

**Amara Worrell**  
**CODE: JUDGEMENT**





## ABOUT CODE: JUDGEMENT

My proposal is a 60-page video game concept book.  
The genre of my video game would fall under a  
mystery/fantasy.



## THE ART OF CODE: JUDGEMENT



by Amara Worrell





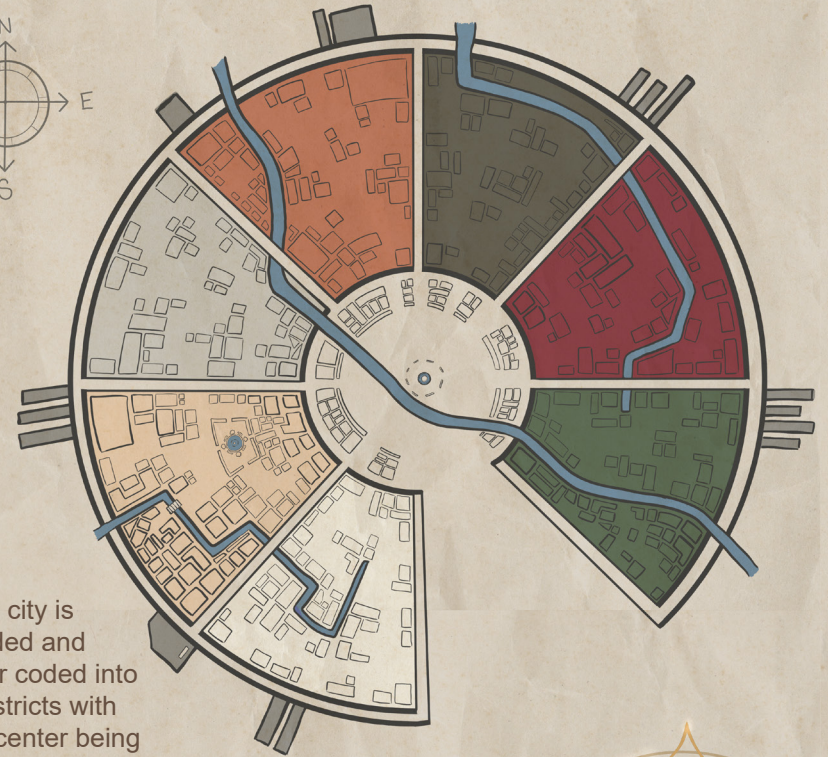
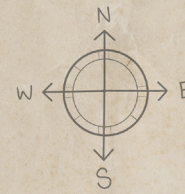
# Contents

Synopsis	4
Stage Setting	5
Illustrations	6
Characters	12
Weapons	52

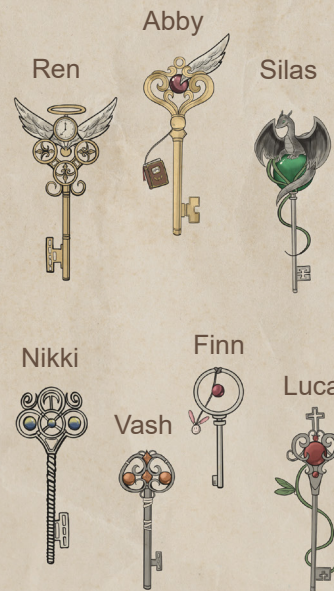


# Synopsis

Two well known detectives named Ren and Abby live for the most part ordinary lives in Lightheim. However, their ordinary lives come to an end once they were chosen under a conglomerate of angels and tasked to solve a case that could potentially leave the city in total chaos.



This city is divided and color coded into 8 districts with the center being the central hub.



This sigil is a barrier that protects the city from any potential threats or dangers.





## Illustration 1

Abby and Ren walk the windy streets at dawn to get to their detective agency located in the central hub of Lighthelm. However, they would soon come across a delapidated floating trolley that dorns an alchemist named Silas.





## Illustration 2

Around a different time, Vash and Nikki both were looking down at the city in the early morning and were potentially discussing what they were planning to do for the day. However, they soon realize that Abby and Ren were going towards the same direction which left Nikki really frustrated and Vash telling her that it's no big deal.





10'0"  
9'9"  
9'6"  
9'3"  
9'0"  
8'9"  
8'6"  
8'3"  
8'0"  
7'9"  
7'6"  
7'3"  
7'0"  
6'9"  
6'6"  
6'3"  
6'0"  
5'9"  
5'6"  
5'3"  
5'0"  
4'9"  
4'6"  
4'3"  
4'0"  
3'9"  
3'6"  
3'3"  
3'0"  
2'9"  
2'6"  
2'3"  
2'0"  
1'9"  
1'6"  
1'3"  
1'0"  
9"  
6"  
3"  
0"





