravitational hold in the sky. Following in her parents footsteps, **Wixx** decided to pursue engineering with intentions of bringing new inventions into the sky lands.

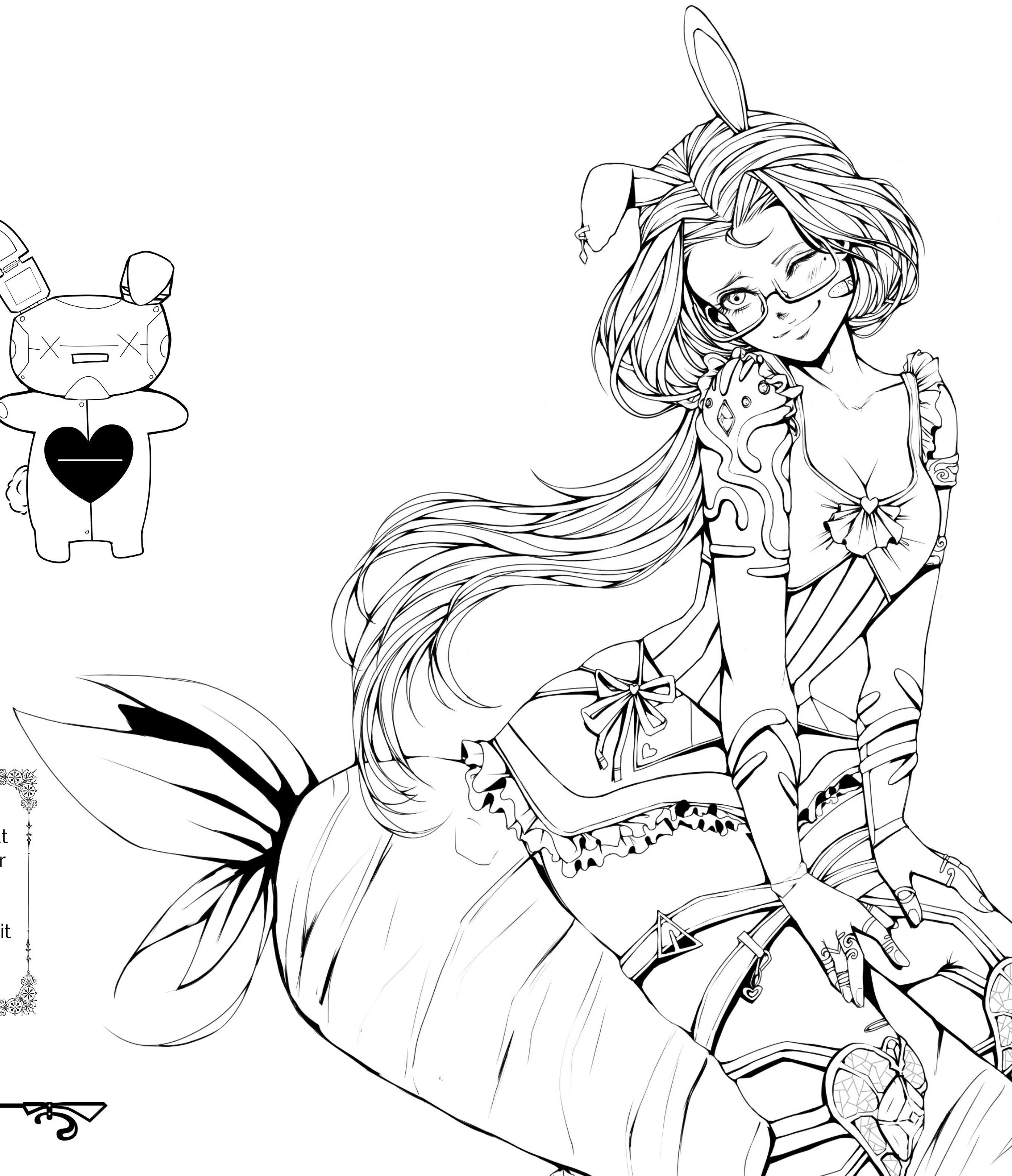
The secrets of **Loam** were kept from **Genevieve** to prevent her from knowing too much. As a result, she developed interest in the **The Vault**. **Genevieve** realized she had a chance to win once her peers began noticing and complimenting her on her keen skills in mechanical engineering.







Genevieve's ability is a mini turret that runs towards the direction any player throws it towards too. It can activate a turret that shoots projectiles for 6 seconds, till it self destructs, causing it to go flat-line.





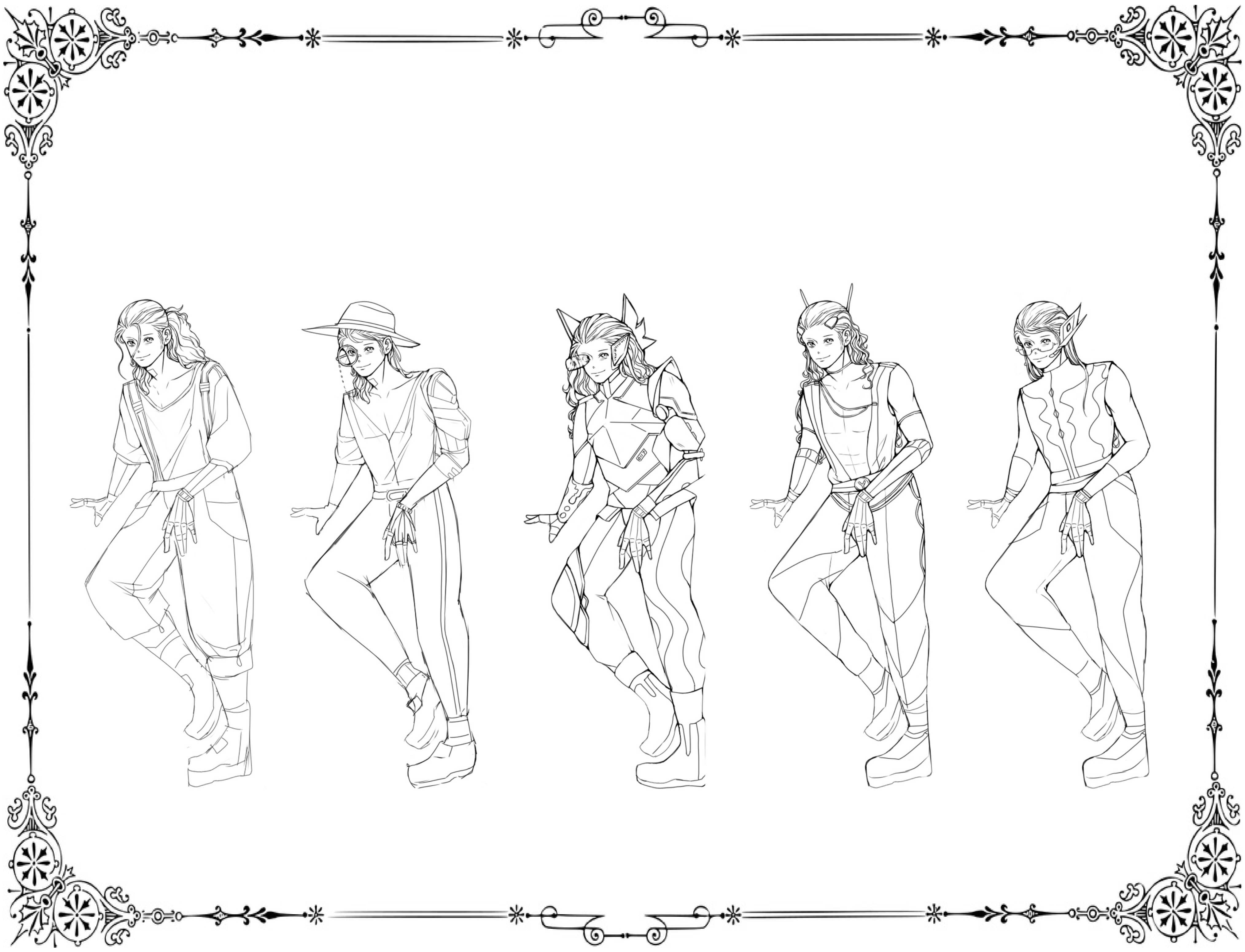
LEONARDO GIOVANNI

EMPYREAN

Born in the crime driven streets of Naples, Italy. Giovanni gets by as a pick pocket, and town thief. Although, the locals view Leonardo as a criminal, he is a timid, caring individual looking to help his single mother financially.

Leonardo is unanimously liked among the youth, and is quite the heart stealer among his peers. Giovanni's free spirited nature and love for his mother motivates him to participate **The Vault**.



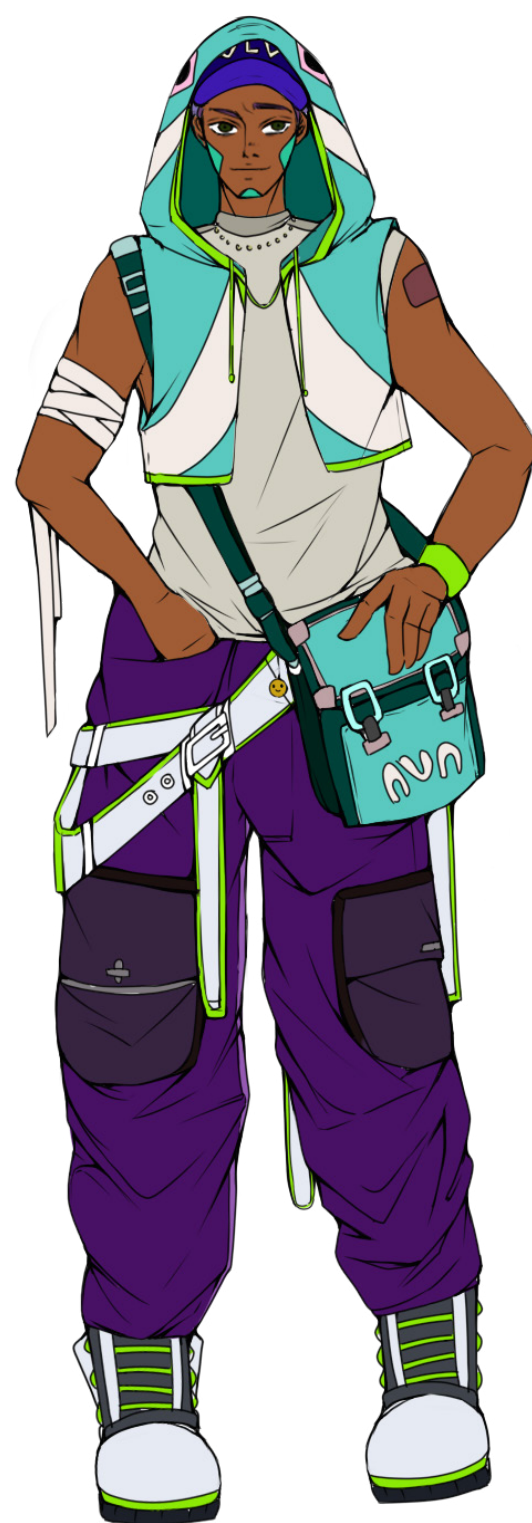


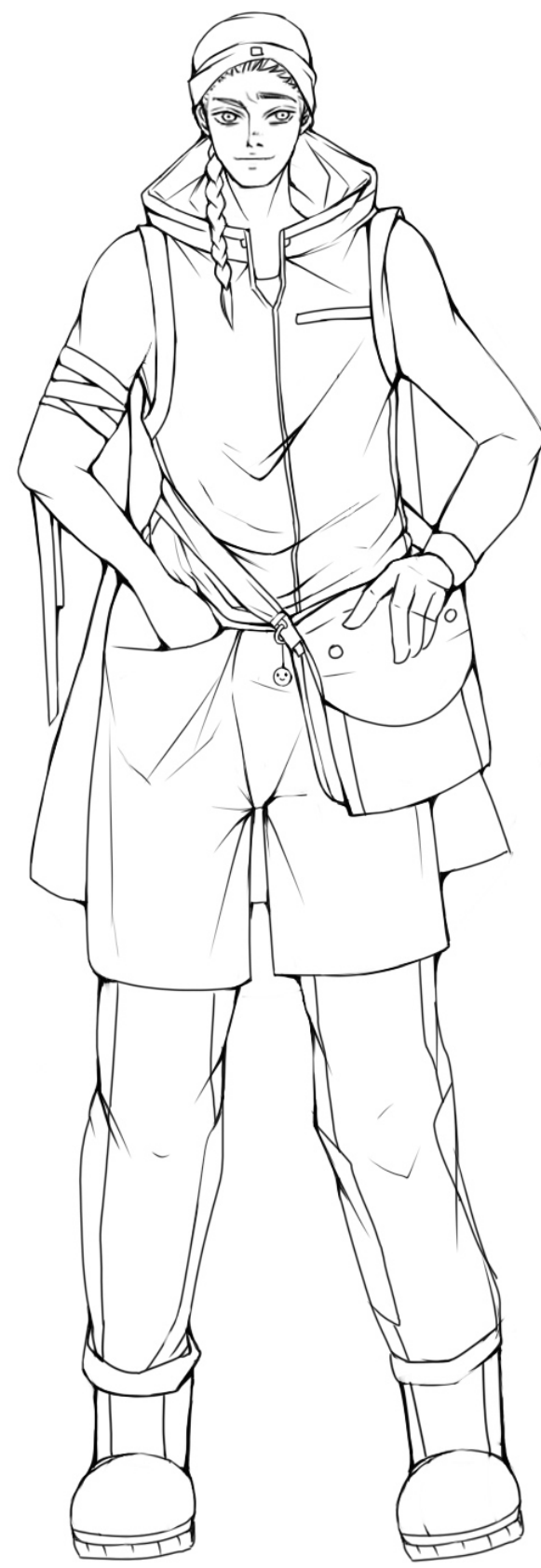
MARQUIS XAVIER

LOAM

After the pandemic spread throughout the world, Marquis and his family were one of the few to be rescued and brought to the States. There he resided in quarantine for 15 years and joined a group lead by **Joan**. A woman leading a group of antis that want to overtake **Empyria**.

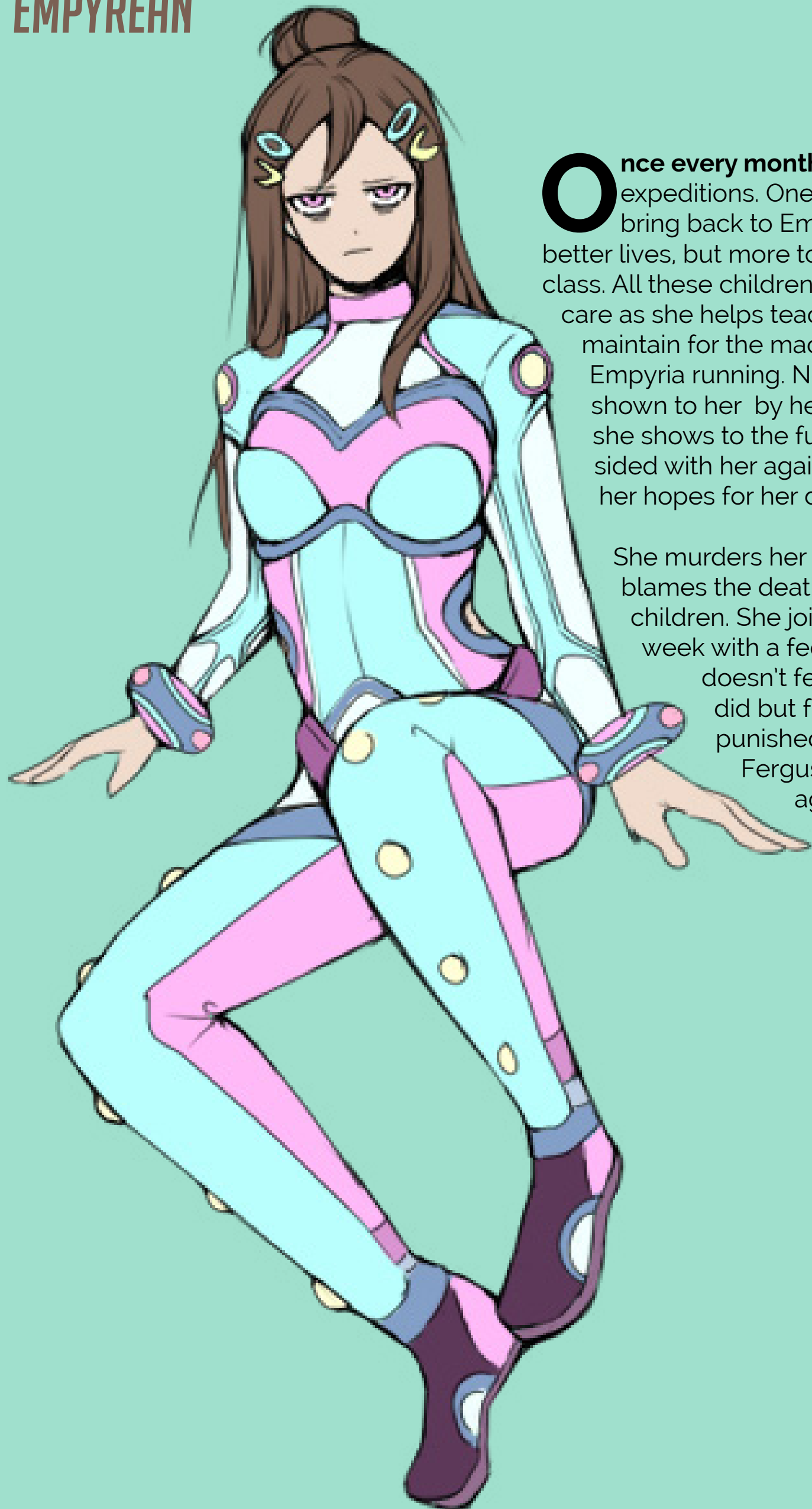
His soul reason for joining has been a burning passion since he wants a better life for himself where he has freedom. He hates the idea of people being able to live in life just because they have the money to buy anything they want. "By overthrowing Empyria, there is a chance to give anyone a fair chance to win".





