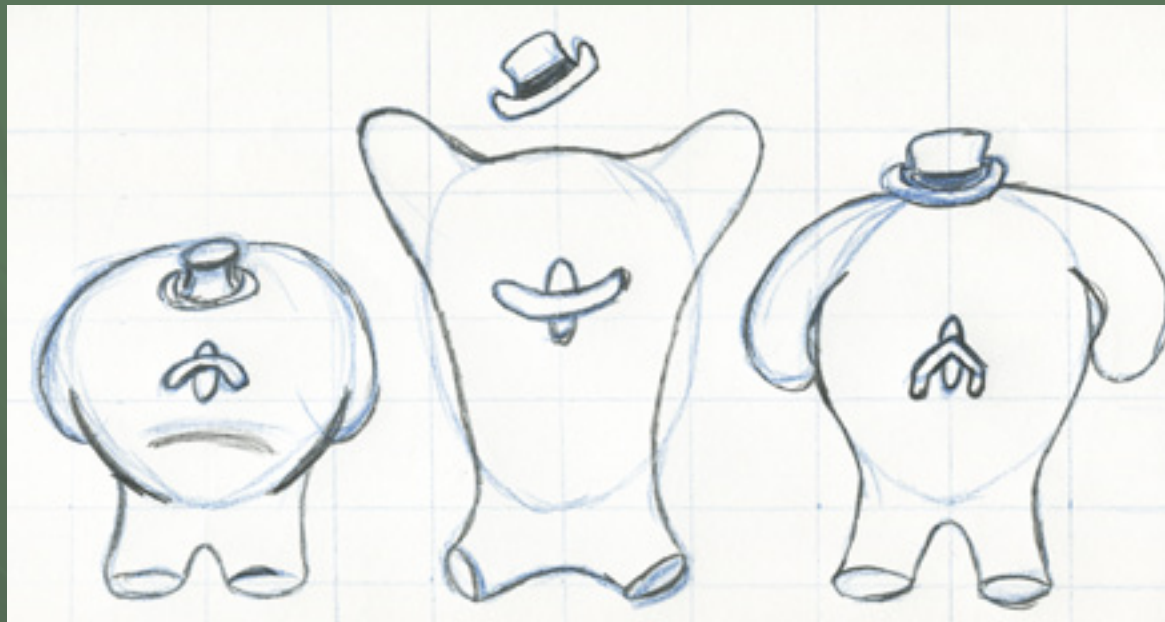
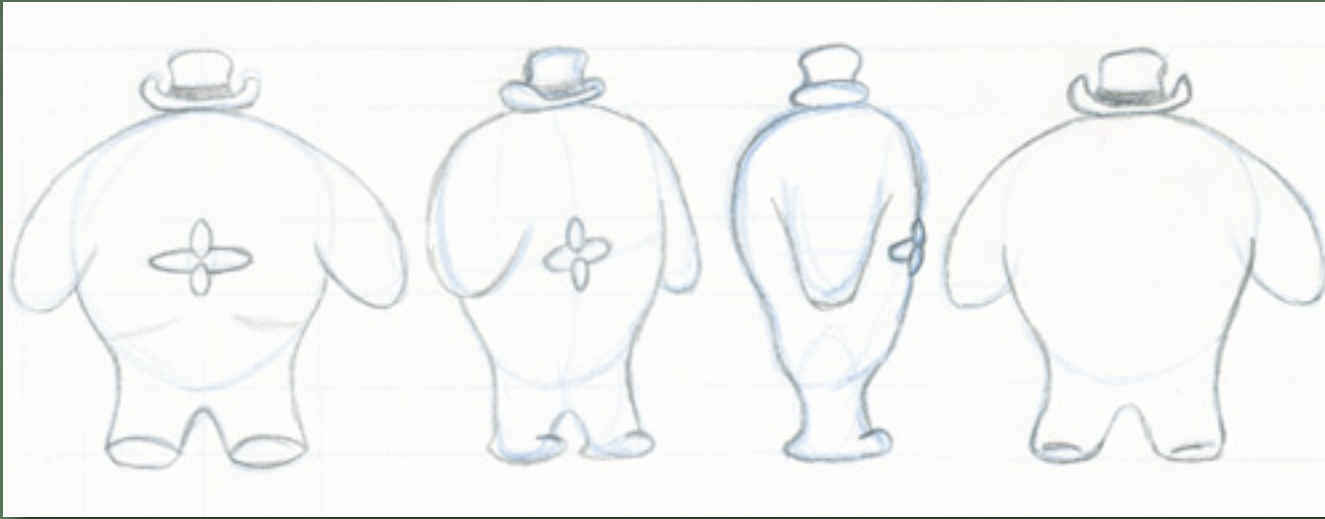