# Ren Adachi

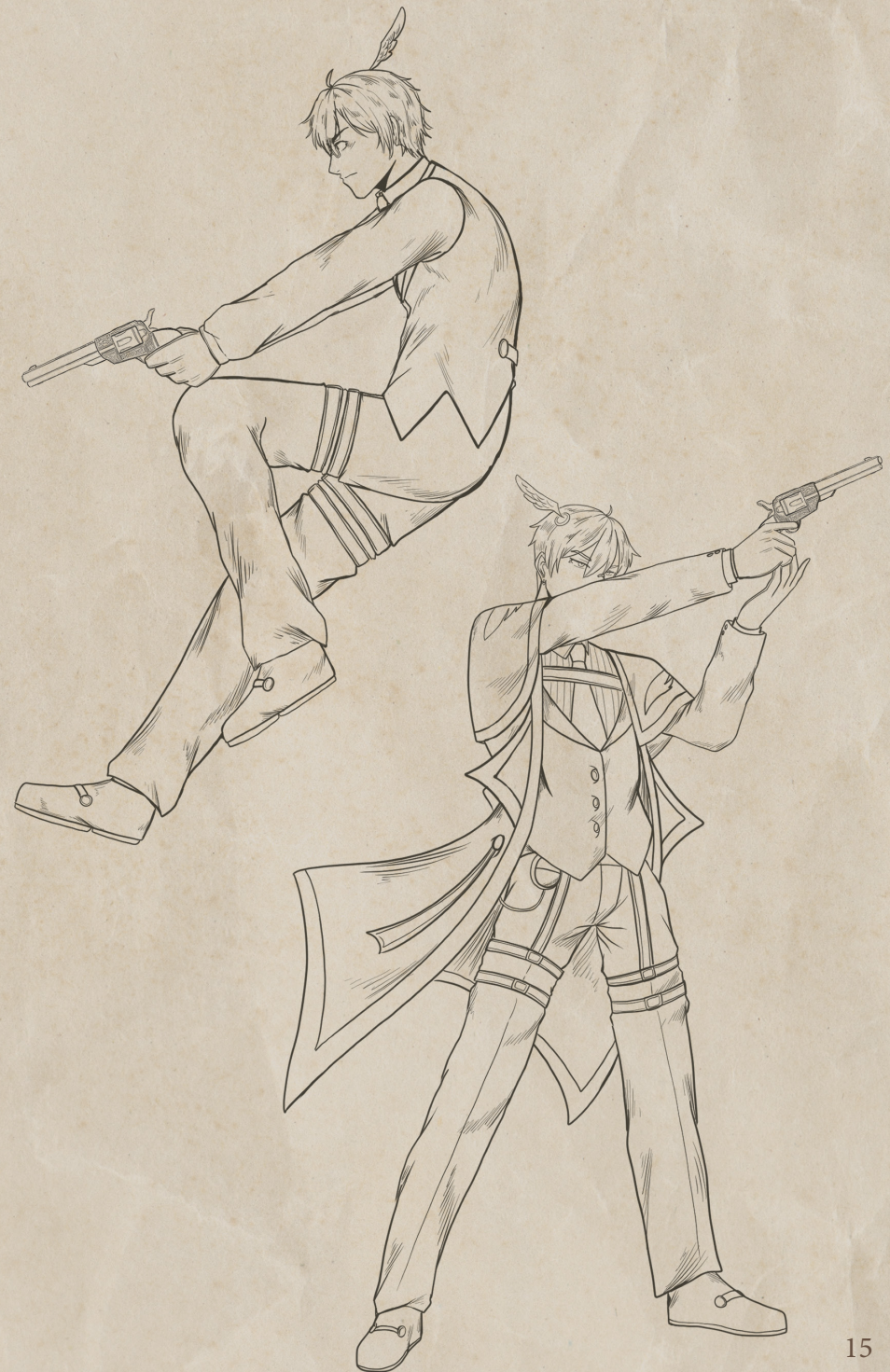
**Age:** 28  
**Height:** 6'6

Ren is a very well known detective who has worked in the industry for a couple of years. He's always been very composed, but gets very emotionally impulsive when it comes down to some of the cases that he's worked with, but with Abby there with him, he's been able to suppress those emotions. Despite those issues, Ren enjoys his job and loves nothing more than seeking justice for the people that are in need.

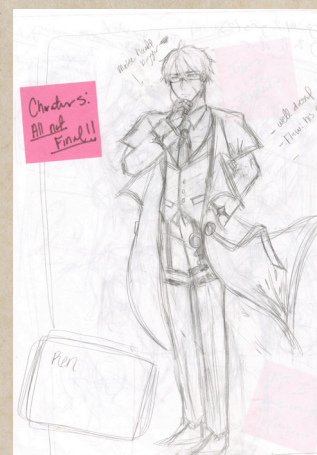
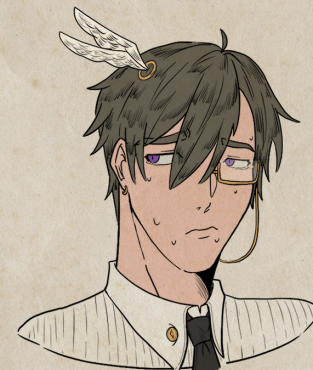
## Character Illustrations:



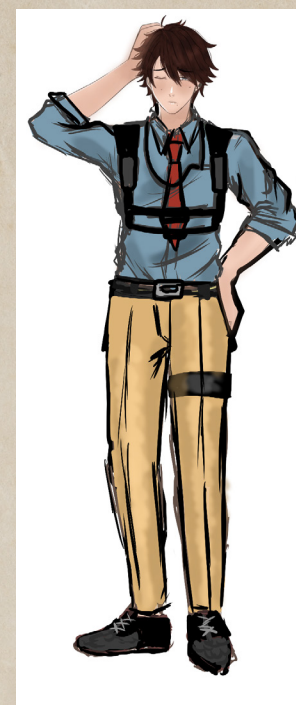








Ren's earliest designs. His original colors were going to be purple, but I decided to go with his original color palette and mute certain colors (like the red, blue and yellow shown).