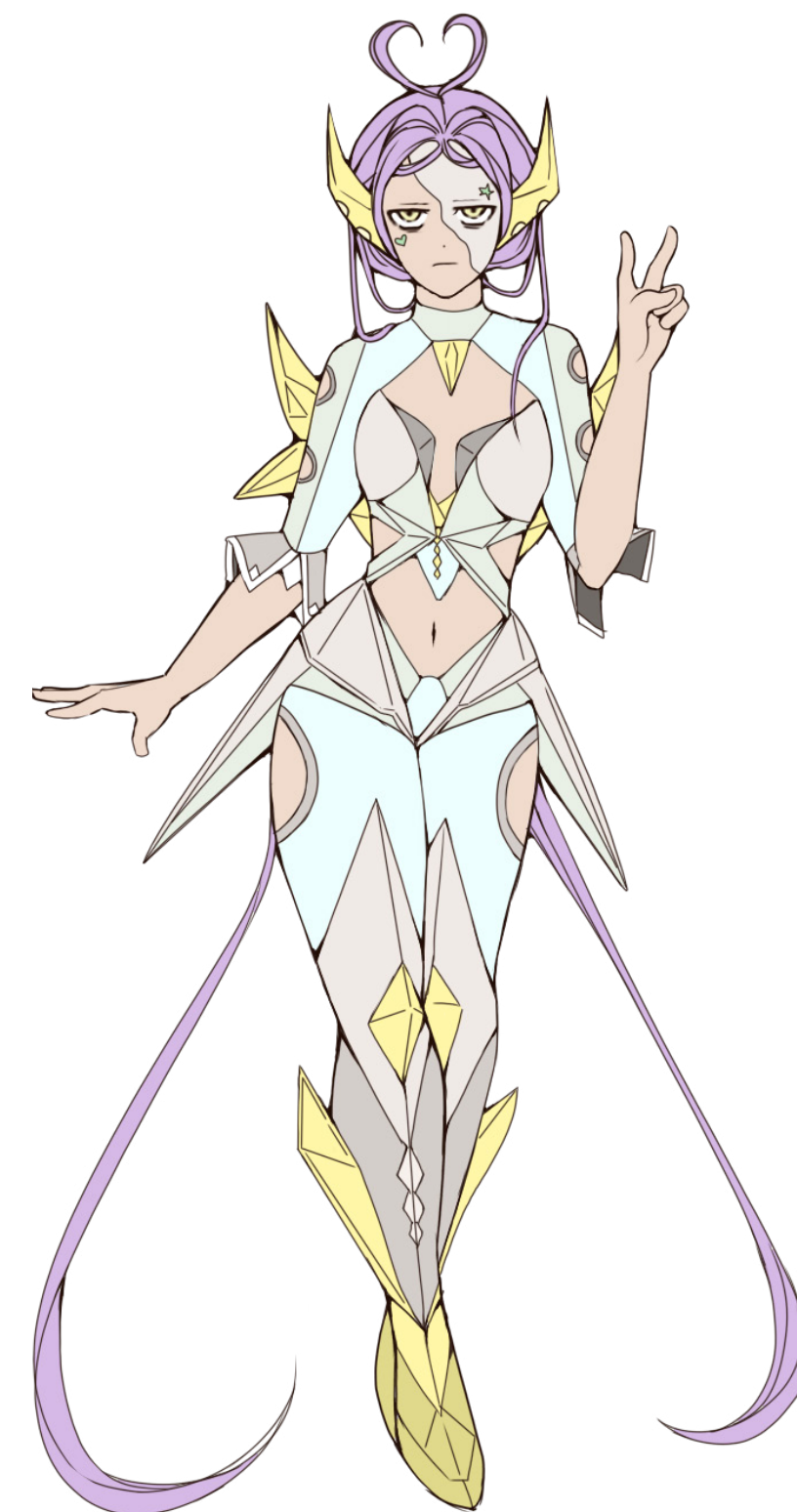
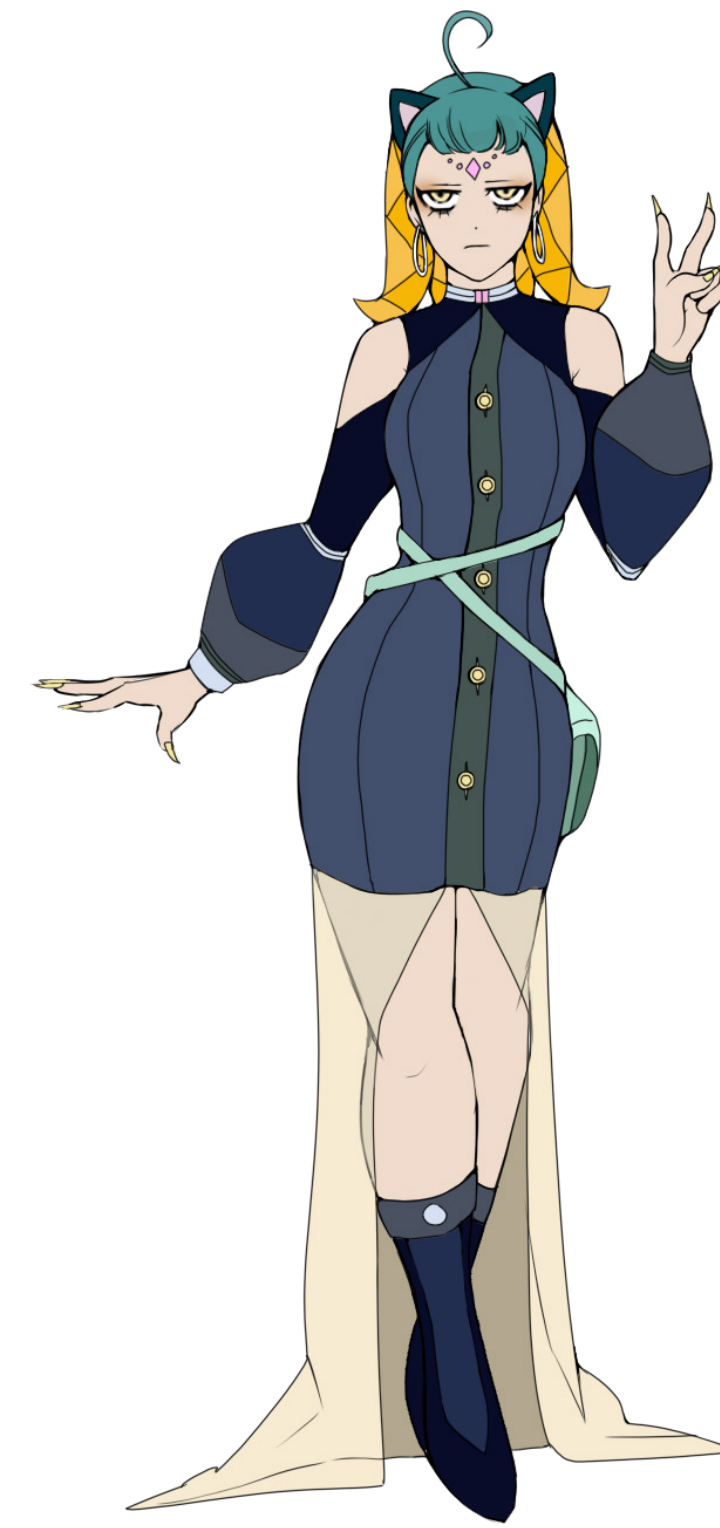
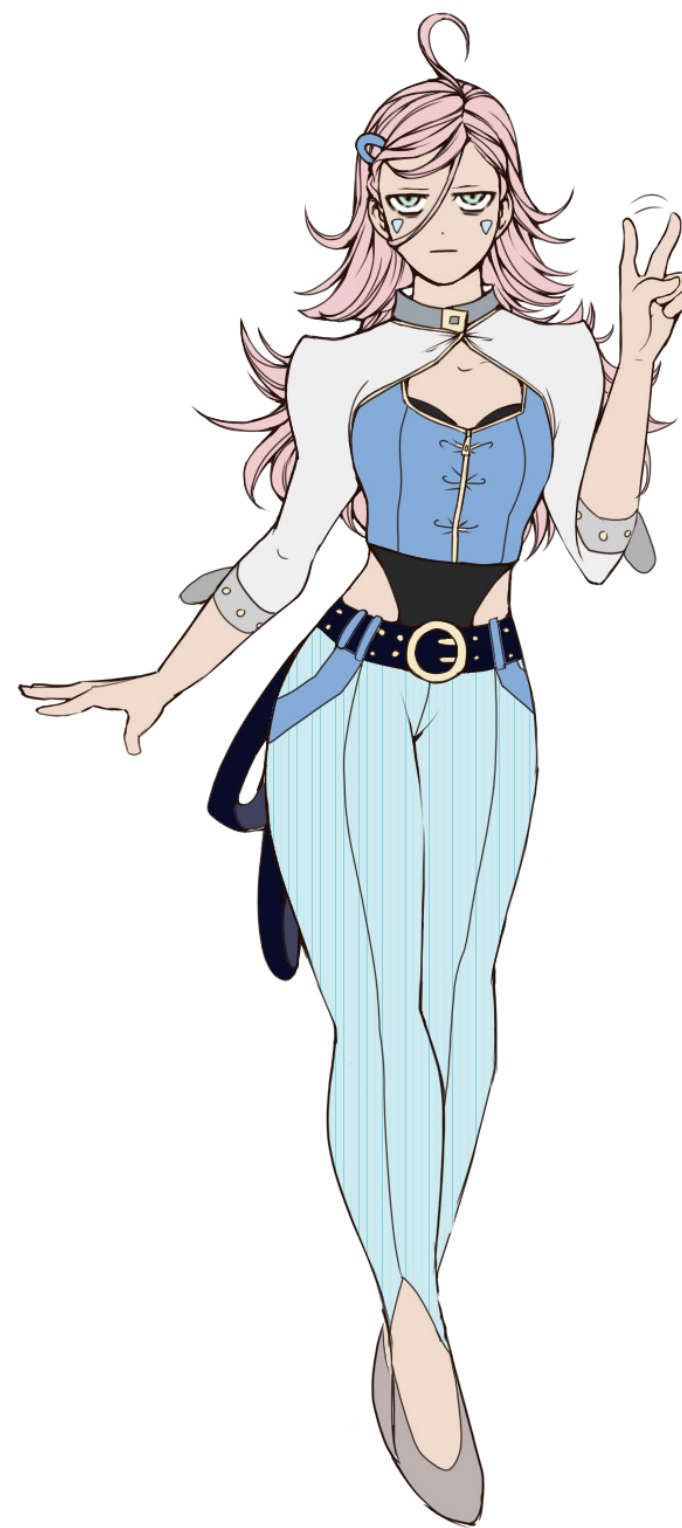
NALIAH MANSOUR

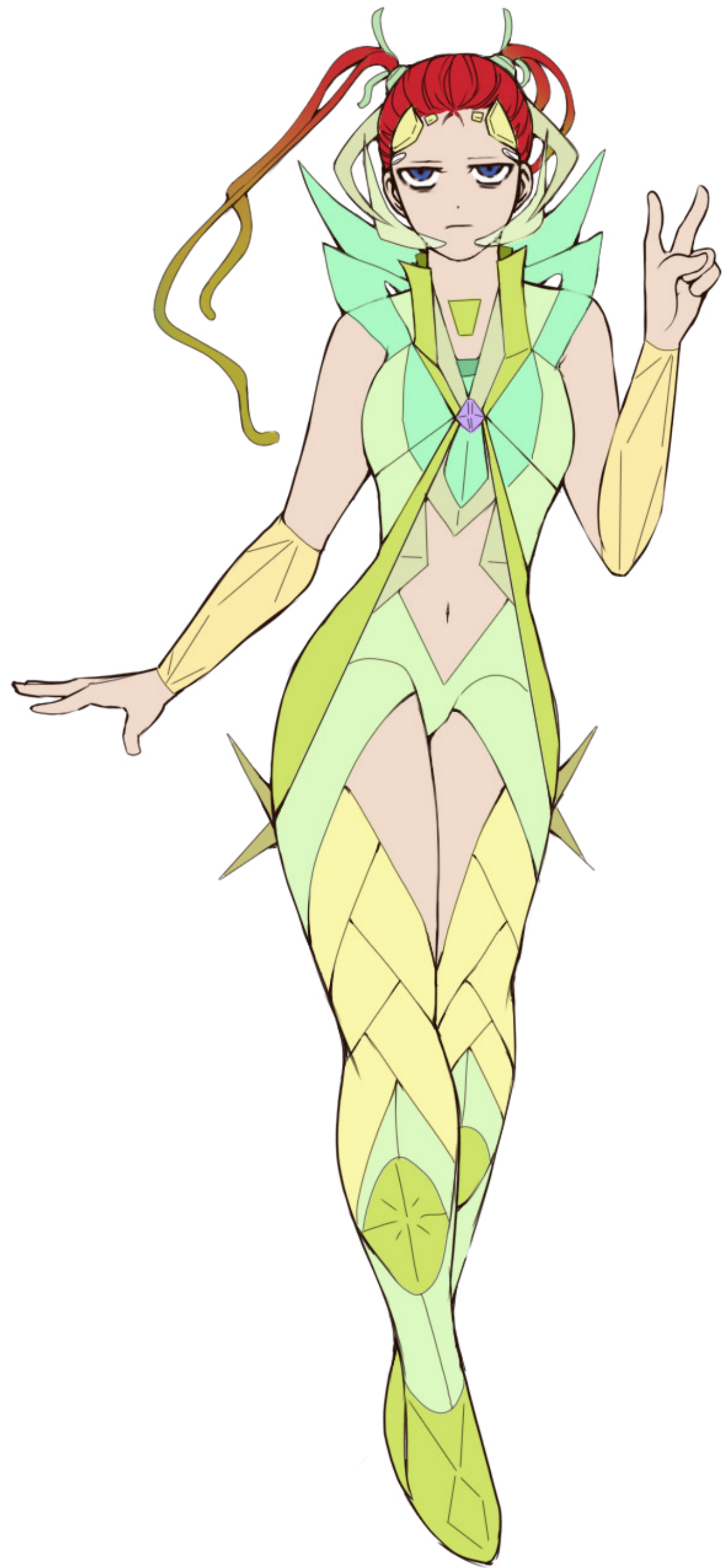
EMPYREAN

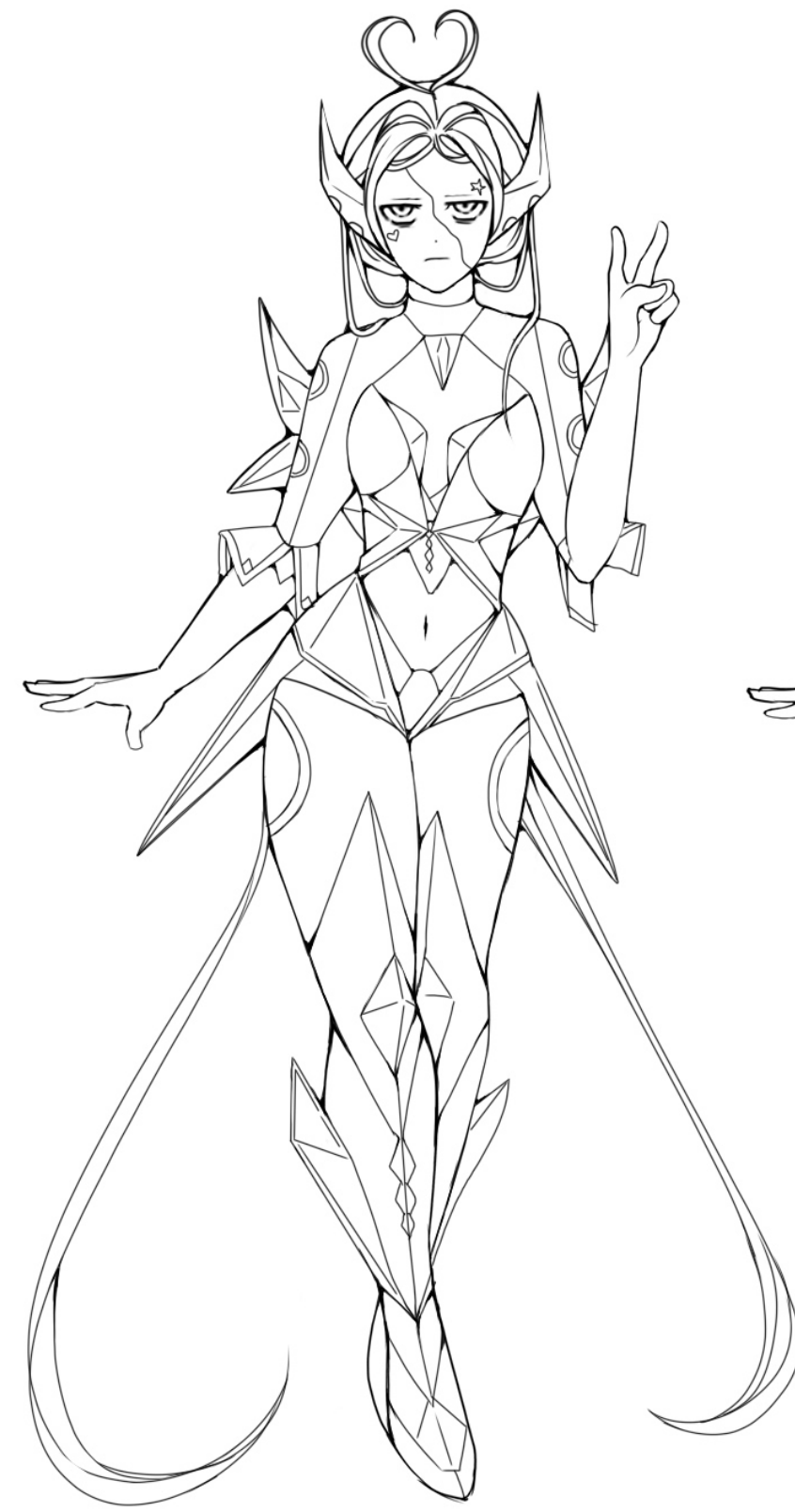
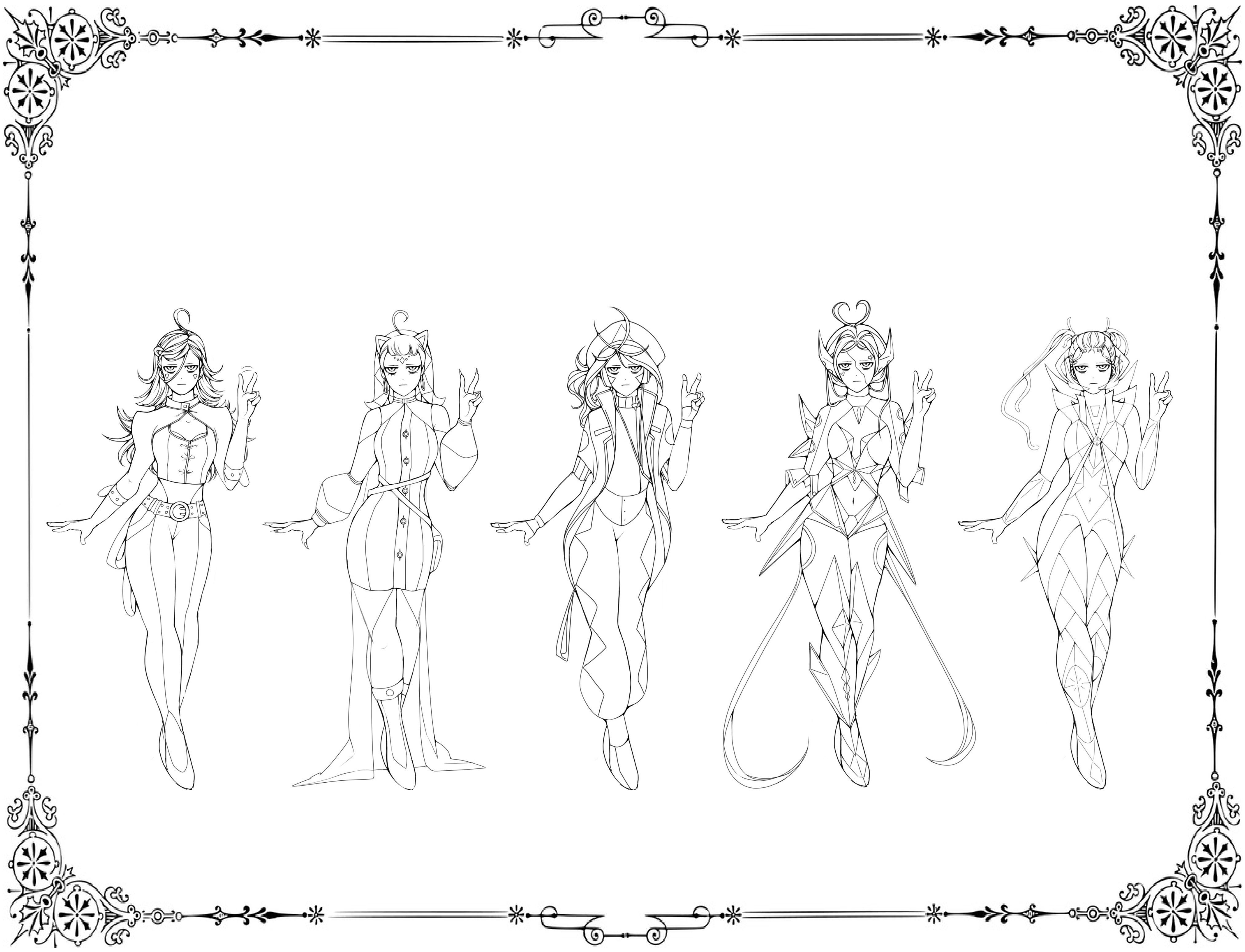