## Good and Evil - Munchie's Adventure

The following characters are from a game idea. The world you enter consists of ethereal beings locked in an epic war against each other. Although there are good and evil characters (faction leaders shown) you play a character named Munchie. Called into being through a battle "blast" between the leaders. Munchie travels through the world independent of either faction. As you play the game and battle the characters Munchie's alliance shifts based on who you're fighting and the quests you complete. Munchie has three main attacks, an energy roll where he balls up and rolls over everything, his mouth where he chomps and gobbles things and finally his hat. The closer (more aligned) Munchie gets to a certain faction a power grows inside him eventually enabling a 4th attack that could turn the tide of the war so each side is constantly offering and tricking him in attempts to sway his allegiance. Emotions are shown not only through mannerisms but also mouth shape and hat position.



# Munchie



Sad

Happy

Angry

# Good Leader

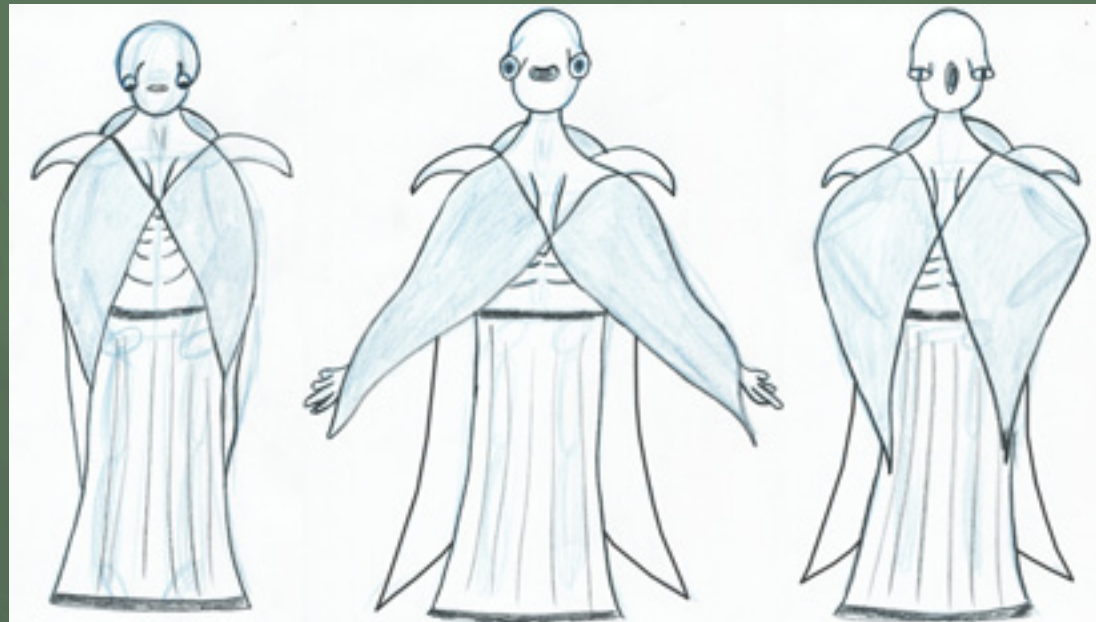
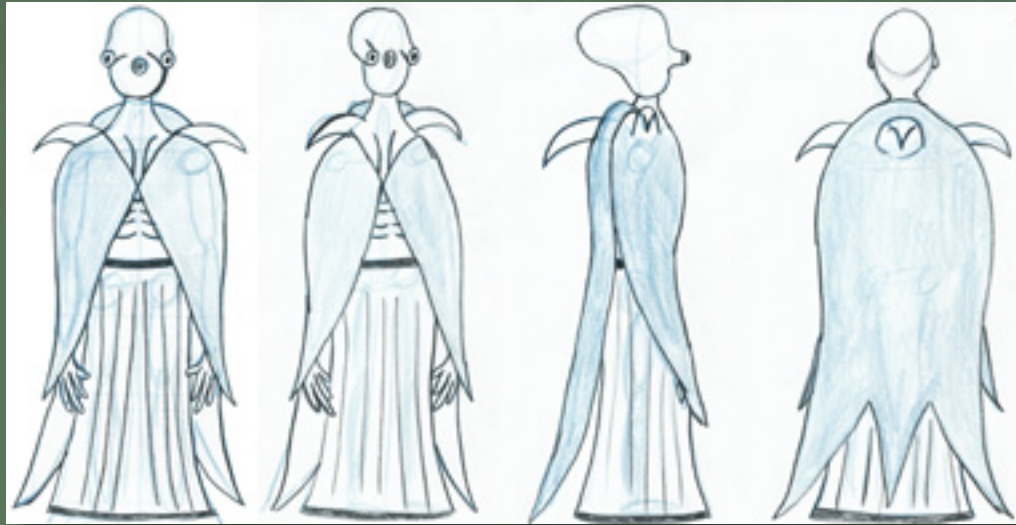