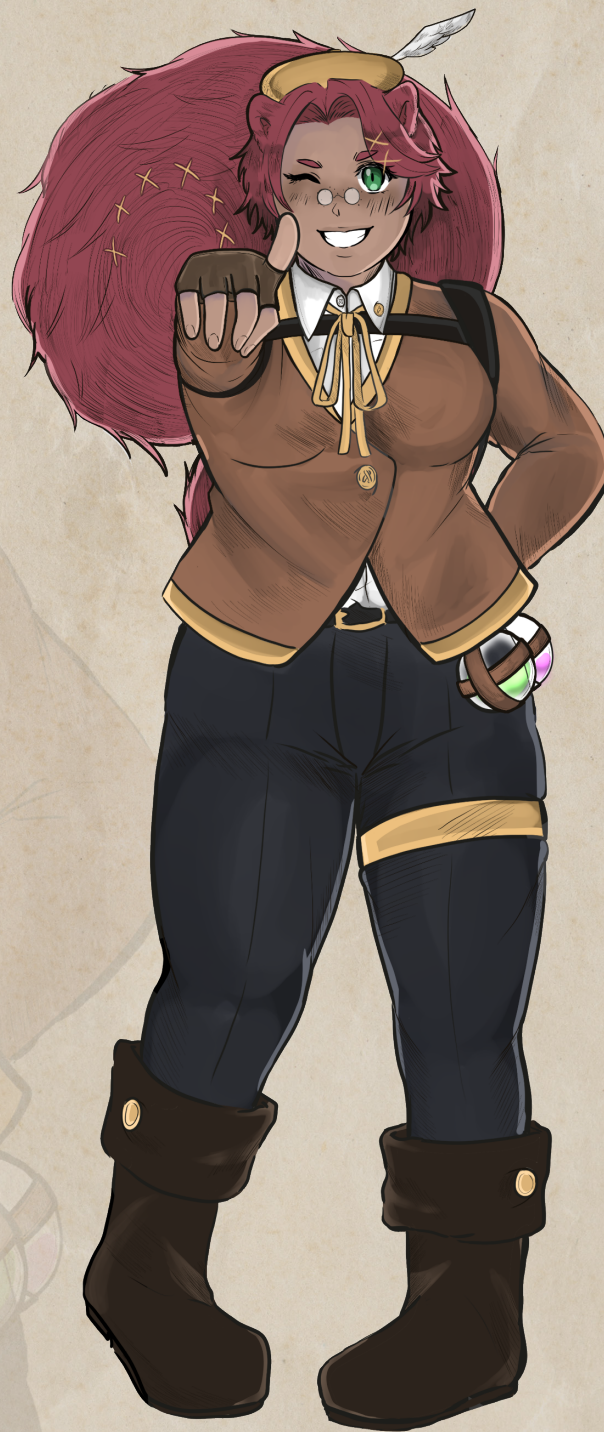




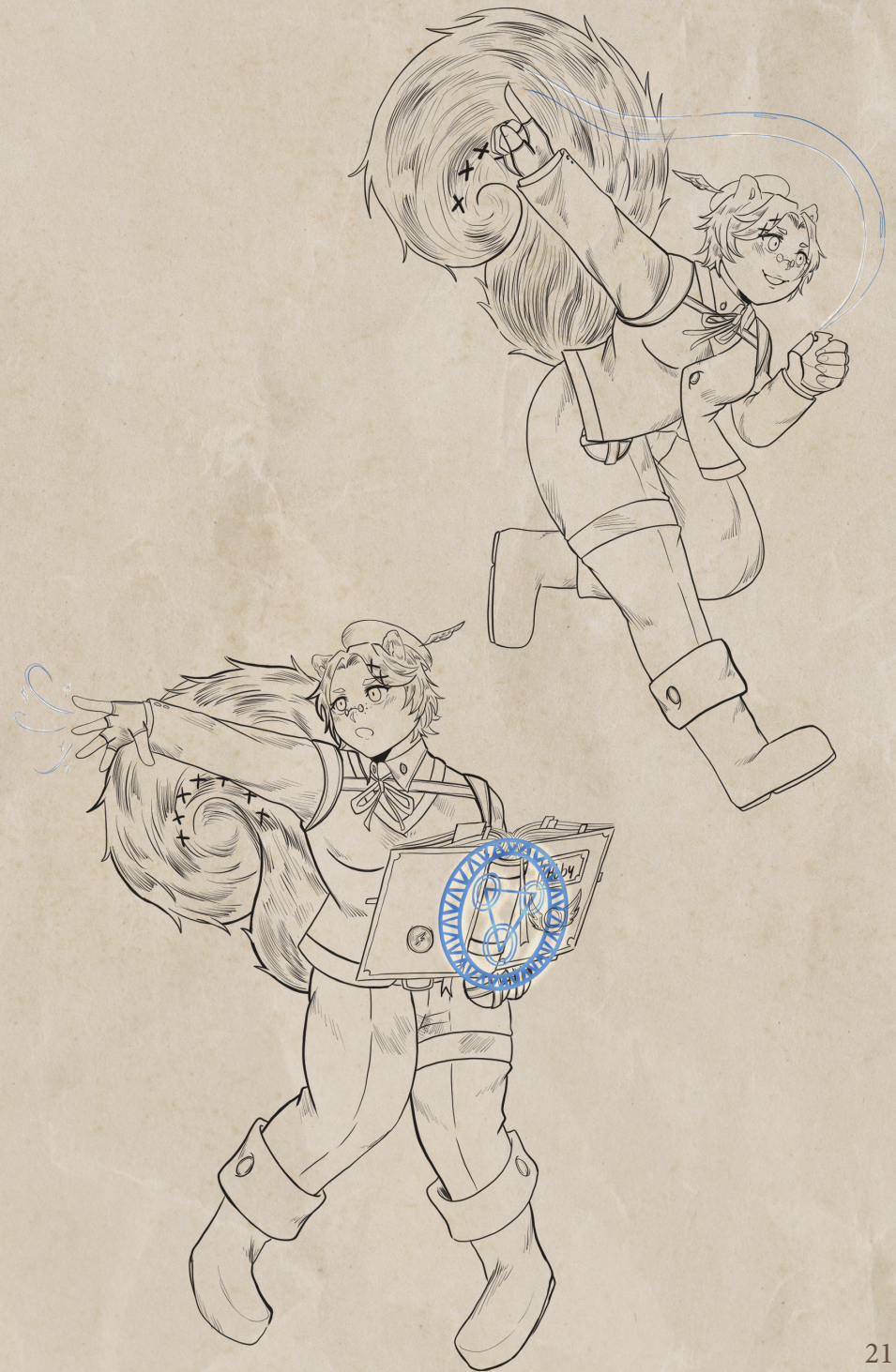
# Abby Hayes

**Age:** 25  
**Height:** 5'4

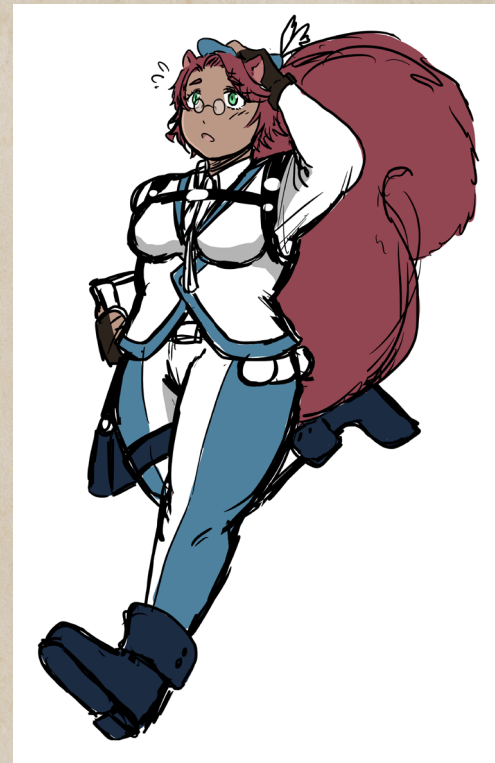
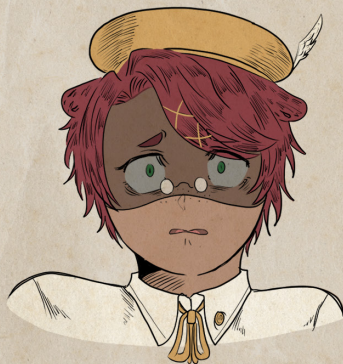
Abby is a magic user and partner to Ren who has a very out-going and bubbly personality. From a young age, she knew that she wanted to become a detective that could potentially help others. She applied to an academy and studied as hard she could to get to where she is all while growing up as a big sister in a fairly large family. It wasn't until she graduated the academy that she finally landed a job in a detective agency located in the central hub. From there, she still studied despite her mistakes and problems, she proved herself to be able to work along side with Lightheim's well known detective Ren.











Abby's earliest designs. Originally, she was going to have a skirt and a blue color palette.