Once every month Naliah goes to Loam for expeditions. One by one she picks kids to bring back to Empyria in order to give them better lives, but more to use them in the lower class. All these children are under her mother's care as she helps teach them how to clean and maintain for the machinery that help keep Empyria running. No amount of love was shown to her by her mother, unlike the love she shows to the fugitives. She never sided with her against anyone else or given her hopes for her dreams.

She murders her mother one morning and blames the death on one of the fugitive children. She joins **The Vault** the next week with a feeling of remorse. She doesn't feel bad about what she did but feels like she should get punished. Naliah serves under Ferguson's son, in combat against rallies and anti groups from **Loam**. She takes that as a small chance in secretly wining.





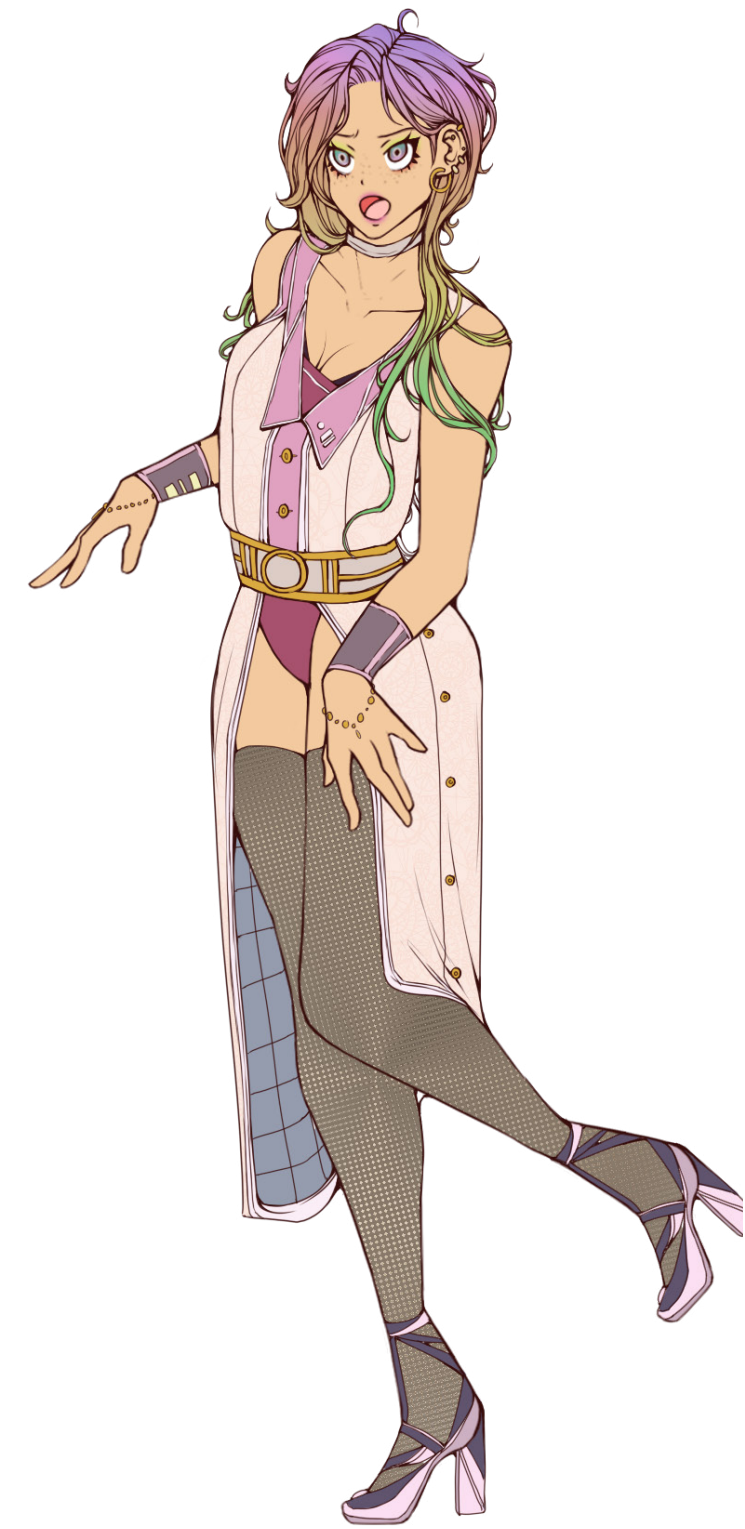
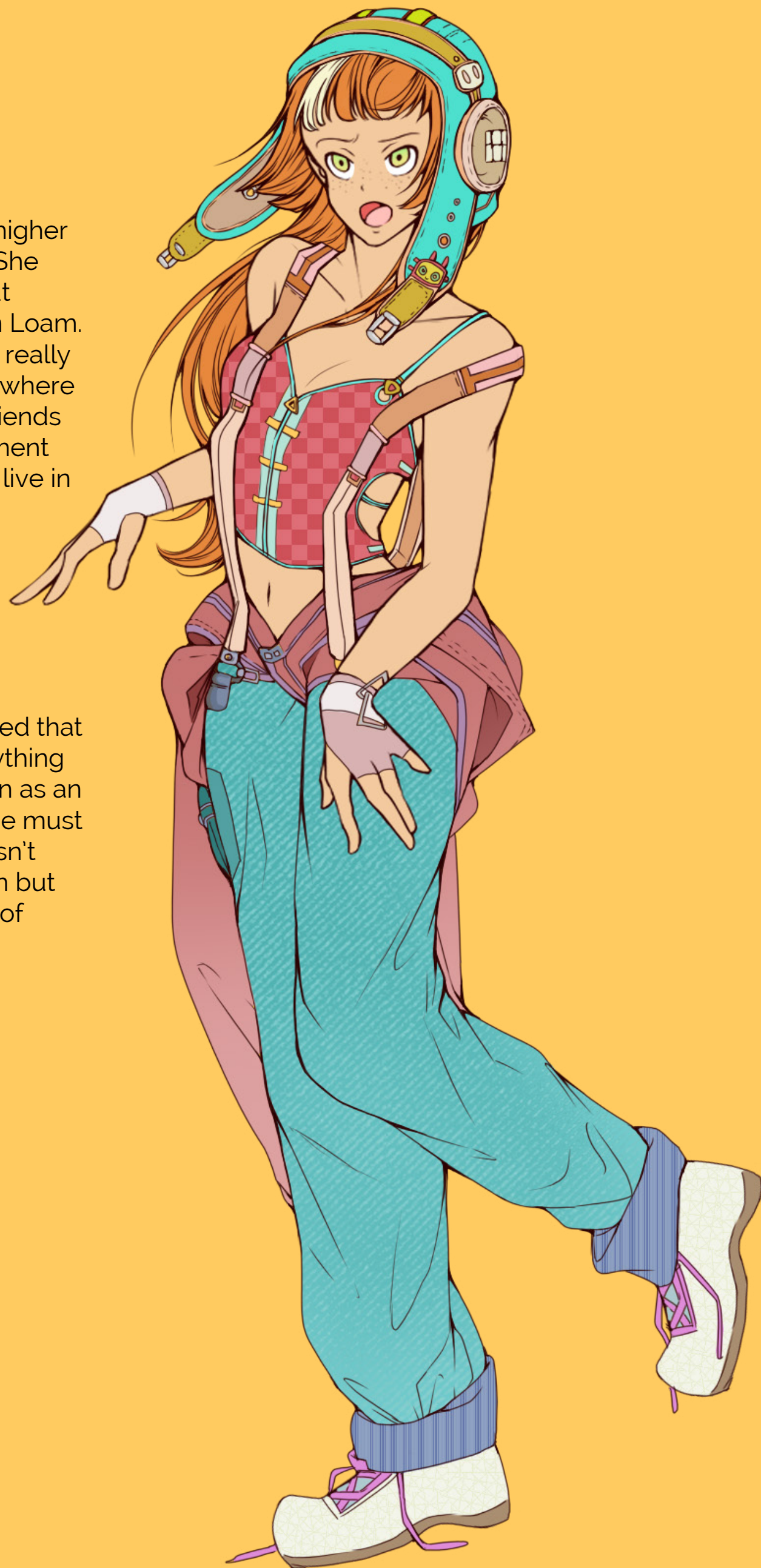


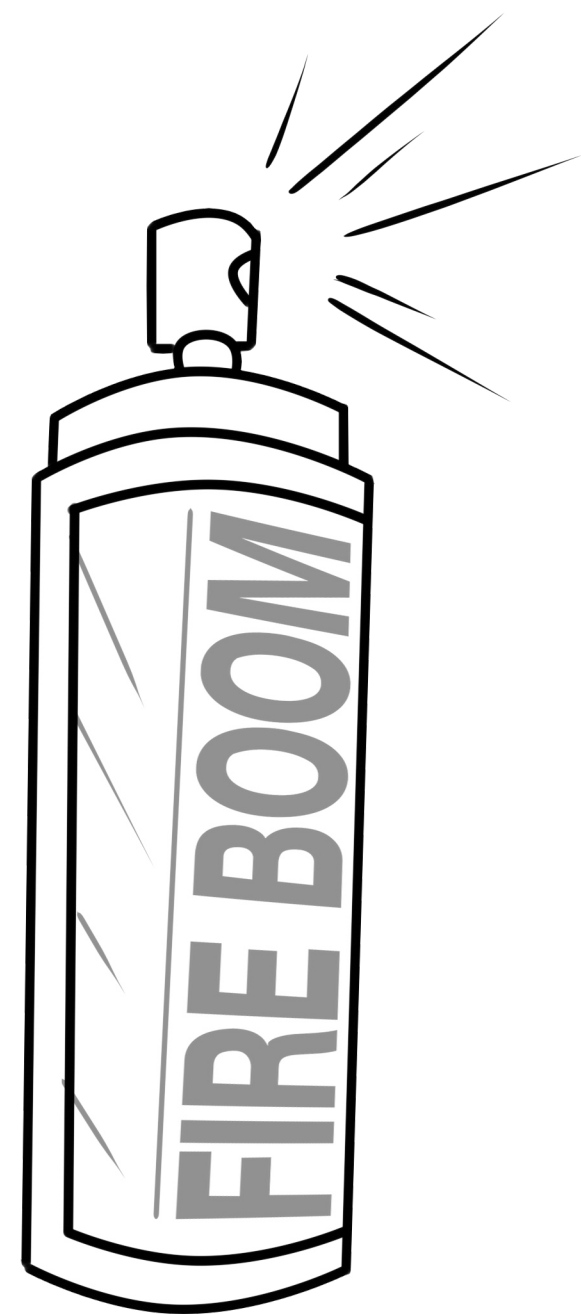
PENELOPE MOORE

LOAM

Penelope lives for reaching higher than the skies of **Empyrea**. She wants to be an astronaut but settles for piloting as a side job in Loam. While she dreams big she is also really lazy and tired of living in a dump where she can't go out and make any friends or live her life. There is so excitement around any corner, and no will to live in **Loam**.

Joan, leader of an anti-group in Loam, has tried convincing her to join her group but she declined them. There is no winning against a man that has everything. **The Vault** is announced that year and Moore doesn't think anything of it. This is until her name is put in as an entry by Joan herself meaning she must participate. Surprisingly, she doesn't feel anger or hatred towards Joan but rather exhilarated of the thought of

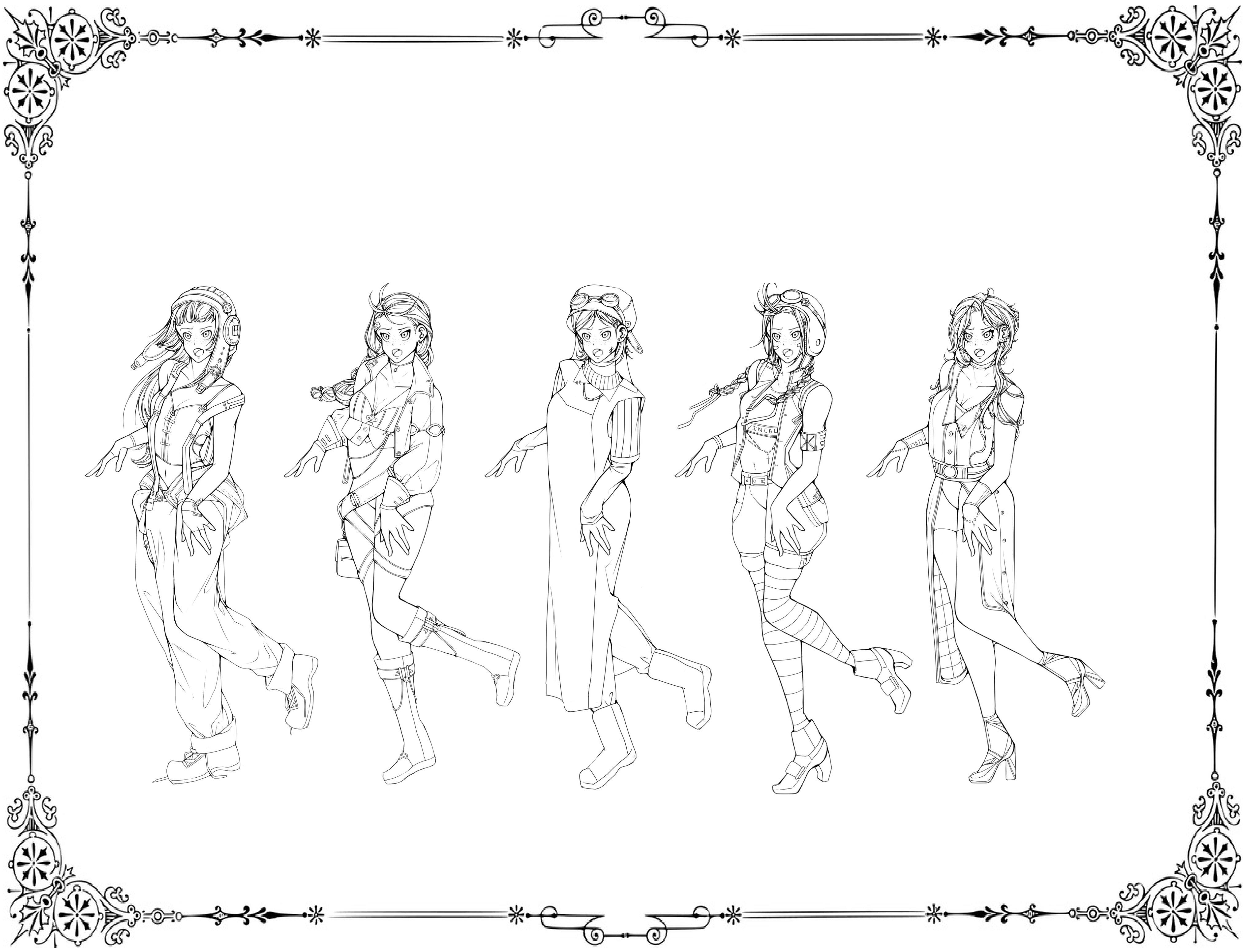




GRAFFITTI

Lets the player spray on the floor with toxic paint. If any enemies walk through it, they'll take damage from the poison inflicted from the marks.