Sad

Happy

Angry

# Evil Leader

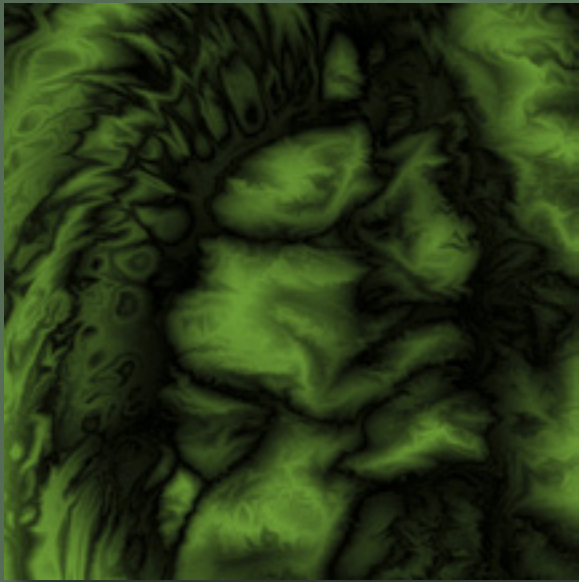


Sad

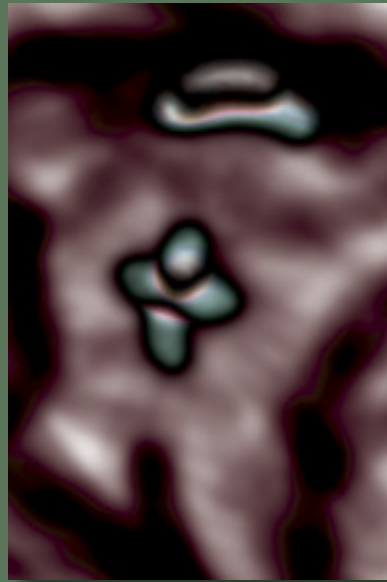
Happy

Angry

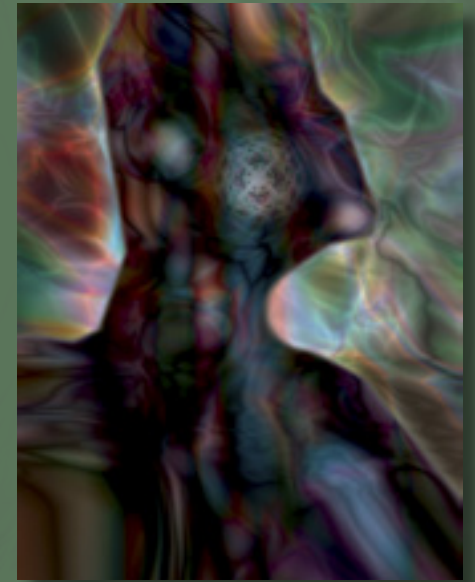
## Original concept ideas



Good Leader



Munchie



Evil Leader