# Silas

**Age:** 25  
**Height:** 6'6

Silas is a traveling alchemist who lives in a trolley and creates a different variety of potions for many clients. He isn't really fond of people and can sometimes come off as blunt, but despite that and his cold yet stoic expression, he has a passion to learn more about magic and plans to create more potential combinations of potions. He in someways would have an affiliation with Abby and Ren due to some of his clients being people that would potentially use his potions and enhancements for evil.











Silas' earliest designs.  
I initially thought of him being a  
generic alchemist with a huge staff  
and bookbag (I am personally fond  
of his current design.)





# Vash

**Age:** 35  
**Height:** 6'9

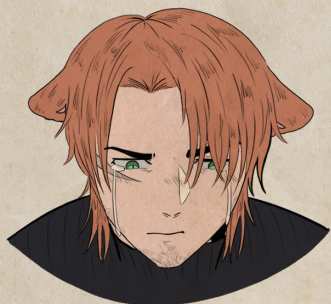
Vash is a very well trained spy who would stop at nothing to complete his mission. For as long as he could remember, he was always on the move, so this wasn't nothing new for him. With this type of job his name, Vash is a fake name that he goes by since he doesn't want to risk compromising his actual identity. However, he isn't oppose to switching sides every now and again, so things would stay interesting.











Vash's earlier designs. His color palette ultimately remained the same. He was going to be a young cat spy, but making him more older gave his design a bit more depth.





# Nikki

**Age:** 26  
**Height:** 6'3

Nikki is a cat thief who always had a hard time opening up to anyone. She's a very straight-forward person who is able to handle things herself. Growing up, she remembered living out in the streets by herself and calling it home, but she had to find any means to survive and would resort to thievery. With Nikki being a thief, she, like Vash, would also go by a fake name to mask her identity.











Nikki's earliest designs. She was going to have robotic limbs, but I decided to scrap that idea entirely.



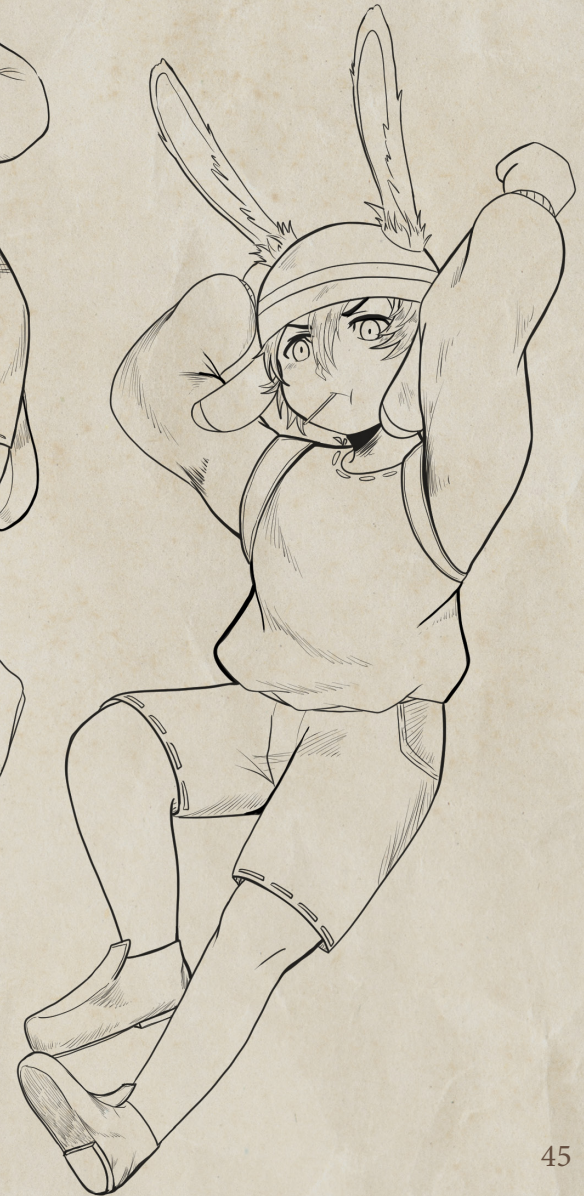
# Finn

**Age:** 10  
**Height:** 4'3

Finn is a young boy who lives a very normal and average life. He's an all around good kid in school and at home with a decent friend group to boot. However, one day as he was racing to get home after school, he took a wrong turn and became a witness to a crime that took place.









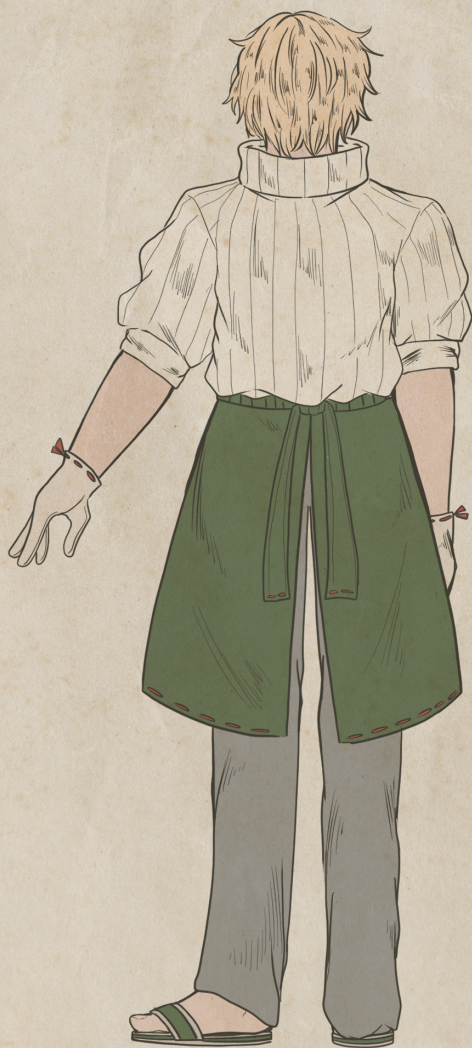
# Luca

**Age:** 27  
**Height:** 6'0

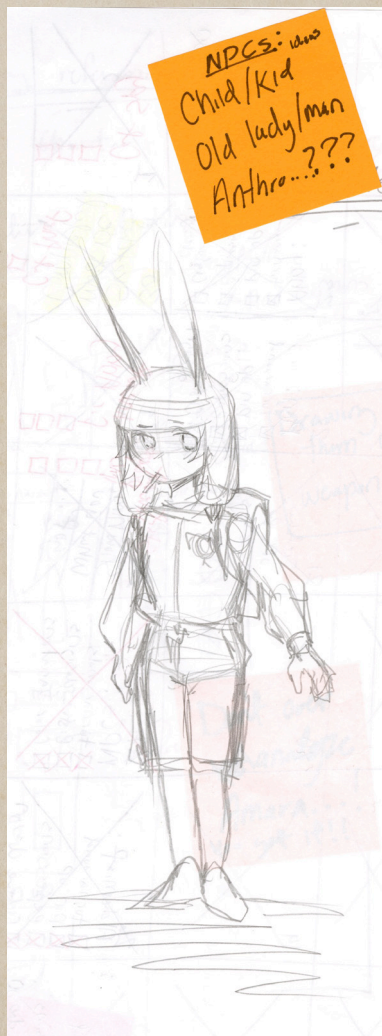
Luca is a florist who because of a “condition” has to work in the night shift of a flower shop called The Blooming Lily. He’s a very passive and gentle person, but will go through any means to protect this flower shop. Unfortunately, this particular flower shop’s storefront would soon be involved in a crime.