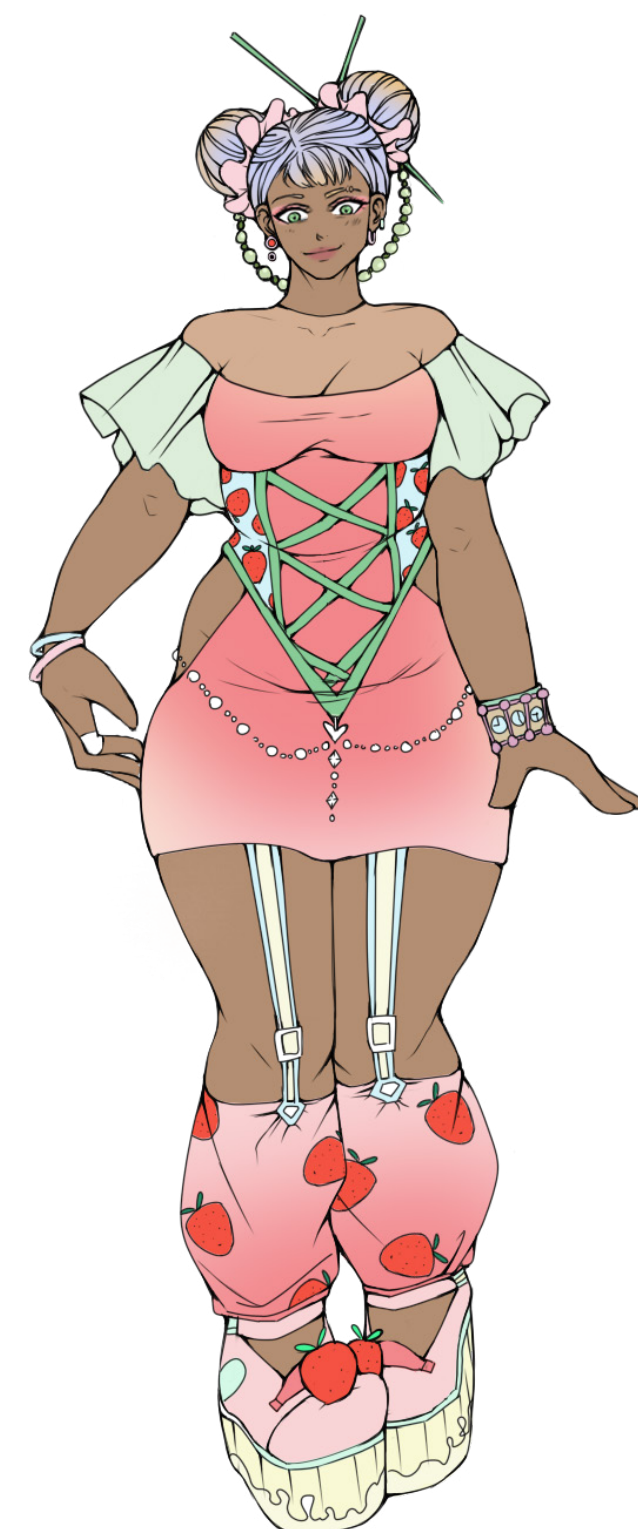
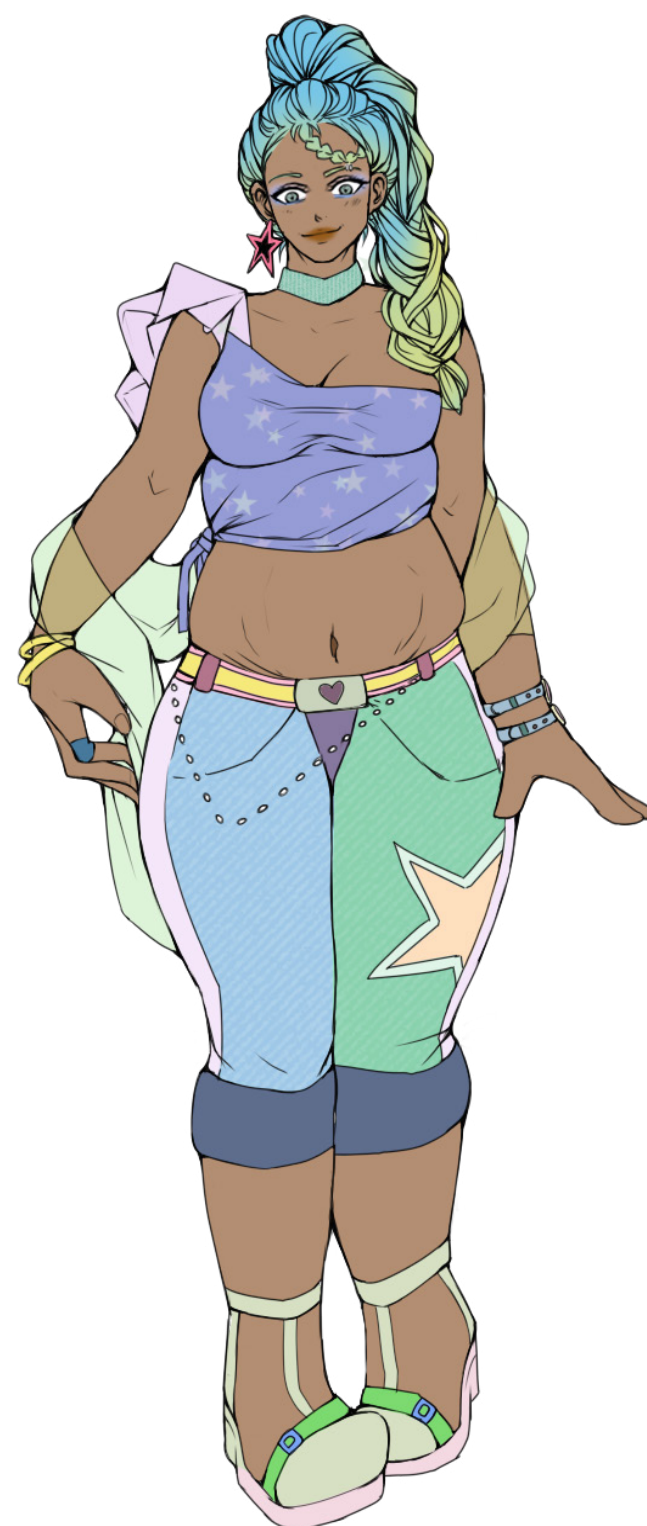
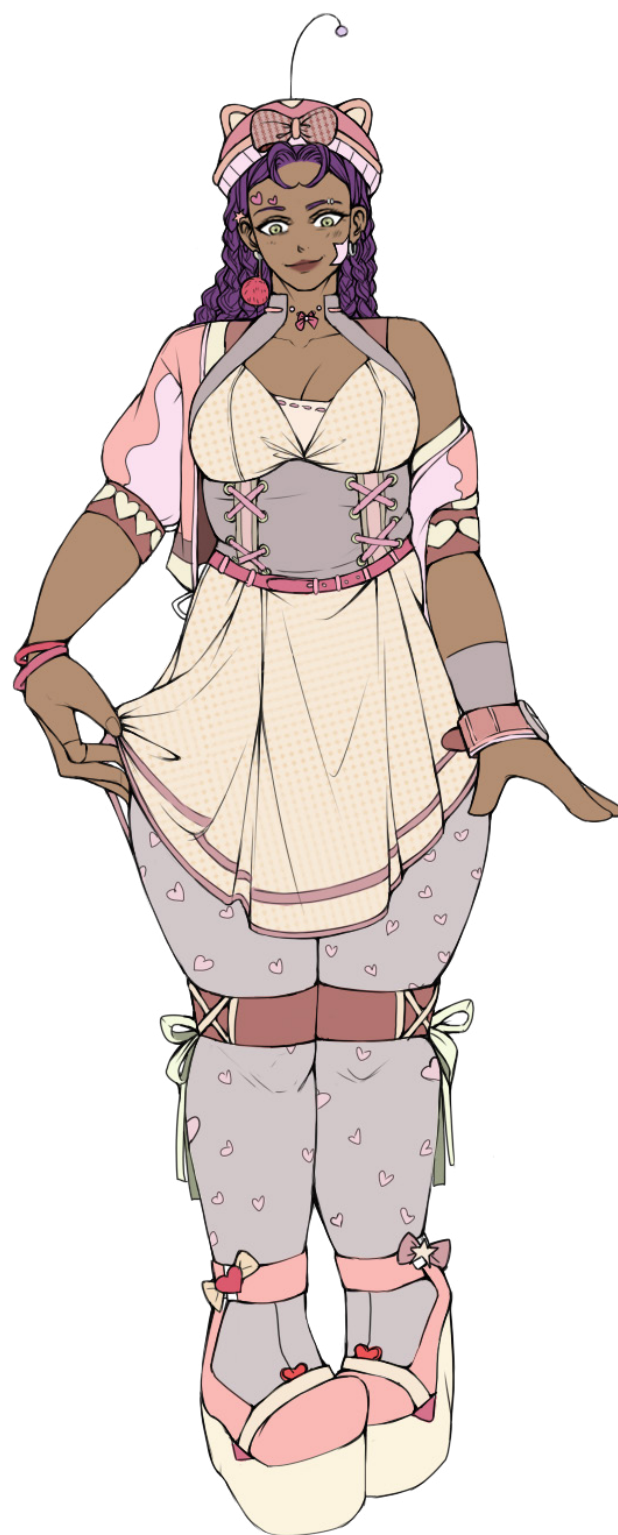
SURI TIVARI

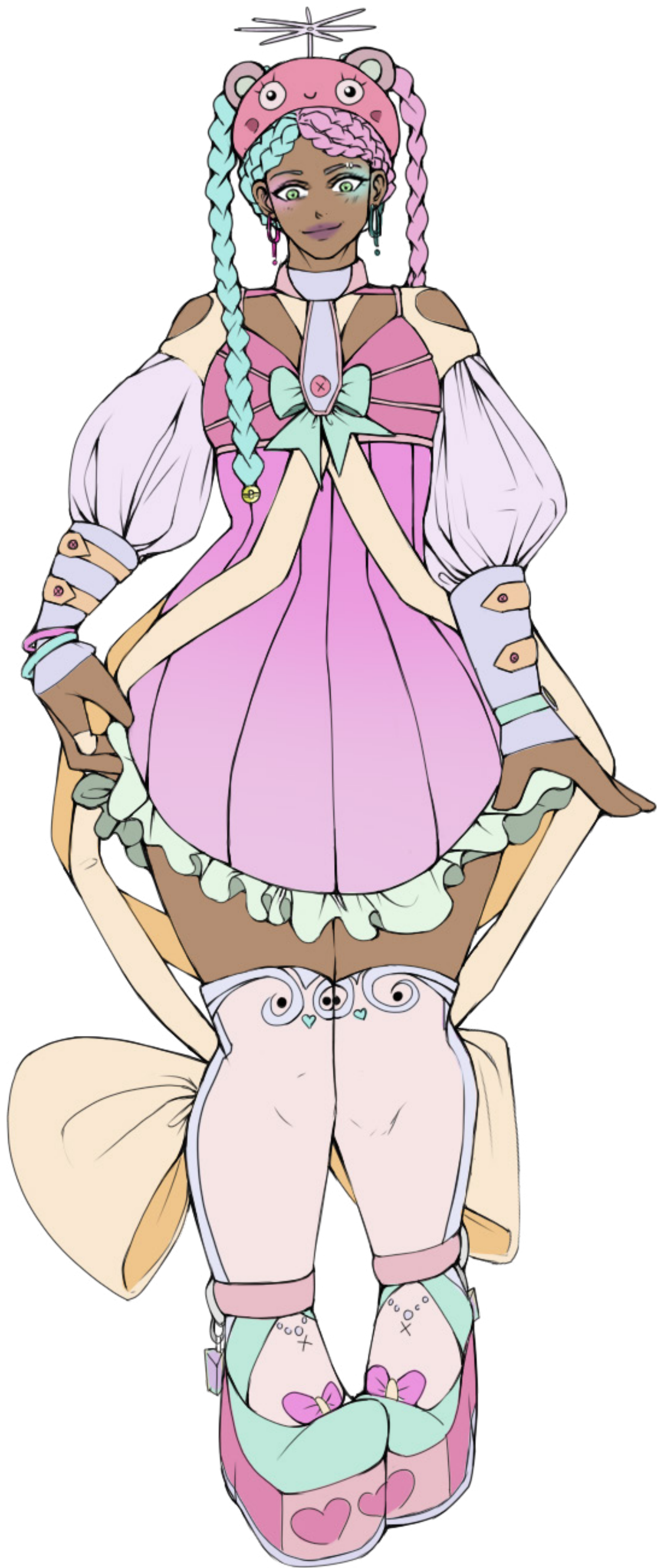
EMPYREAN



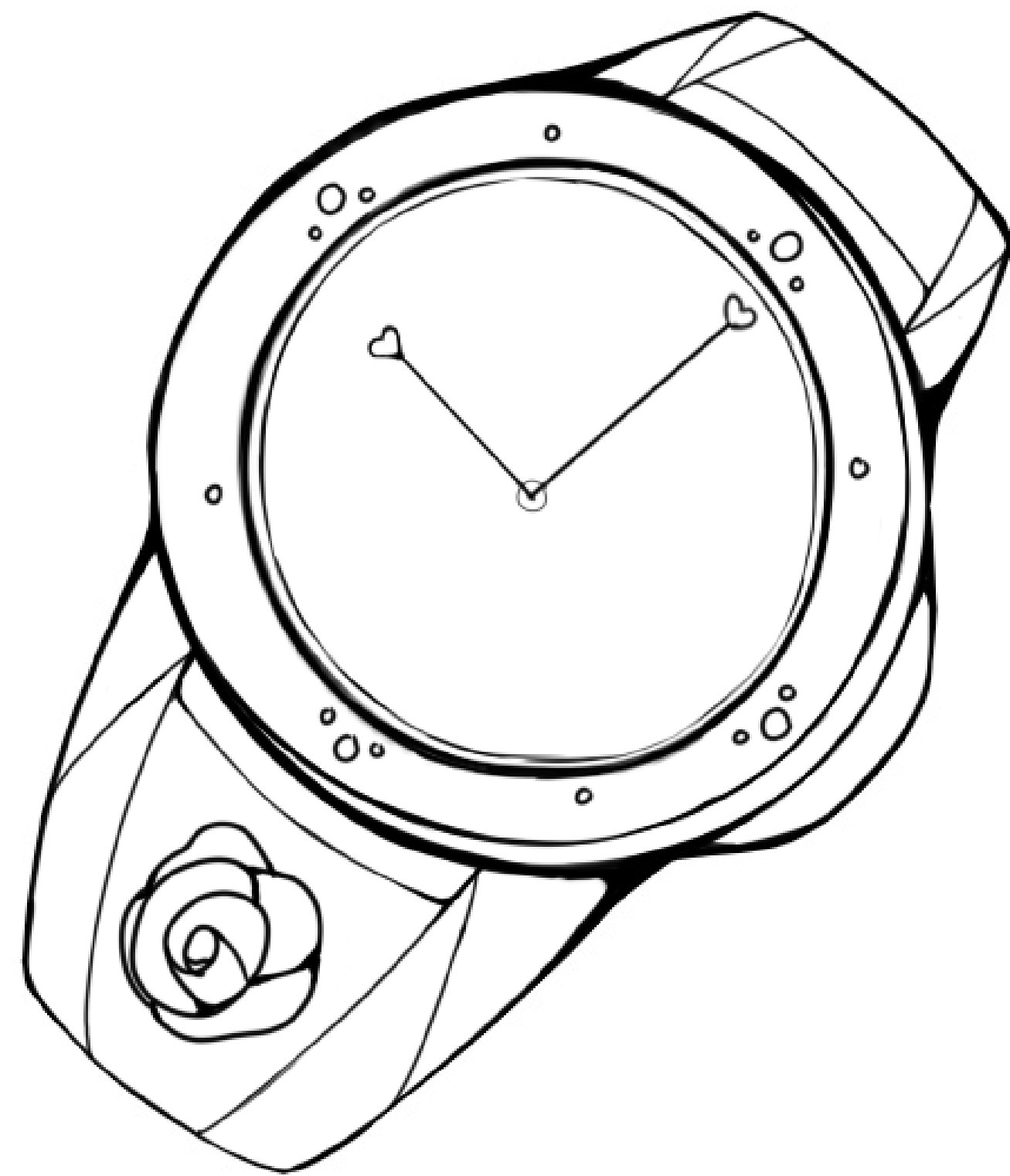
Forced into wealth, Suri fails to realize the struggles of her uncle, who has lost his job and all the money passed down to him and leaves her to live with only her younger brother.