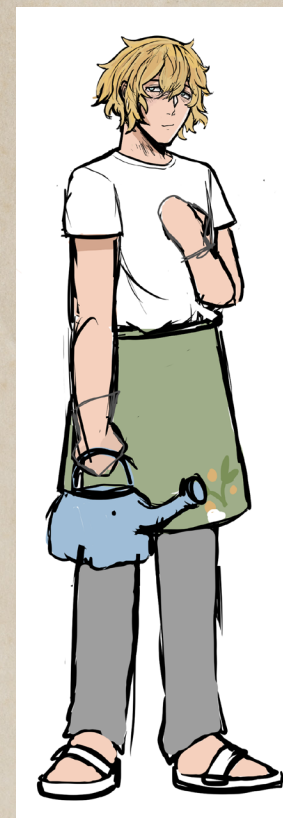




Finn out all of the characters here never had any design changes at all.

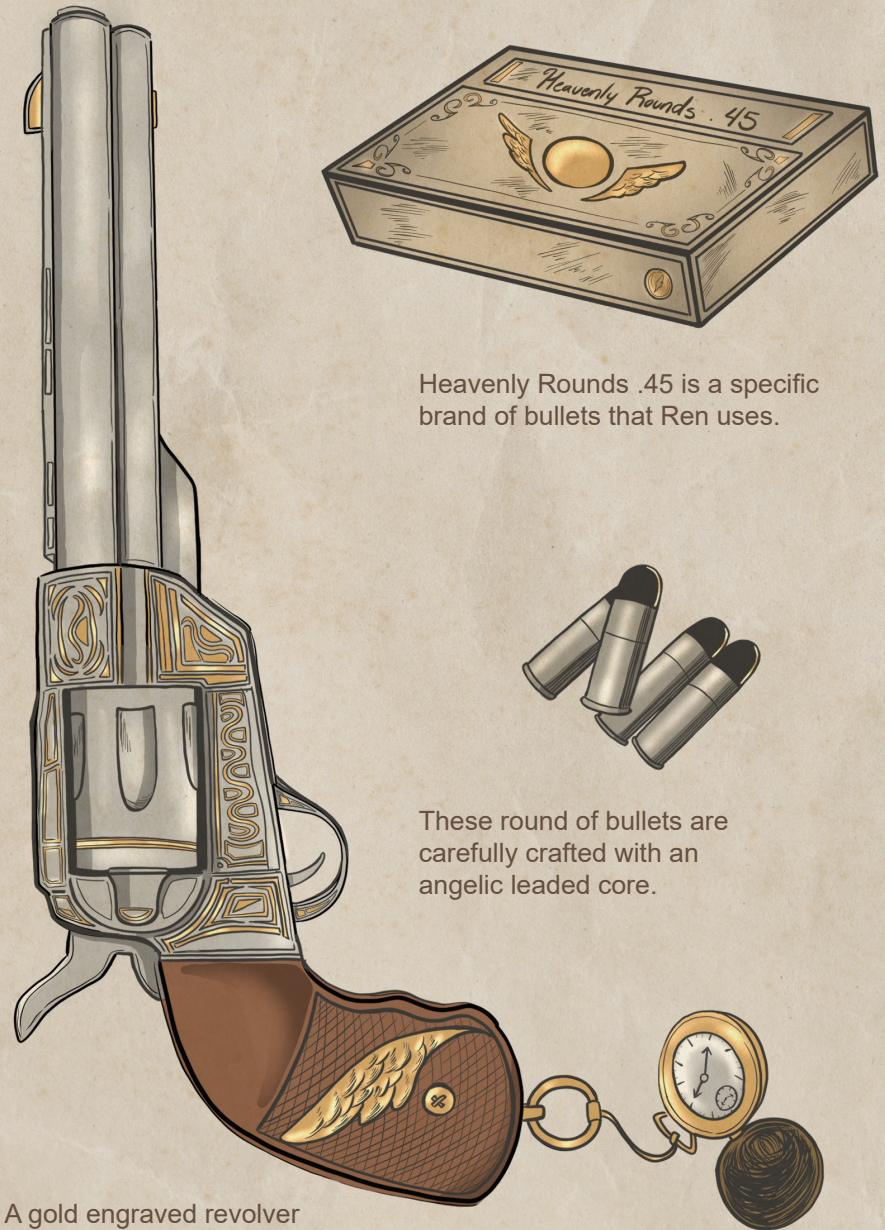


Luca on the other had had major changes to his design. He at first was going to be an old lady, but I didn't really went for it.





## Weapon Designs:



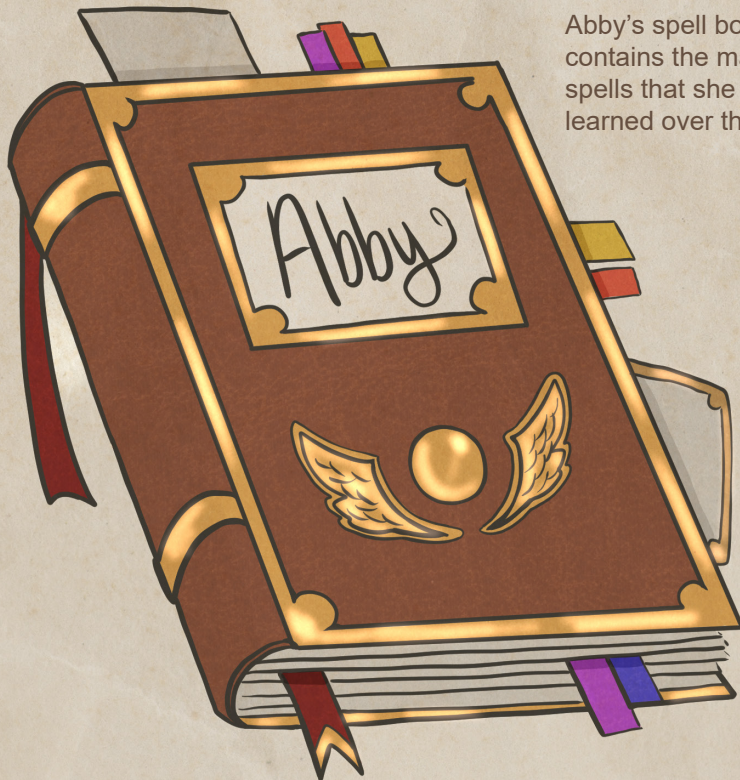
Heavenly Rounds .45 is a specific brand of bullets that Ren uses.