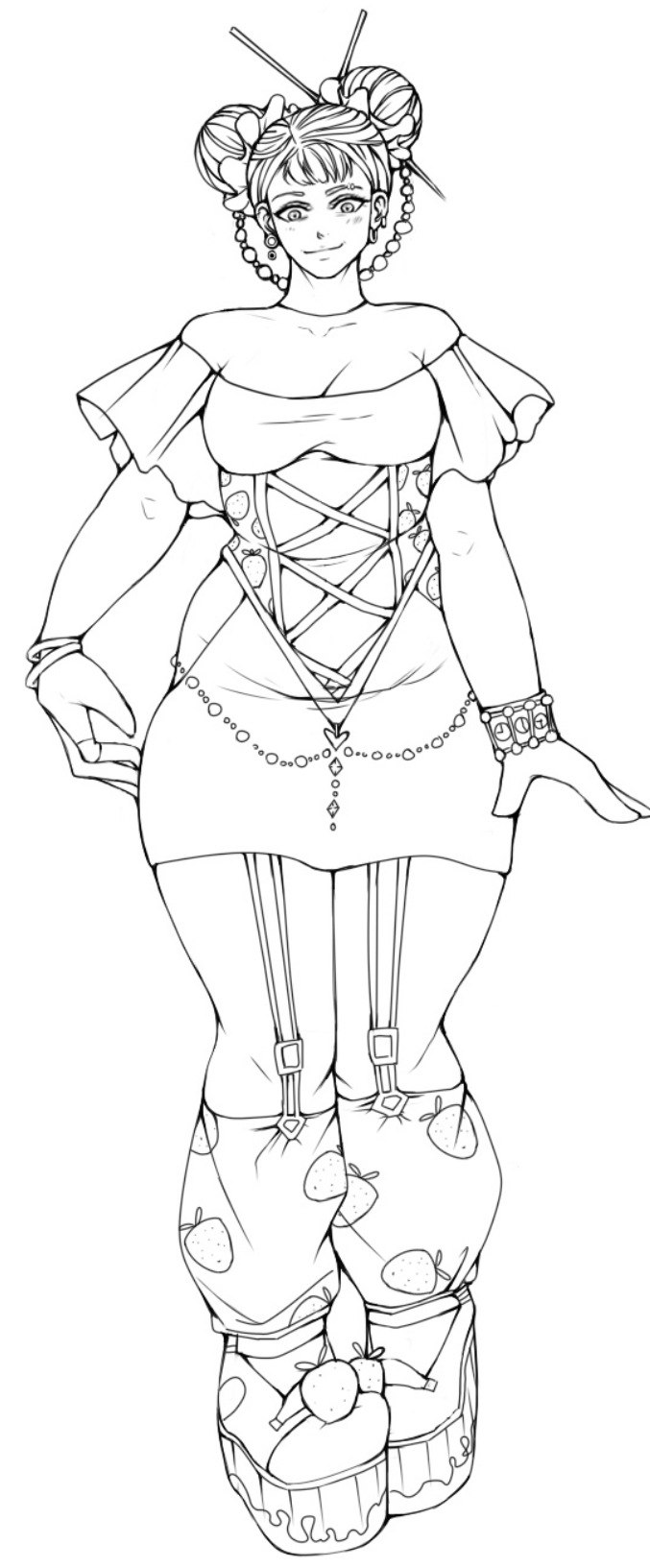
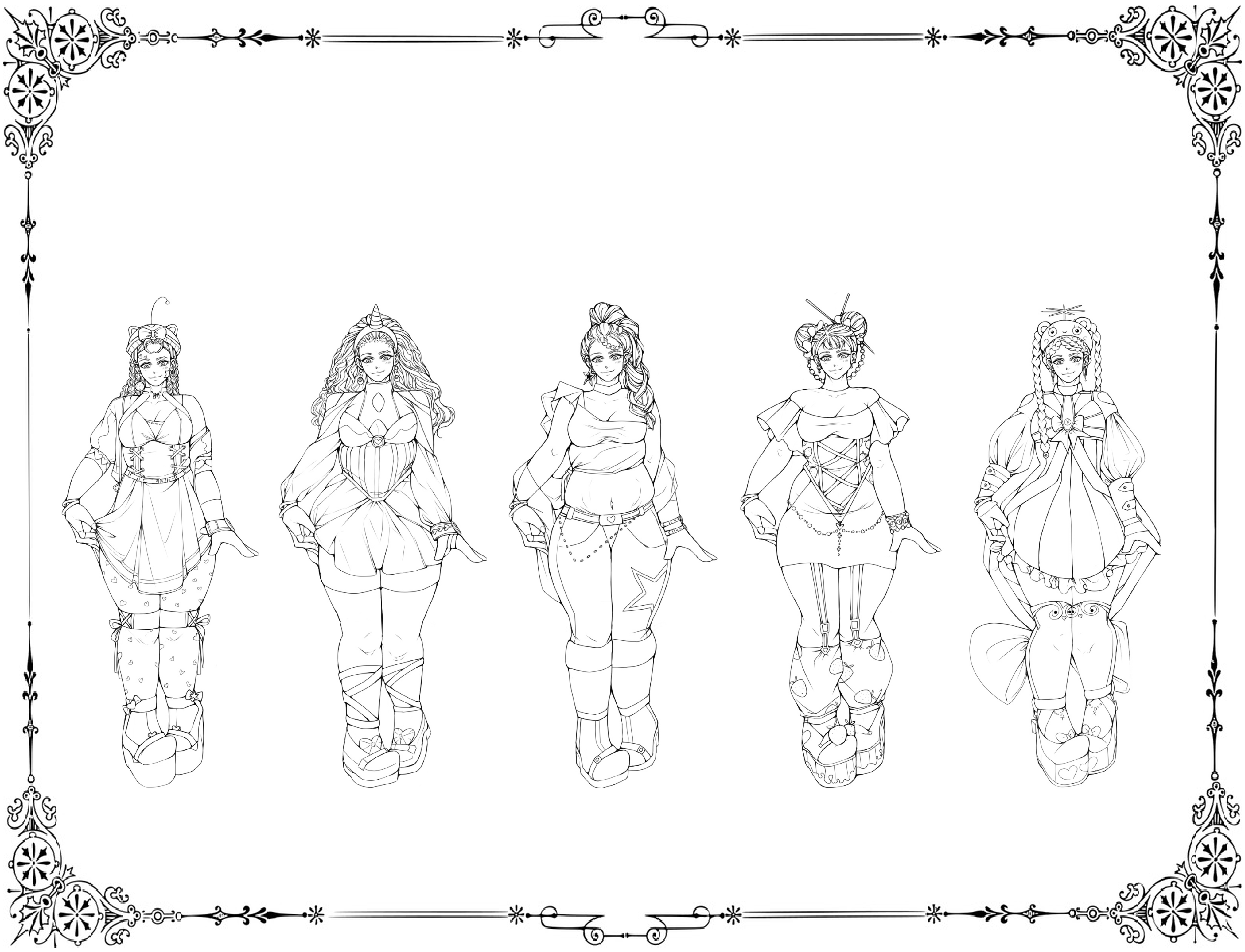
Tivari enters **The Vault** in order to win and run away with her brother to **Loam**. Even with all the loss, she tries to hide the financial problems from her brother. She doesn't tell him about entering the game. Nor does she let him know where she ends up going. She doesn't want people to know her problems, especially someone who looks up to her so much.





Wears a watch on her left arm that grants her the ability to send boosts of speed towards the direction of her teammates.





ADDITIONAL CHARACTERS



Other characters from the game that play their own part in the story.

JOAN

The leader of an anti group formed in Loam that wants to over take Empyria. She is strong and hates when things don't go her way. She shows a different face to please the people she wants to use.

**CANDELA**

Second in command to Joan. Has her back since they were kids, and has stuck by her side ever since. She loves initiating fights and feeling the glory of being the strongest women in Loam.

NUR

A nurse who works at a medical center experimenting on subjects with what could be vaccines against the spread of the virus. As being an experiment herself her only desire is to find a way to help other as she thinks she is also cured from the virus.

**KEIKI**

A 17 year old girl who lost everything after the pandemic and works by creating bombs and gadgets with her twin sister in Loam. As young as she is, she had to grow up quickly as her sister suffers with many mental illnesses. She took on the responsibility of caring for her since both their parents perished from the spread of the disease.

XOCHITL

Unable to show her face due to injuries, she works as a hunter for Empyrea and is kept away from events or party's since her family are embarrassed of her. She feels really lonely and wishes for at least a friend.



CHANCLER VI

Ex-Friend of Cassius, was kicked out of Emphyrea after going against the Sovereign. Un-happy with the way he governed things, Vi was exiled for speaking up and has to live in Loam. Unable to fend for himself he can't wait till he can confront his former best friend.



COSMO

Infected with the virus, he was able to repel most of the symptoms and effects with the help of Nur. As one of her subjects, He plans on entering The Vault to infect other people.



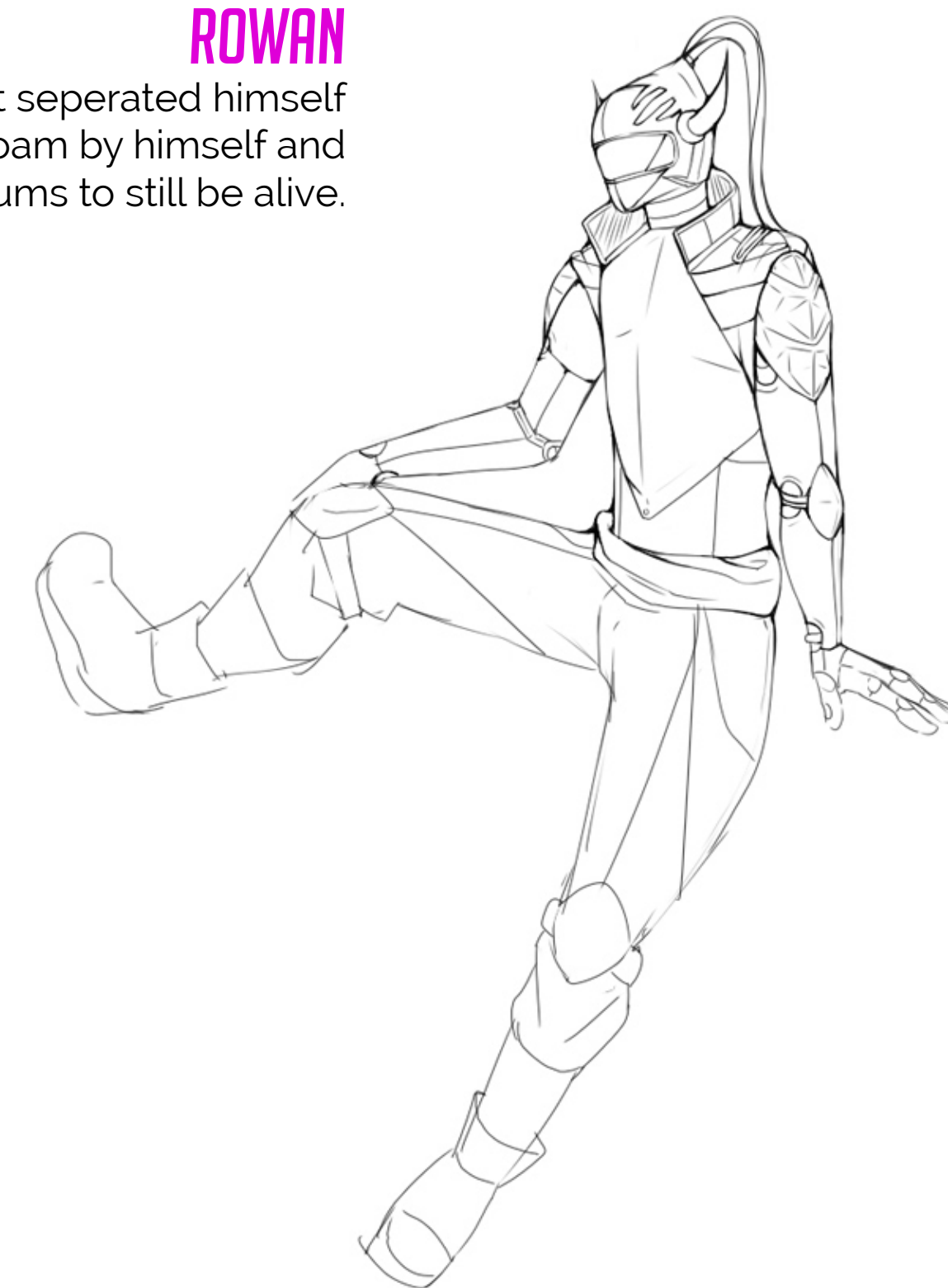
RYE

A strong fighter in a hidden ring underground where they fight for money. Really self centered and rude, he doesn't have friends but he has followers. Expects things to be done as he wants..



ROWAN

A quiet soldier from Emphyrea that seperated himself from the country to wander Loam by himself and look for his girlfriend he pursums to still be alive.



ATLAS

A high member of the council in Emphyrea. One of the very few born with greater knowledge that is still alive. Atlas wants to explore and find a way to use Loam for a better use.



LEGENDARY SKINS

Cosmetic outfits that are worth the most game currency. Designs based on the characters personality and if they ever won The Vault.

ENTANGLE



Joan
A skin designed with the thought of what she would look like as a business women in Empyrea if she won.

EMERGENCY



Nur
As a support character, the idea of a nurse skin was always an idea. So by taking elements of that and over exaggerating her outfit.

CARRIER



Marquis

A play on words for a player who does all the work for a team.



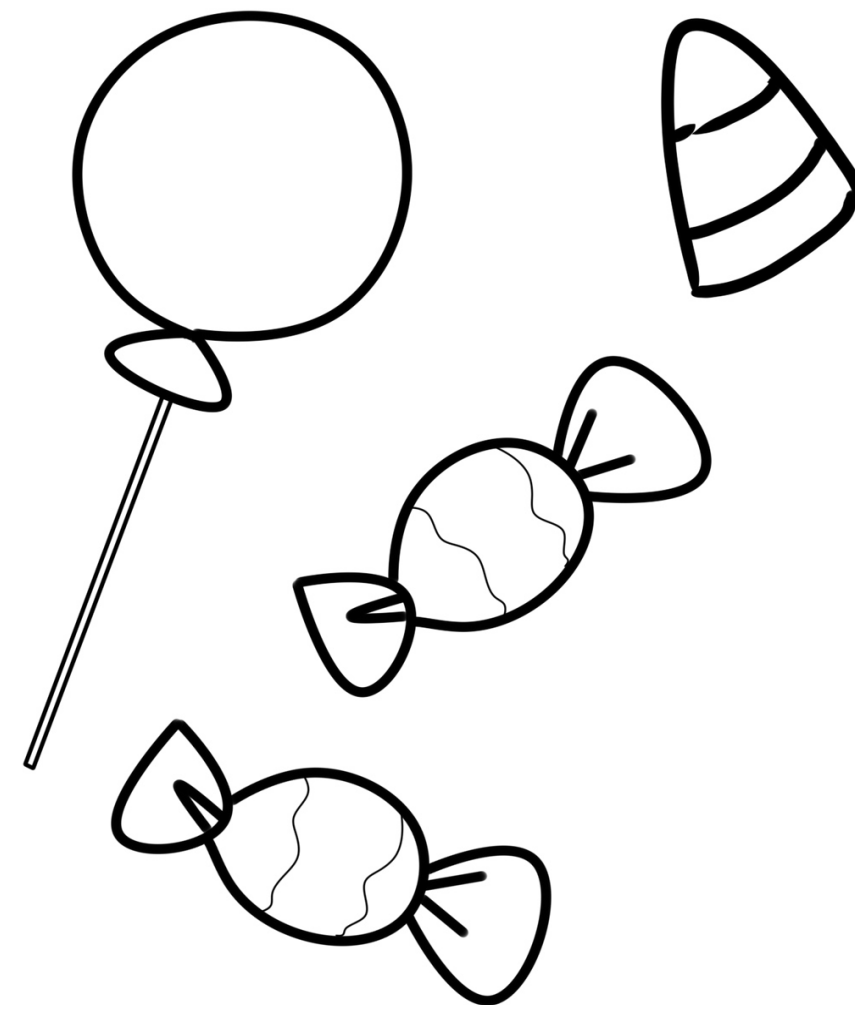
CUPID

Genevieve

When drawing the skin, the idea of angels is a big part of Empyria. The designs of the wings and the heart on her chest agree to the name.

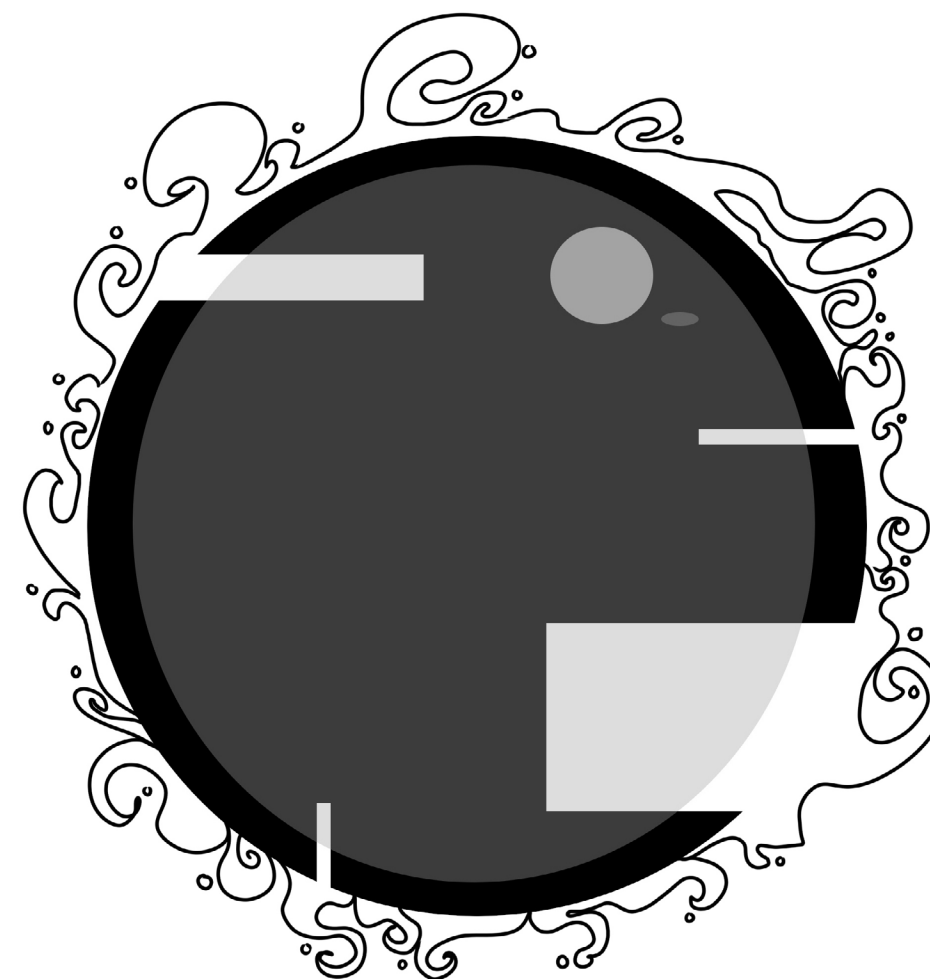
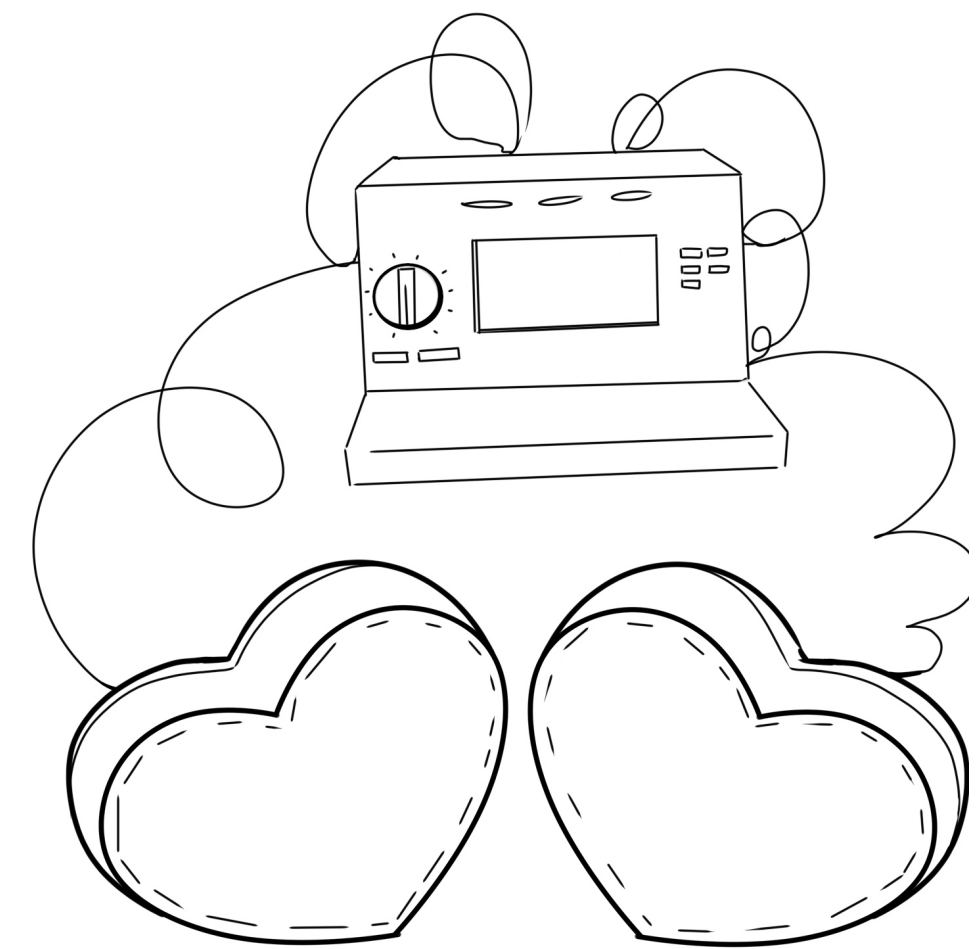
ADDITIONAL ABILITIES

Other abilities for the characters in the game.