These round of bullets are carefully crafted with an angelic leaded core.

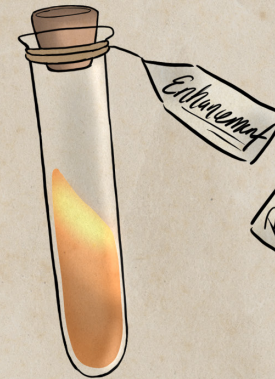
A gold engraved revolver that was given to Ren by the higher-ups.



Abby's potions that  
was crafted by  
Silas, the alchemist.



Abby's spell book  
contains the many  
spells that she has  
learned over the years.



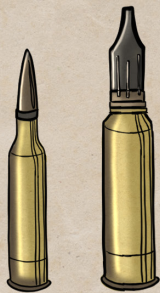
Silas uses many different potions,  
but these are his most popular  
ones that many choose.



The four pouches contains these two bullet types.



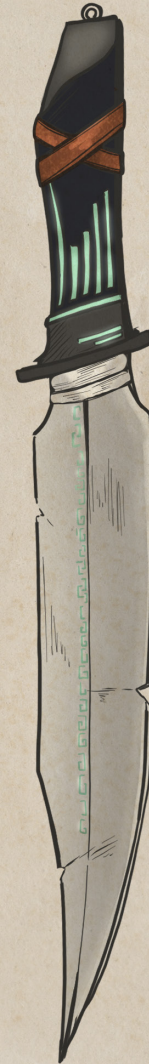
A sniper rifle that holds a lot of sentiment to him.



Vash uses two bullet types which is a regular bullet and armor shatter.



A switch blade that he mainly uses for close combat.



An old dagger that she received from Vash a long time ago.



Nikki's potions that she uses to get out of tight pinches.



Knuckle daggers is mainly Nikki's secondary weapon.



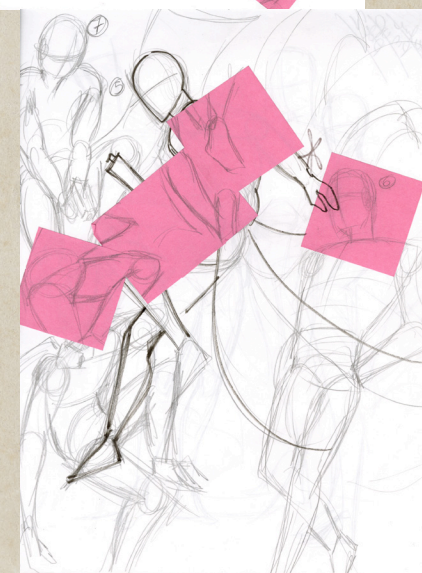
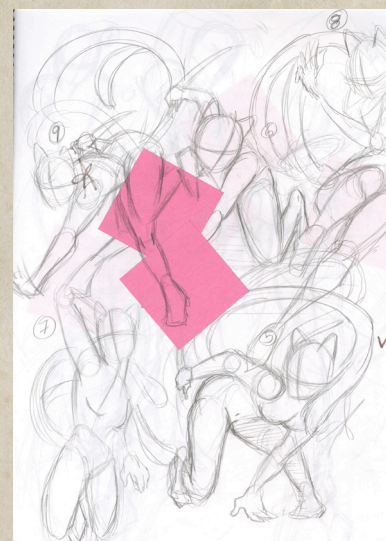
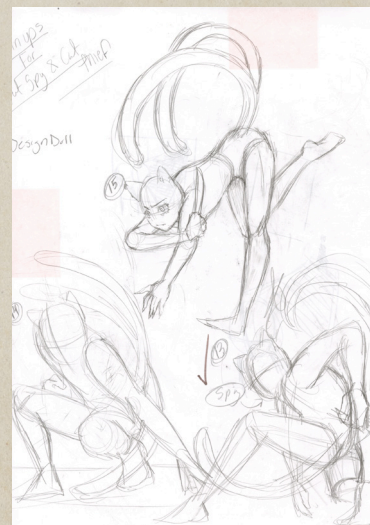
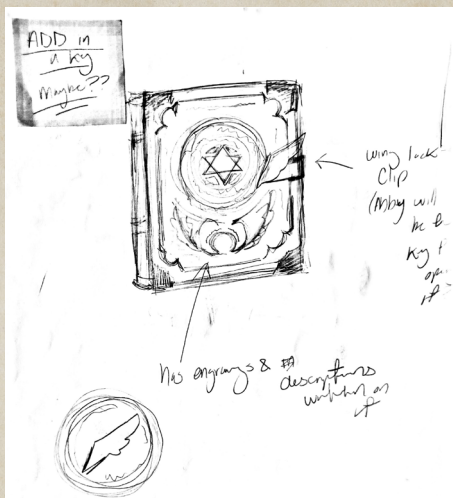
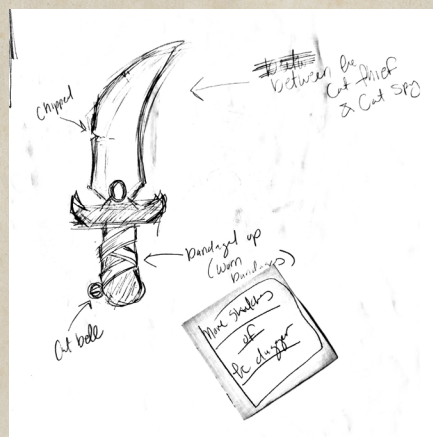
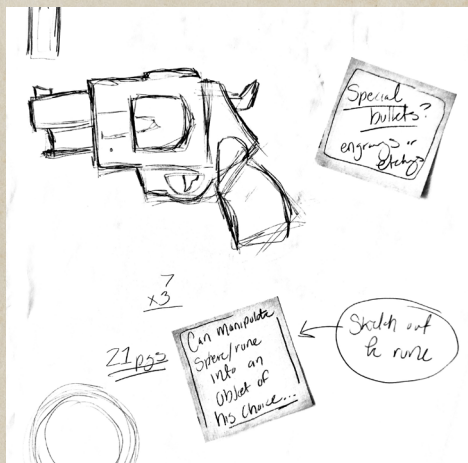


Early sketches of the map and the illustrations from the beginning.