Sweets that are given to teammates that let them heal.

Defibrillator that shocks the enemy from close range, causing damage.

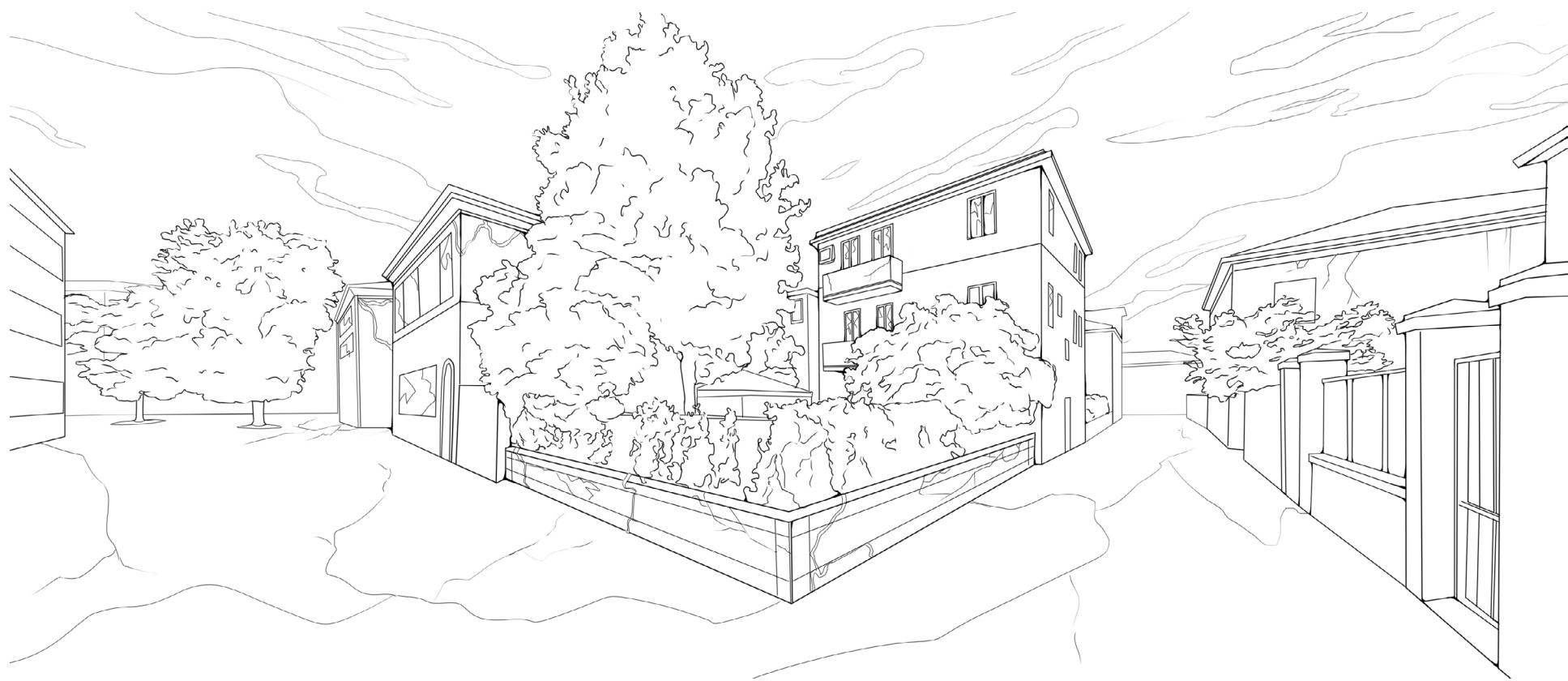


Mirror that deflects damage done by the enemy, reflecting it back in the direction you point it towards.



LOCATIONS

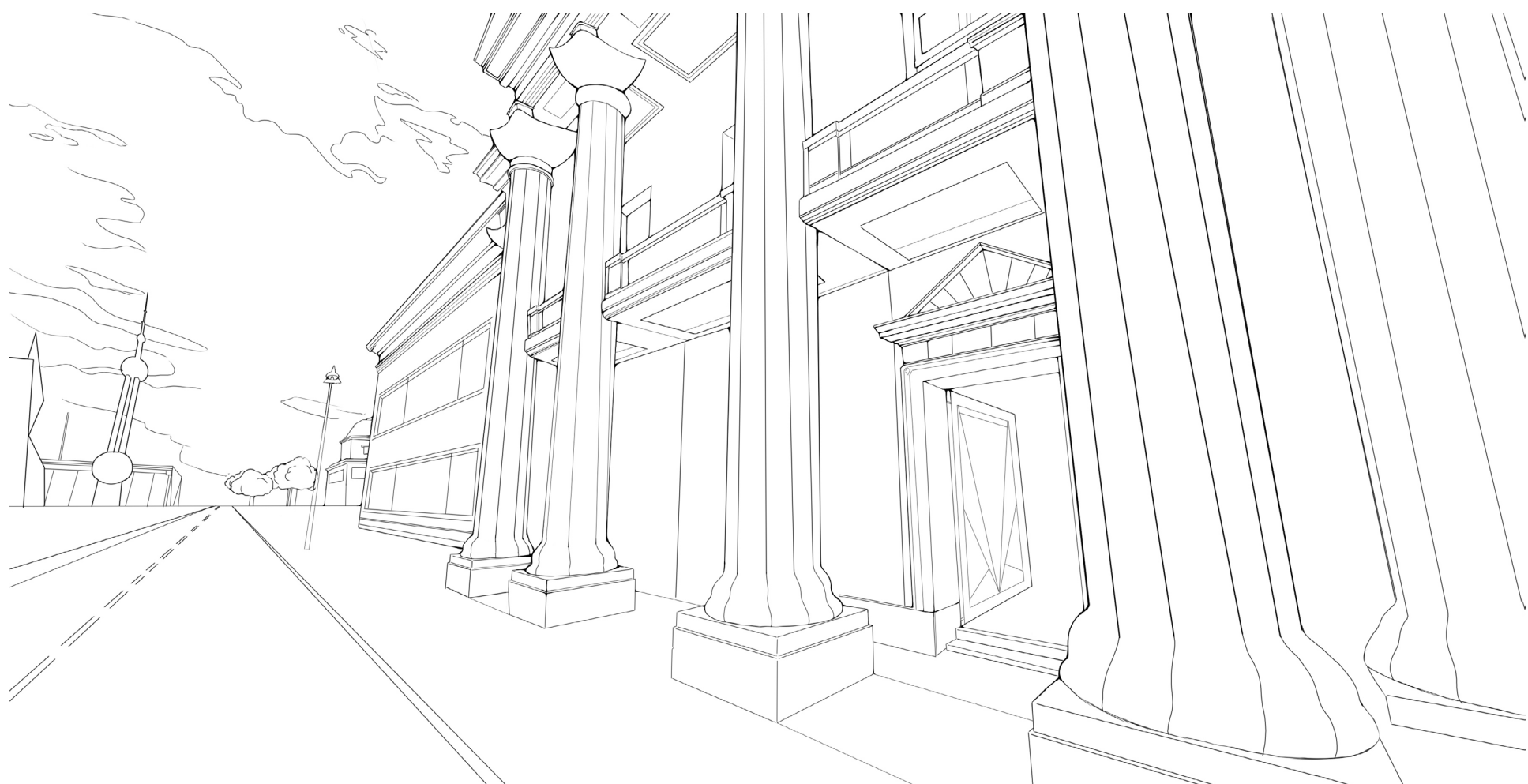
Locations on the battle royale field. Charles Furgeson picks and chooses what is used in the game. From locations on Earth, to new ones from Empyrea.



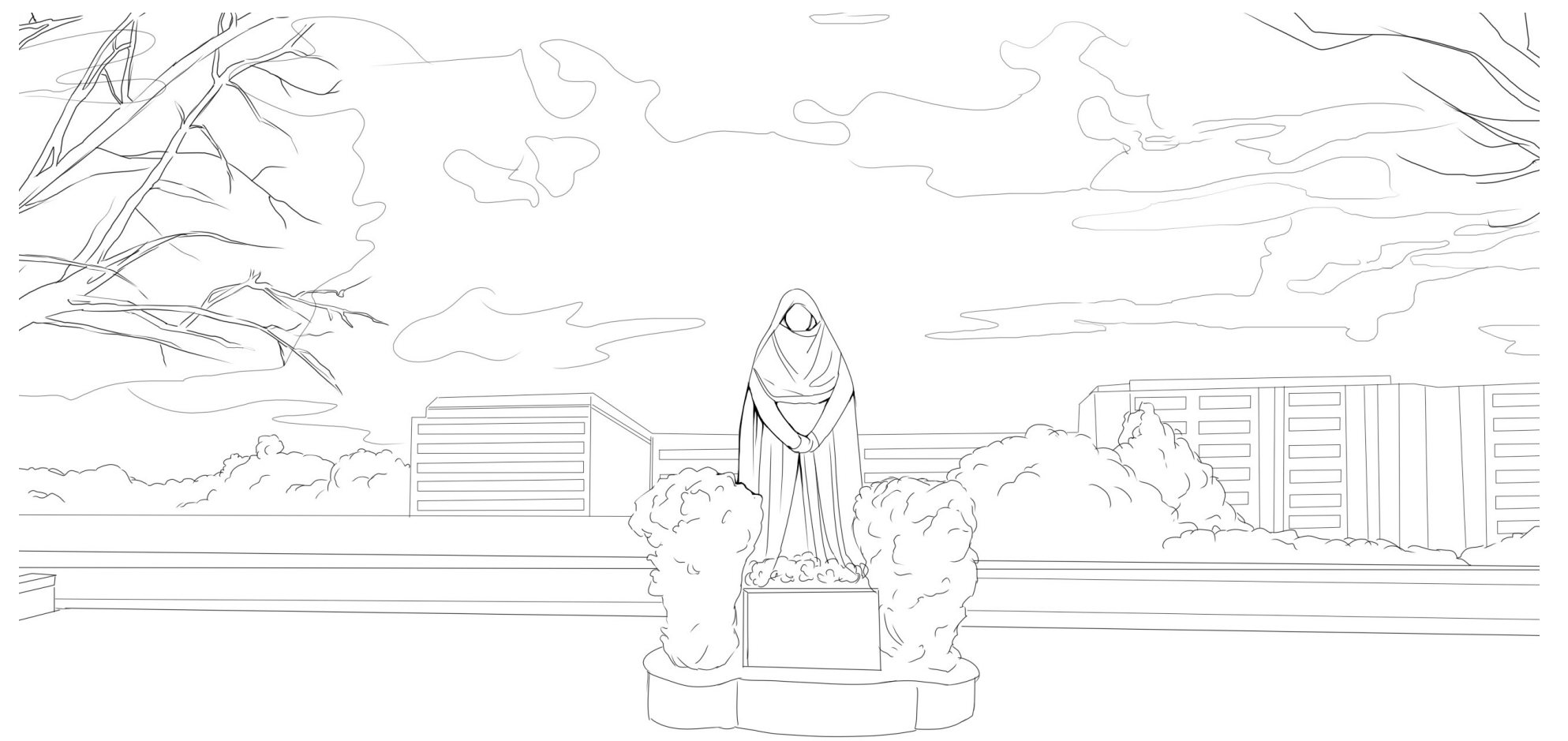
Location in Loam after the spread of the virus reached a point where people could not go outside.



Loam location in the battle royale map. Citizens started boarding up there homes. There are not set laws that can stop anyone from doing what they want anymore.



Empyrias museum in the battle royale map. Spacious space where upcoming future scholars like to resign in.



An old courtyard leading to a graveyard where Loams has buried the corpses and remains of whats left of their loved ones.

PROCESS:

Sketches and Research





In the sky, futuristic, New Tech
Battle Royale Game?

- Cars
- Items
- Clothes
- Food
- (Birds)

how the world is being (Clouds, new inventions) held up?

- What makes the city stay up and how it happened?
- Get water from clouds?
- Use clouds to their advantage
- Angel Wings
- Diff. angel types
- Wealthy people are the only ones that can live in the sky
- elegant - heavier casual - Earth

Manipulate clouds to stand on them
Matter turn gas into solid safety
Solar power using traps use machines that hold up the clouds
Water supplies help grow plants from clouds

use minority's map for higher blocky

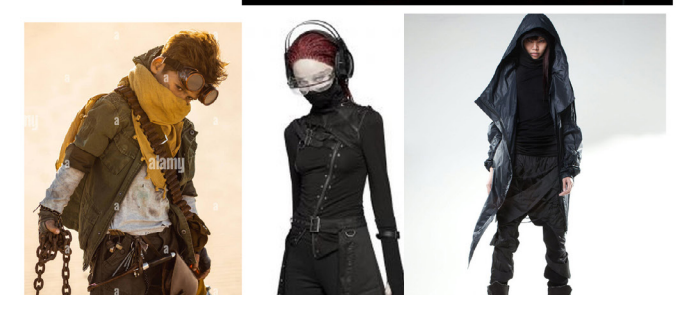
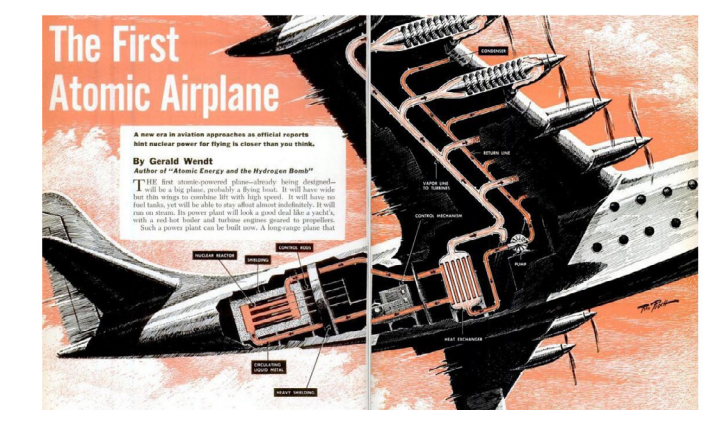
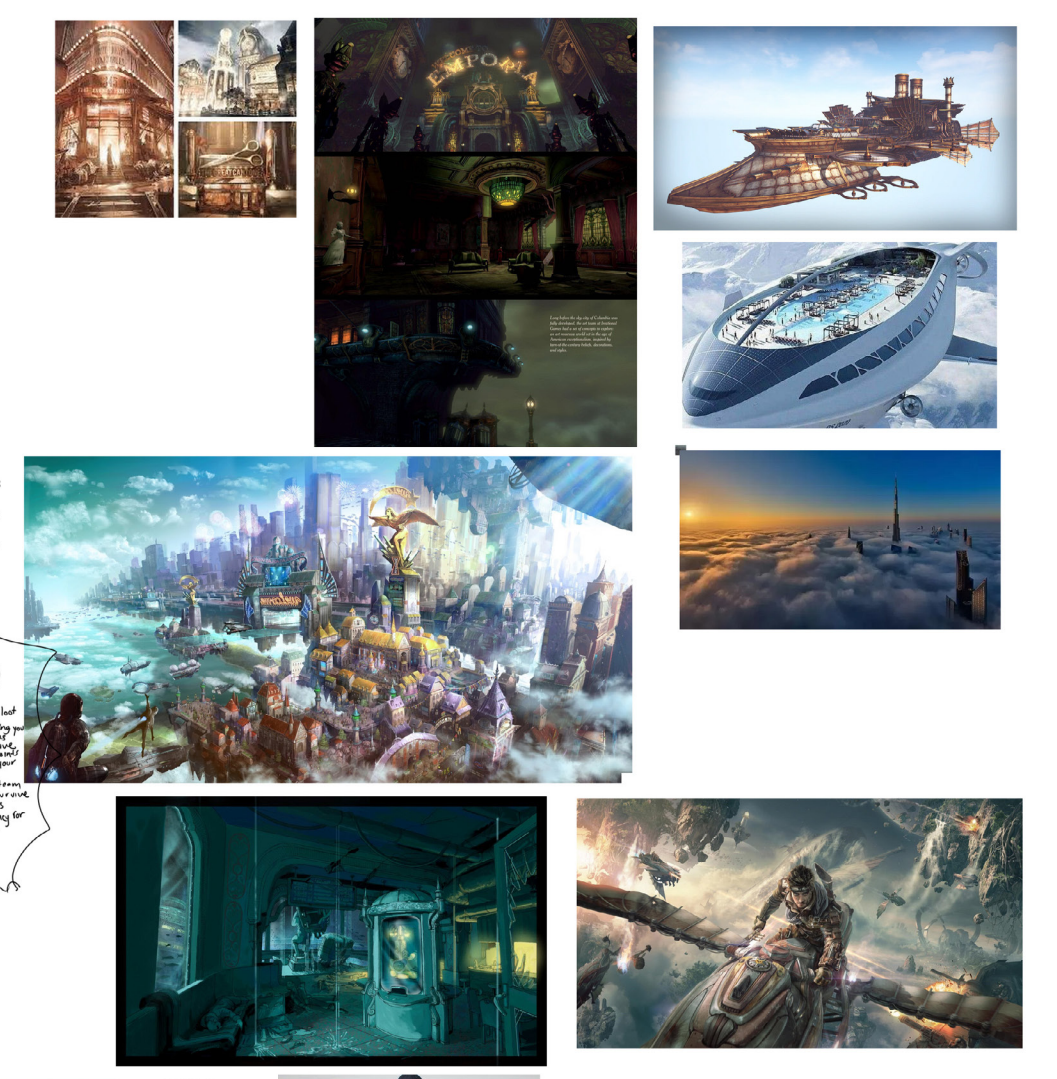
Team based
Evil if different people (Captains)
Captains in a team game
4 to a side