## Process Book:

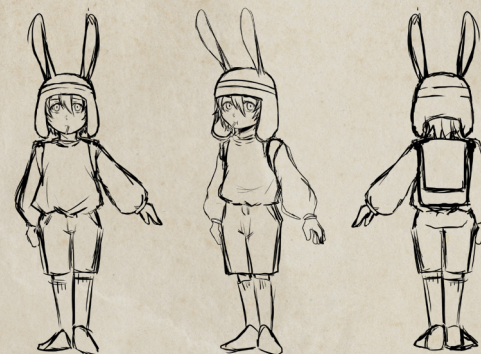
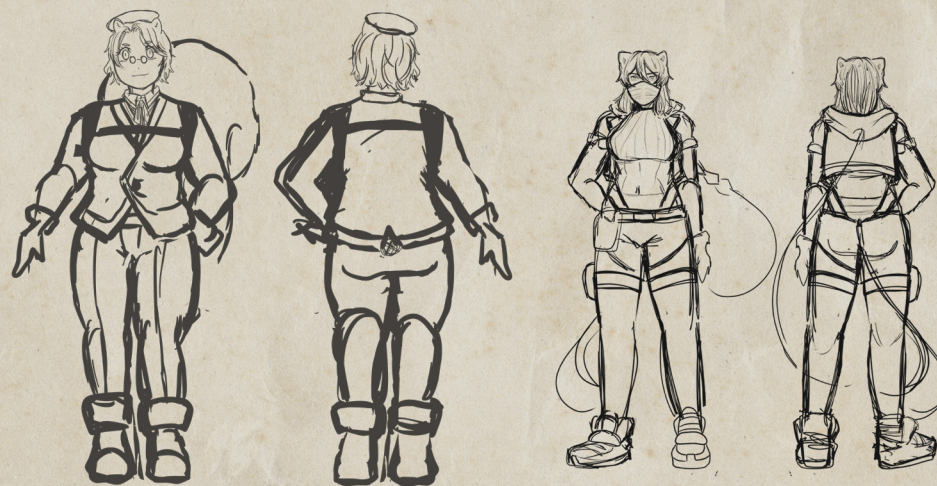
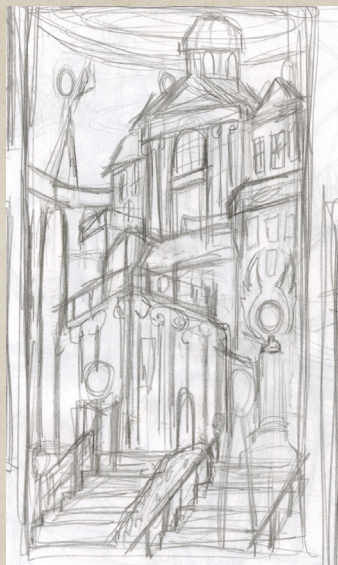
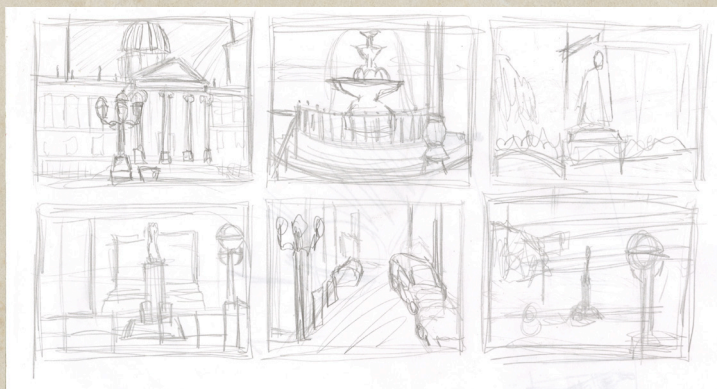
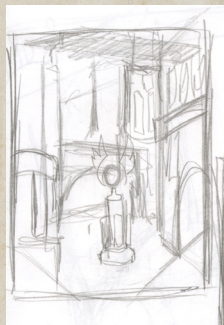
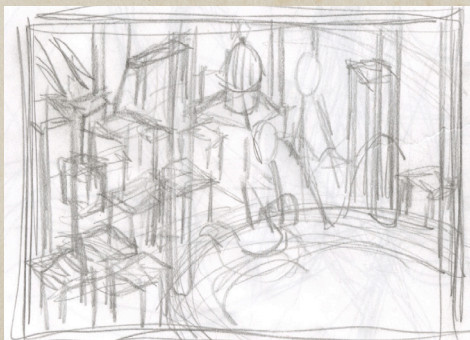




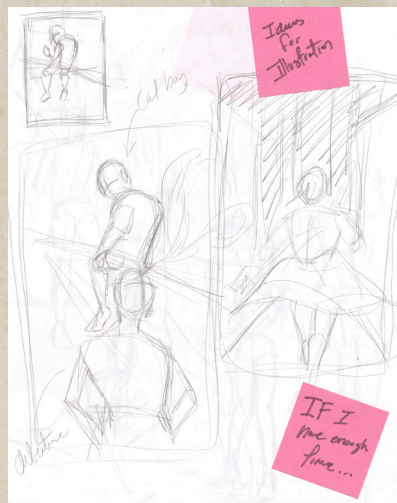
Early weapon concepts for the main characters.



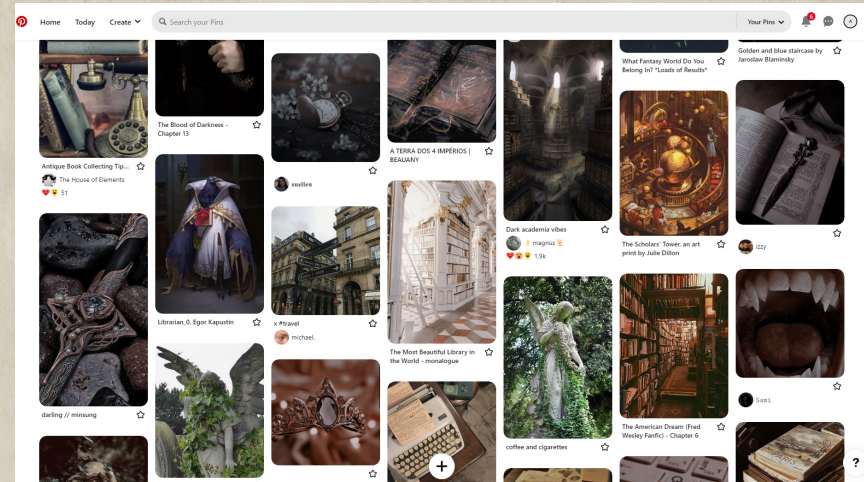
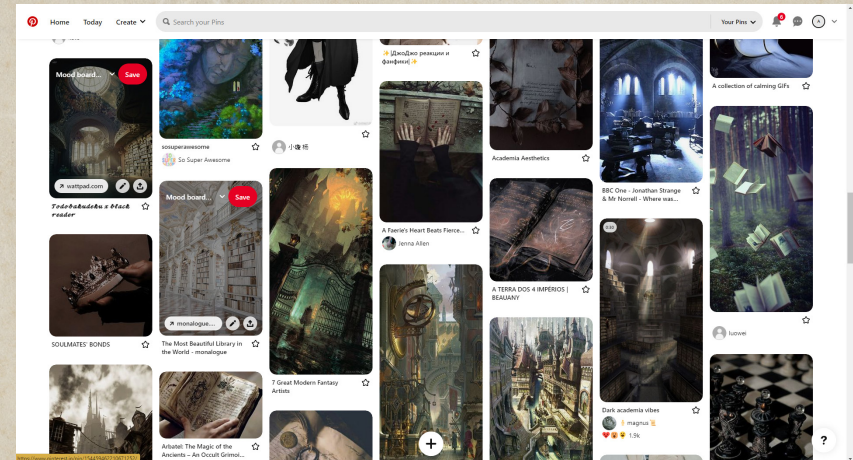
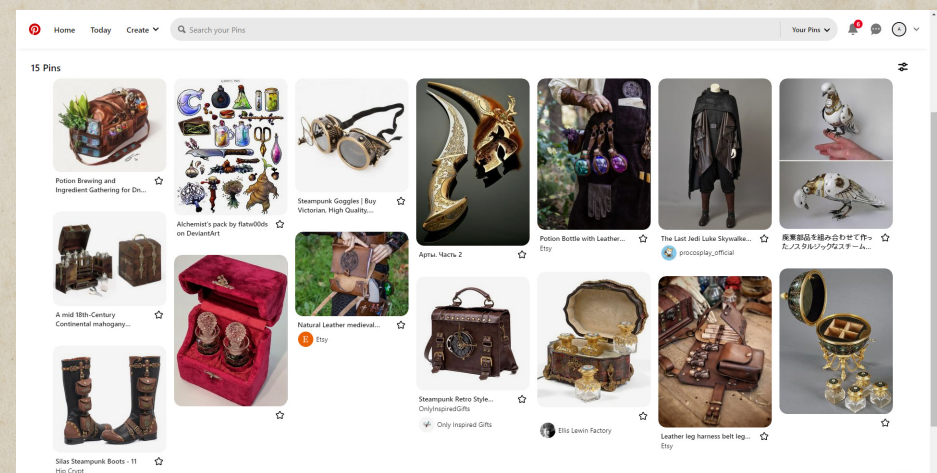




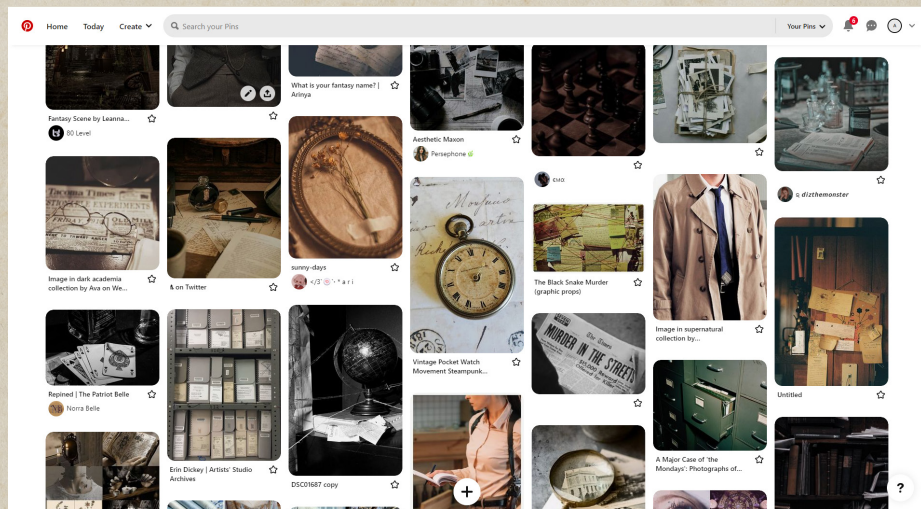




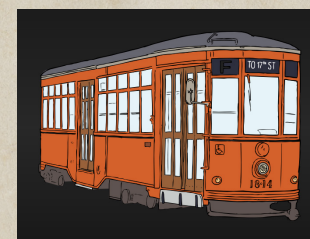
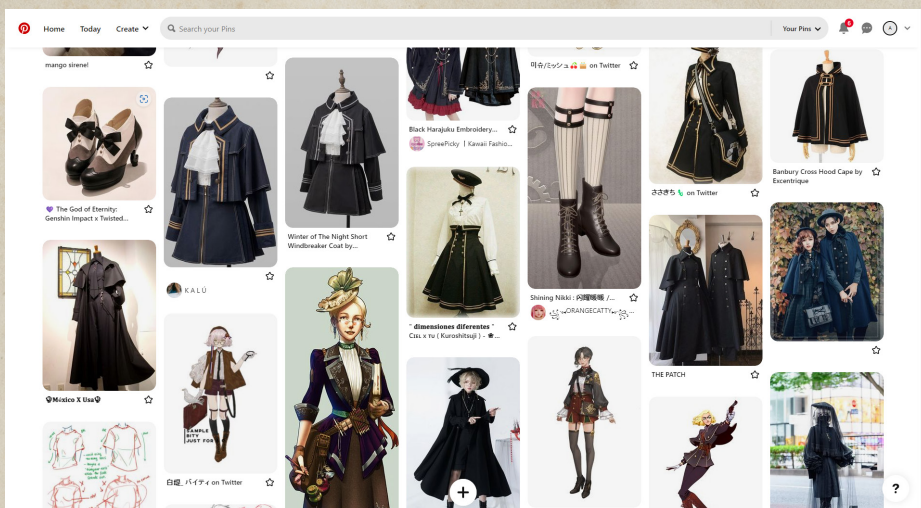
Concepts for  
illustrations and sketches  
for each character's key.







References of a bunch of different trolley and it being in a specific angle.







Amara Worrell  
Anthony Accardo  
Communication Design  
@sleepish.sheeps

worrellamara1365@gmail.com

Wix: <https://amaraworrell7.wixsite.com/website>