Game of Grace
No man's good

→ Battle Royale
Dues fees, Spreads - but
→ Fighting for a spot
Dues fees, Spreads - but
→ Fighting for a spot
Dues fees, Spreads - but
→ Fighting for a spot

→ Group of people who
→ Group of people who
→ Group of people who
→ Group of people who

→ Deities (can use)
- War between sky vs Battle
- elaborate, adds to sky



5 Normal Weapon or
5 Ability Weapon

April 6 UX/UI Interface
Apr 18 Pages - Missing things
- Sprites

May 4 11in x Wide
8 1/2 Tall

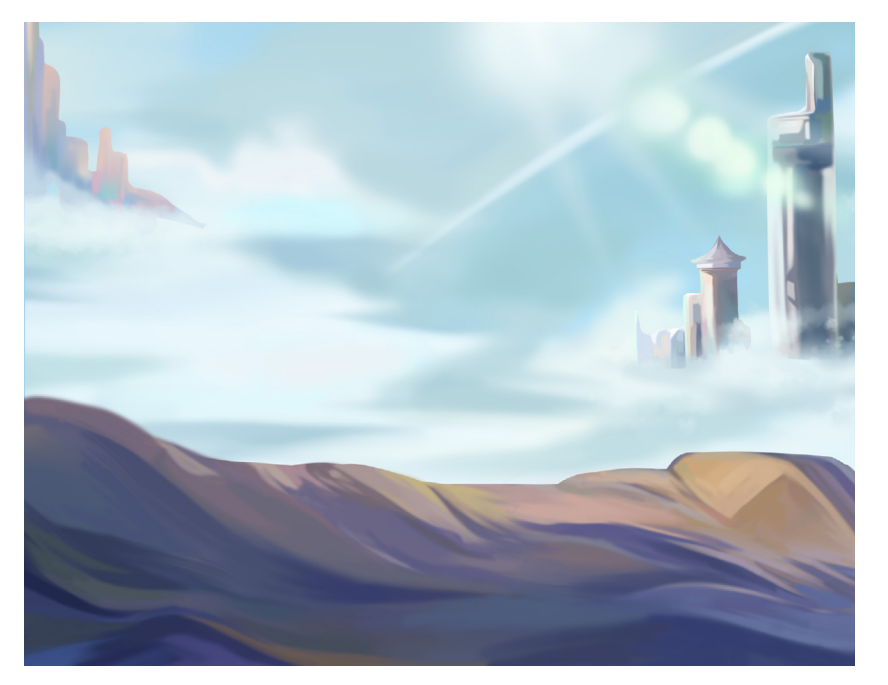
Indesign → 17 teeny wide
11 wider long

basics of vector/indesign
- Don't stretch, lock
- Don't stretch, lock
- Don't stretch, lock
- Don't stretch, lock

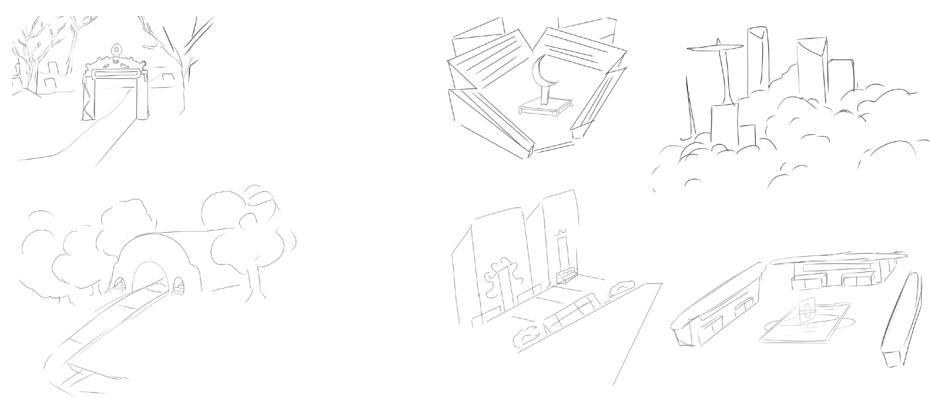
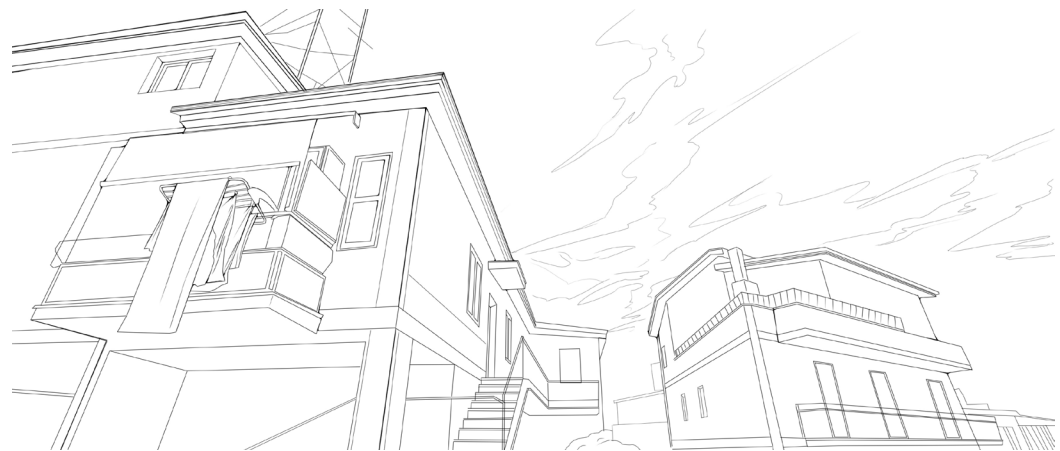
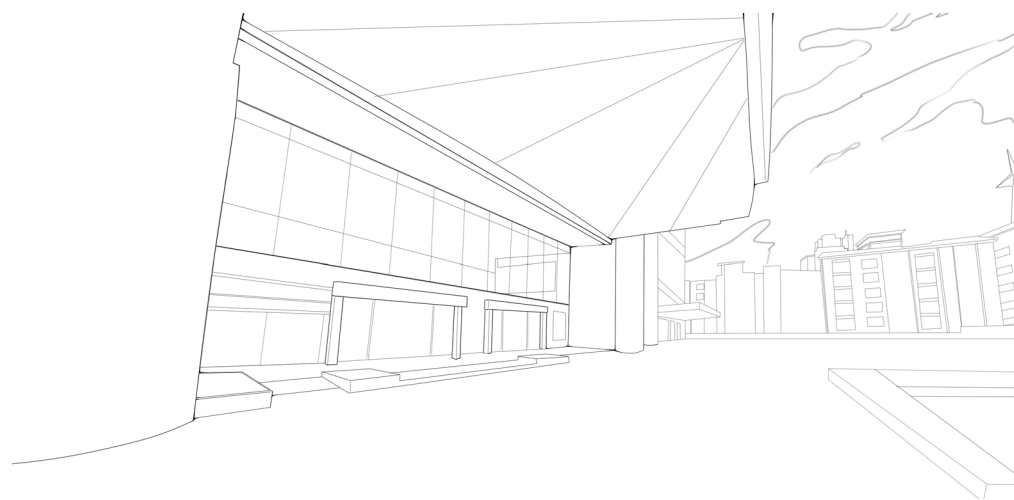
organize into indesign file to present.
make revisions
more drawings, coloring.
spring break meeting. wednesday to monday.
headlines and everything in the pdf that is done.
OUTLINE

mobile version/other screens NEXT WEEK in n is designs
map areas in the game, health, abilities, different keys in the screen
login menu/username
power up drawings
2 or 3 gameplays or interactive (design how they look when walking, first person and etc.
week april 20 to may 4 layout and writing
Cover/logo-week 20 to may 4

make the miomom more ornamental and detail.



better icon for the watch, equal speed, shorten one of the hand for the watch.
add the backpack straps to the tv scanner
one arm and have a grip, universal for everyone to use, jackhammer, construction.
building with trees, add floor cracks.
when the bunny is about self destruct it goes flat.
should have it when it's tagged it exist till someone walks by and it activates and it disappears. activates if someone is in the room 7:10 seconds after it's activated.
short ranged weapon, the closem u are the more it damage it does, lighting bolt up to 20 feet.
add animation designs to the weapons
ars on the door and lock, for the landscape, the metal doors before opening the actual doors, so lockers figure.



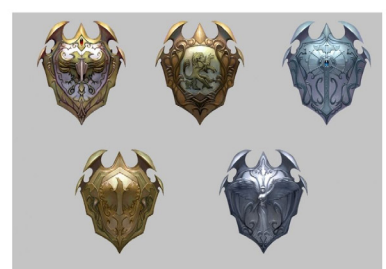
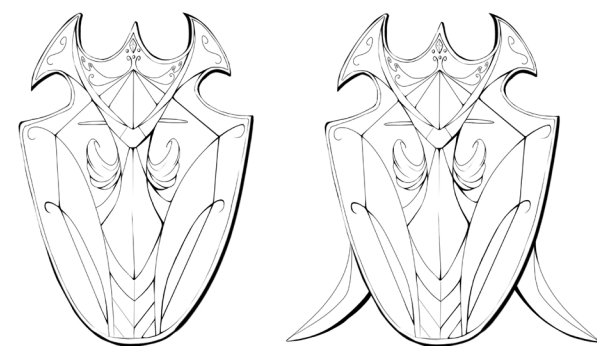
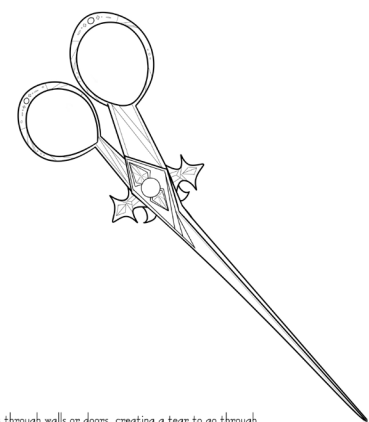
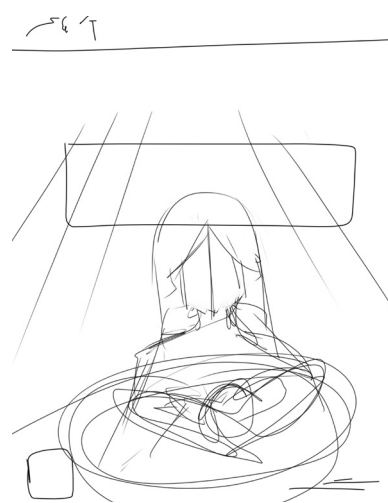
No Man's God

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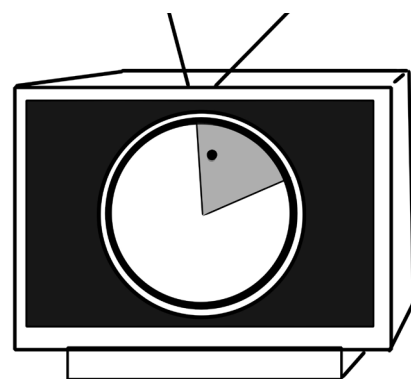
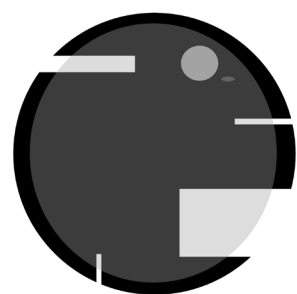
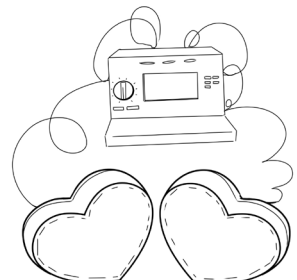
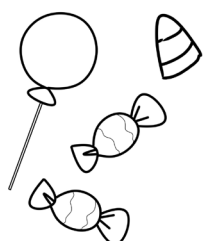
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cut through walls or doors, creating a tear to go through. on against wall, to use as step to climb or swing to the top.

to shield. When shield is struck down, earth shatters towards enemy causing damage. Parry.



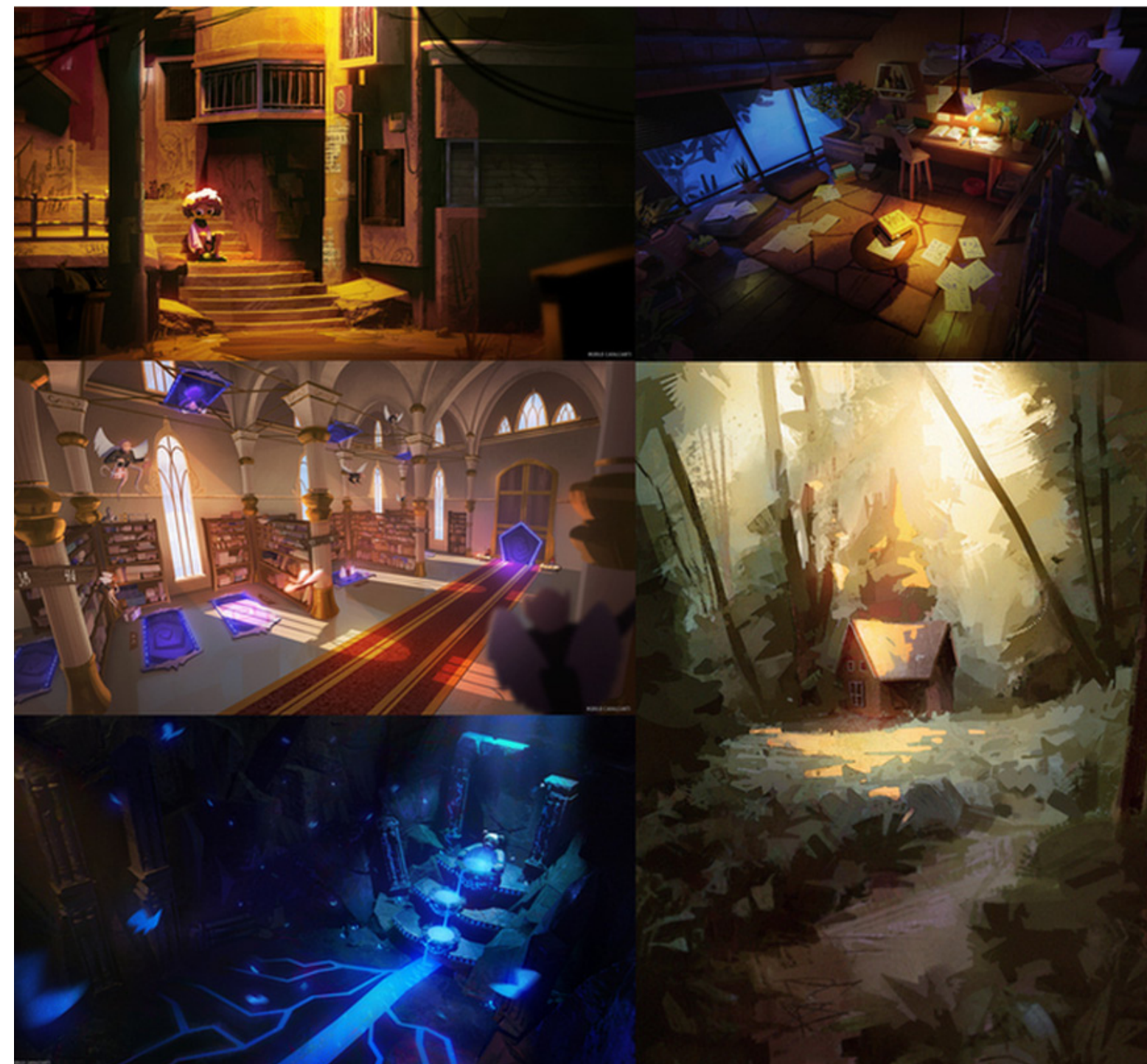
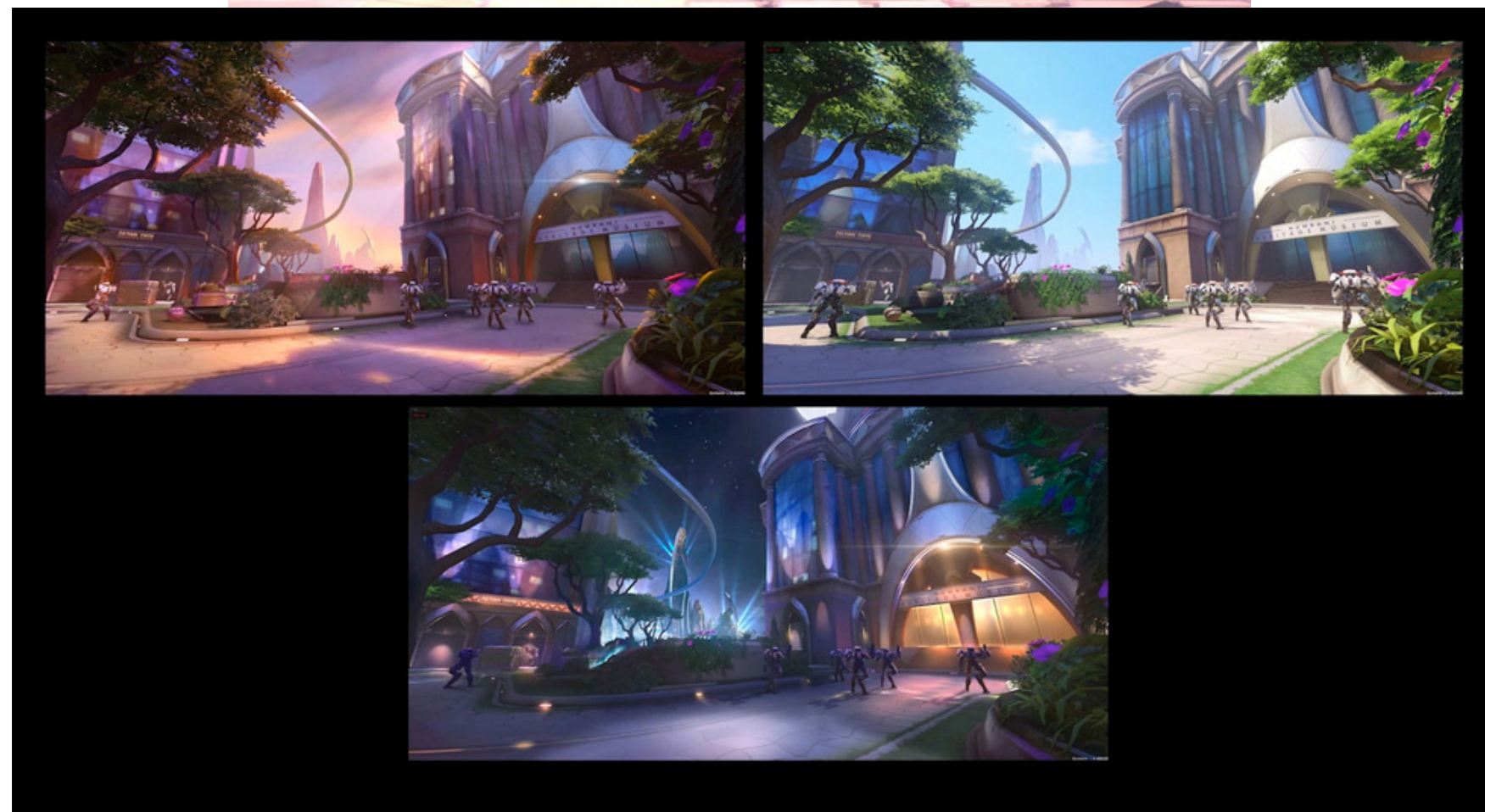
candy that can be given to teammates to mend their health.

defibrillator shocks enemy and causes damage. ULT

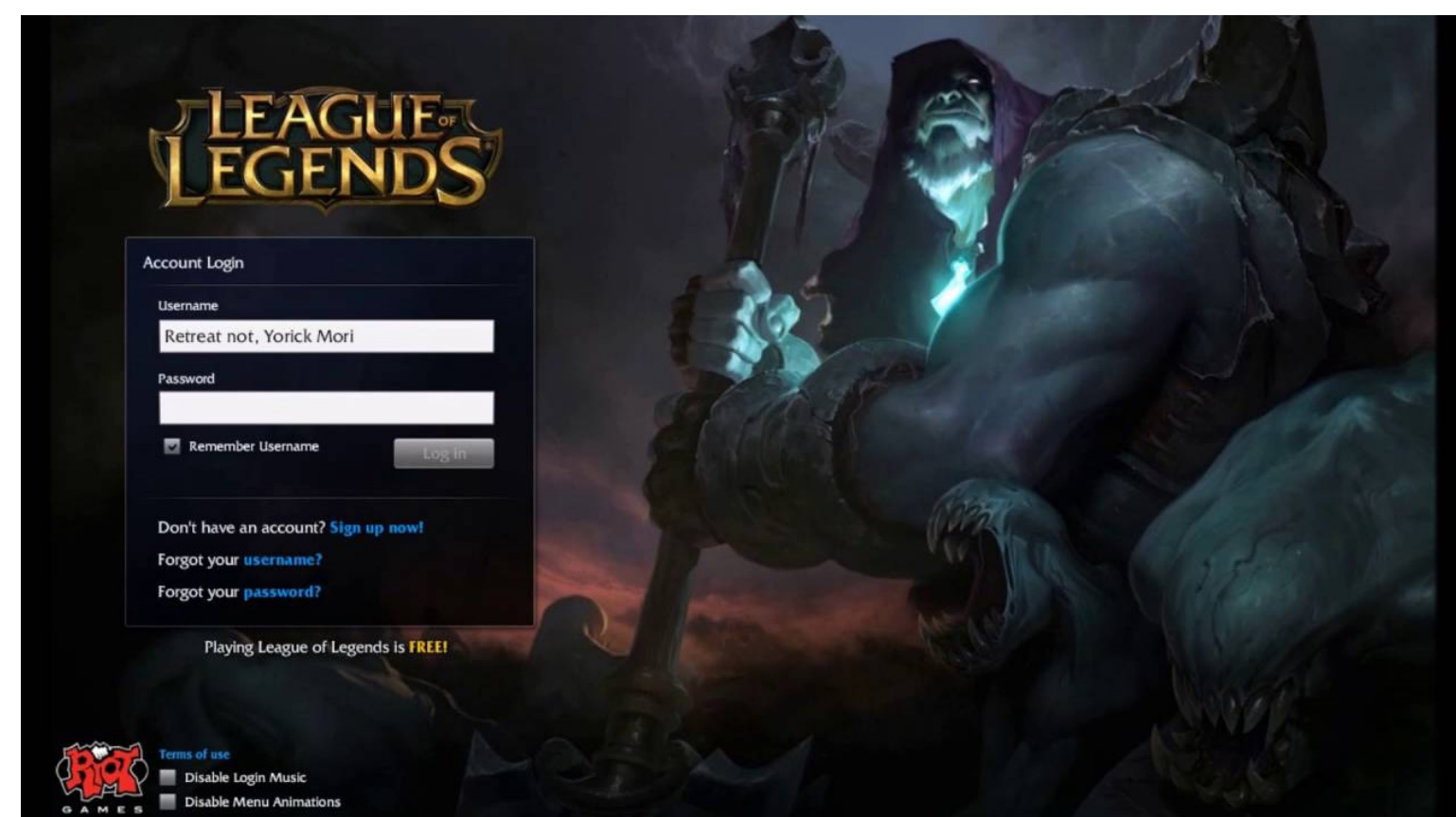
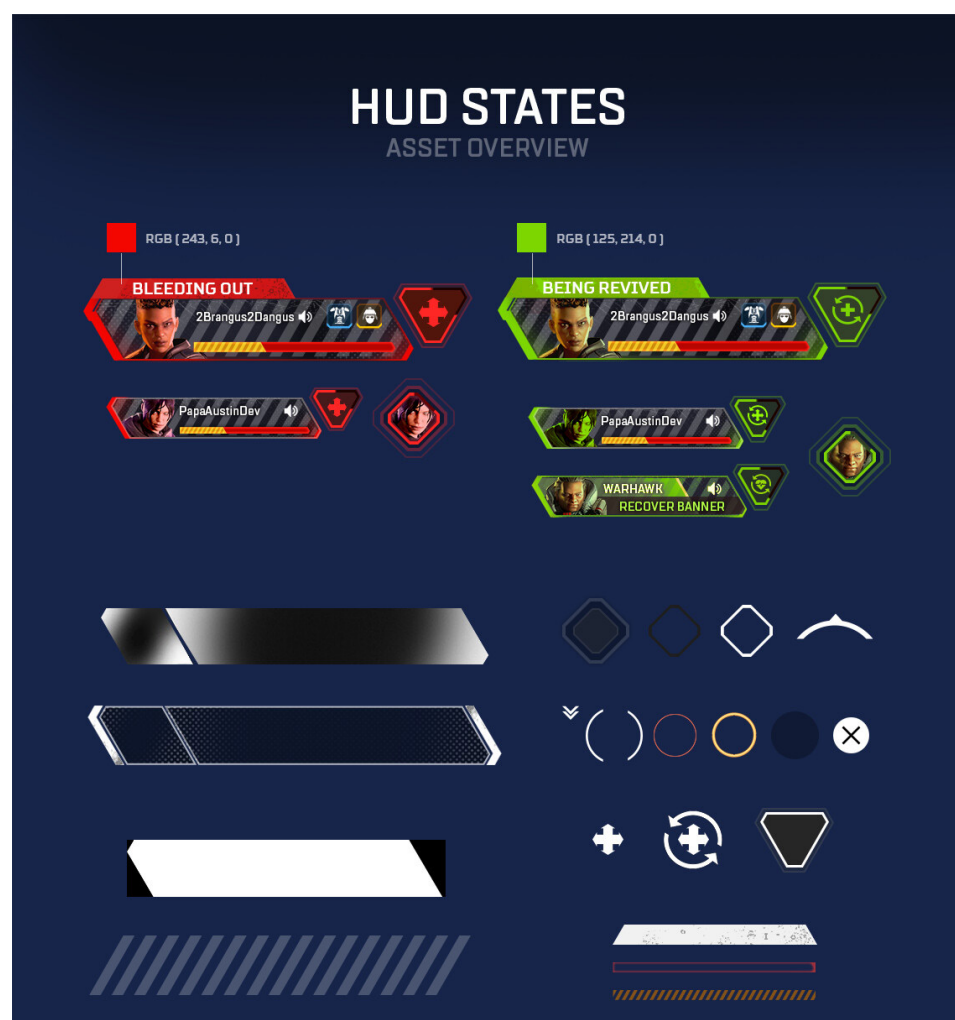
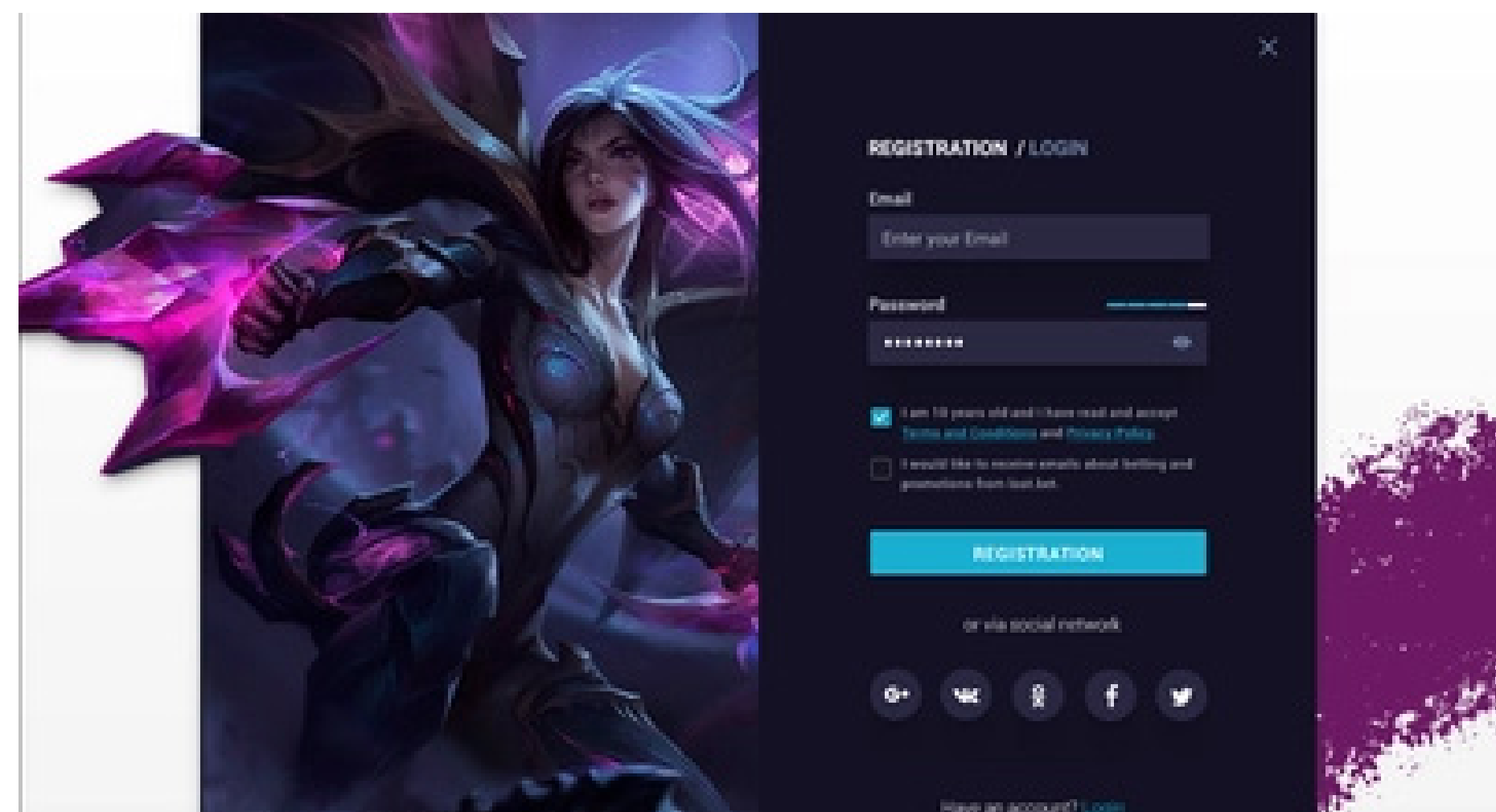
sends boosts of speed towards your teammates direction

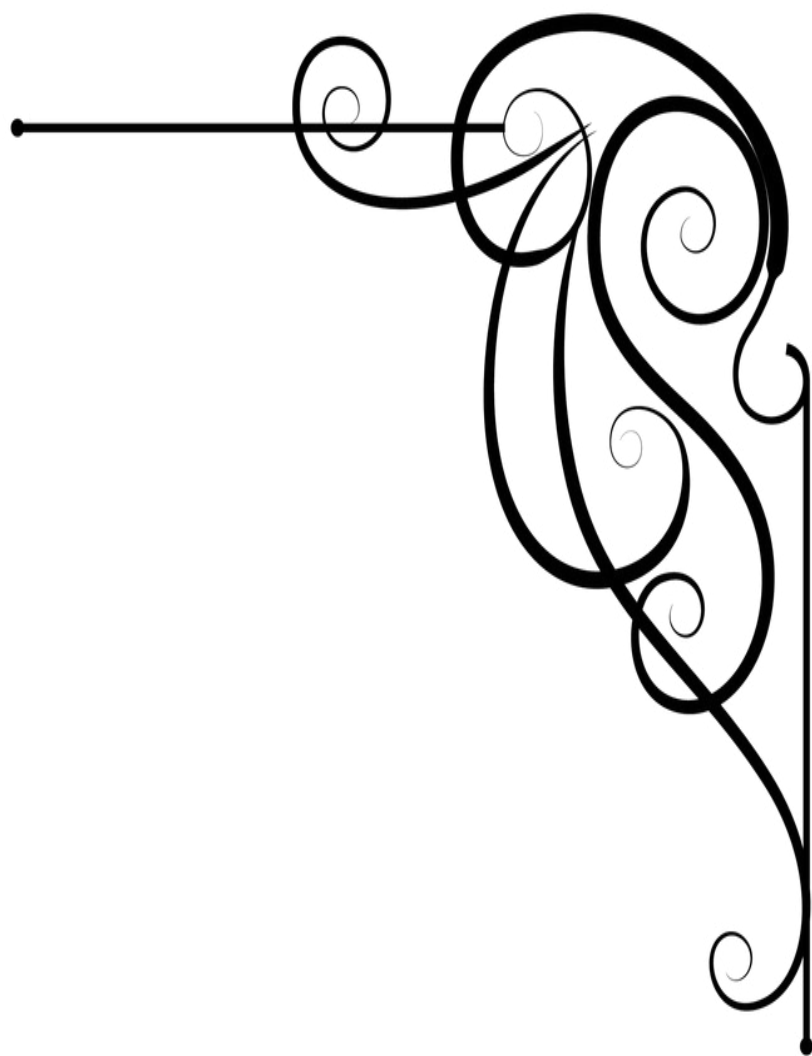
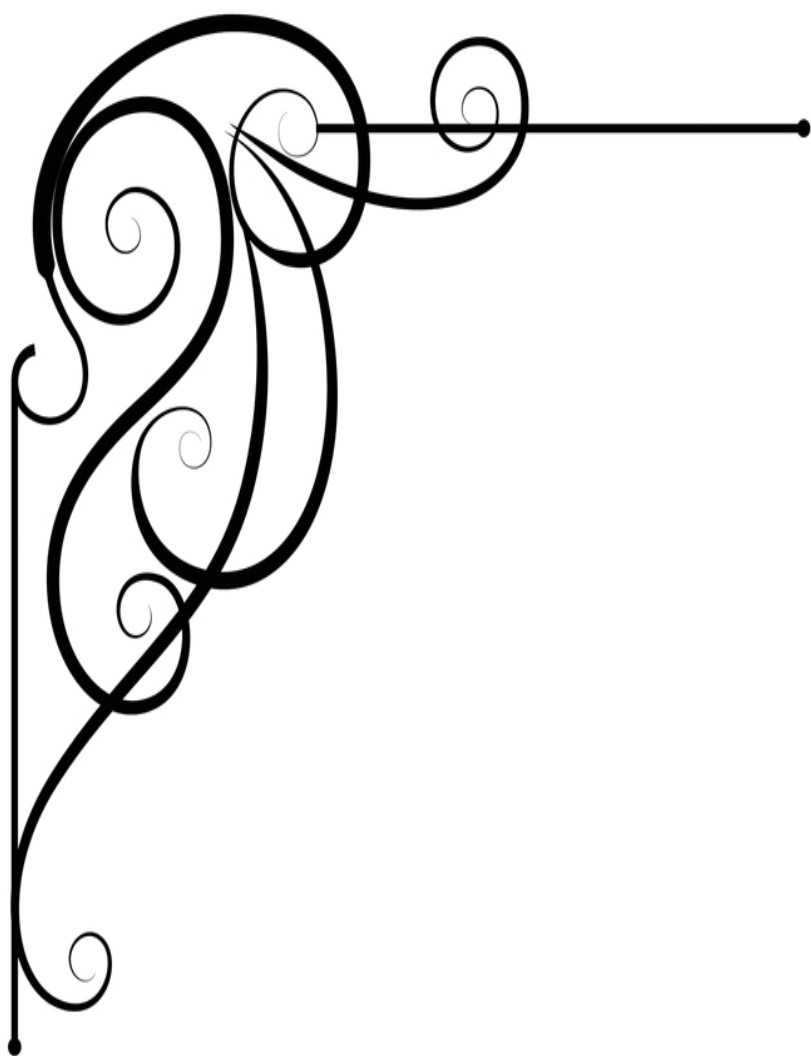
deflects damage done when projected

backpack screen that detects enemies in nearby radius every minute.









Jennifer Salazar

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No Man's God (Video Game Conceptual Art Book)

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