



# The Art Book



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# Starting

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First sketches

First sketches of the hero

Walk animation

Fight animation





# Starting | First sketches.



I didn't know how to make proper pixel art at first, but the look and feel of the game came together quickly.







## Starting | First sketches of the hero.



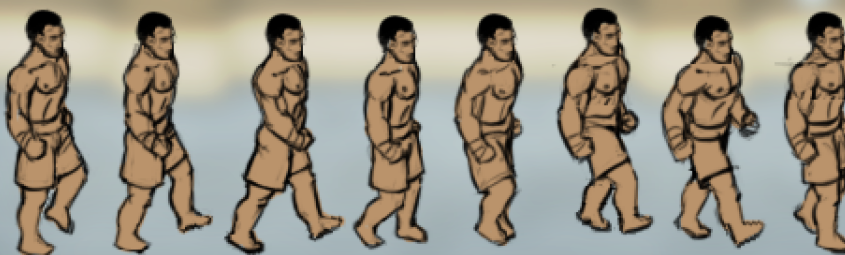
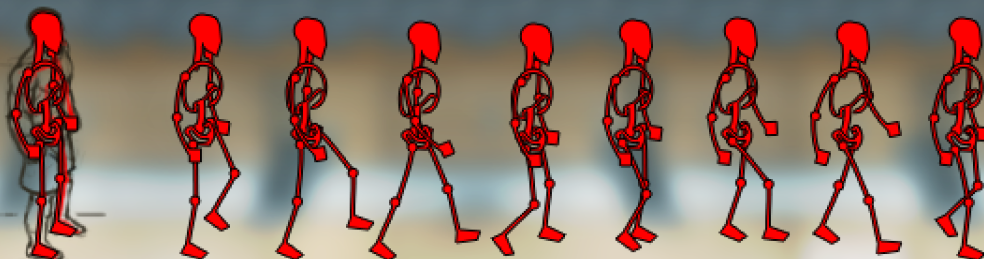
Sketches of our hero and a ragdoll for animations.



# Starting | Walk animation.



0 1 2 3 4/0 1 2 3 4/0



1 2 3 4 5 6 7 8

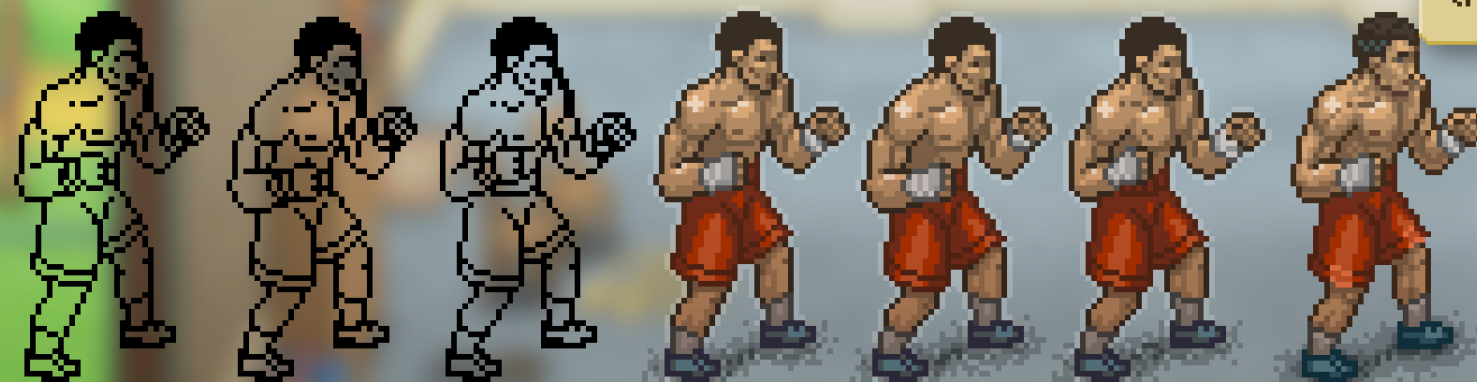
His first steps. Aww...  
I didn't use ragdoll after  
these initial steps.



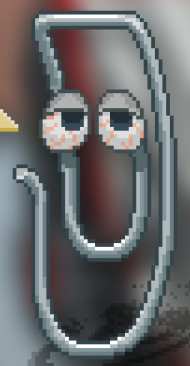




# Starting | Fight animation.



Always on  
the alert.





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# Interface

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First sketches

Final version

Perks

Guide book

City map

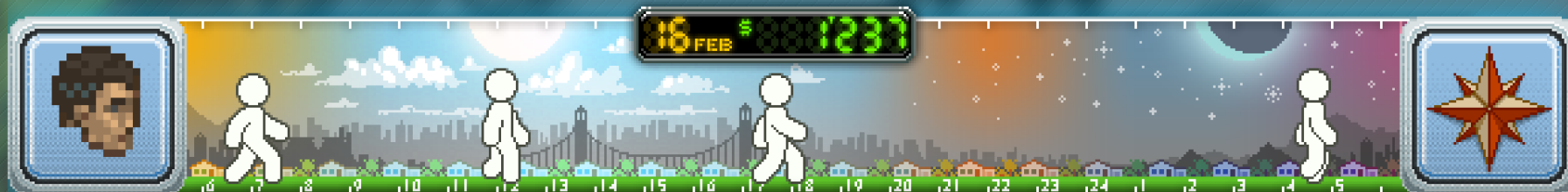
Game menu



# Interface | First sketches.



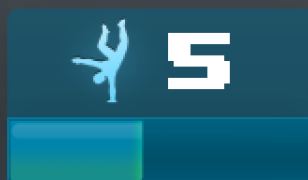
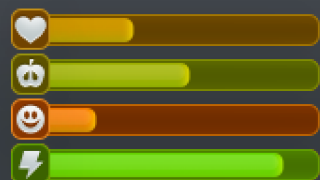
Different interface variations.







# Interface | Final version.



\$  
12'589'00



And here is the final pixel version that was chosen.

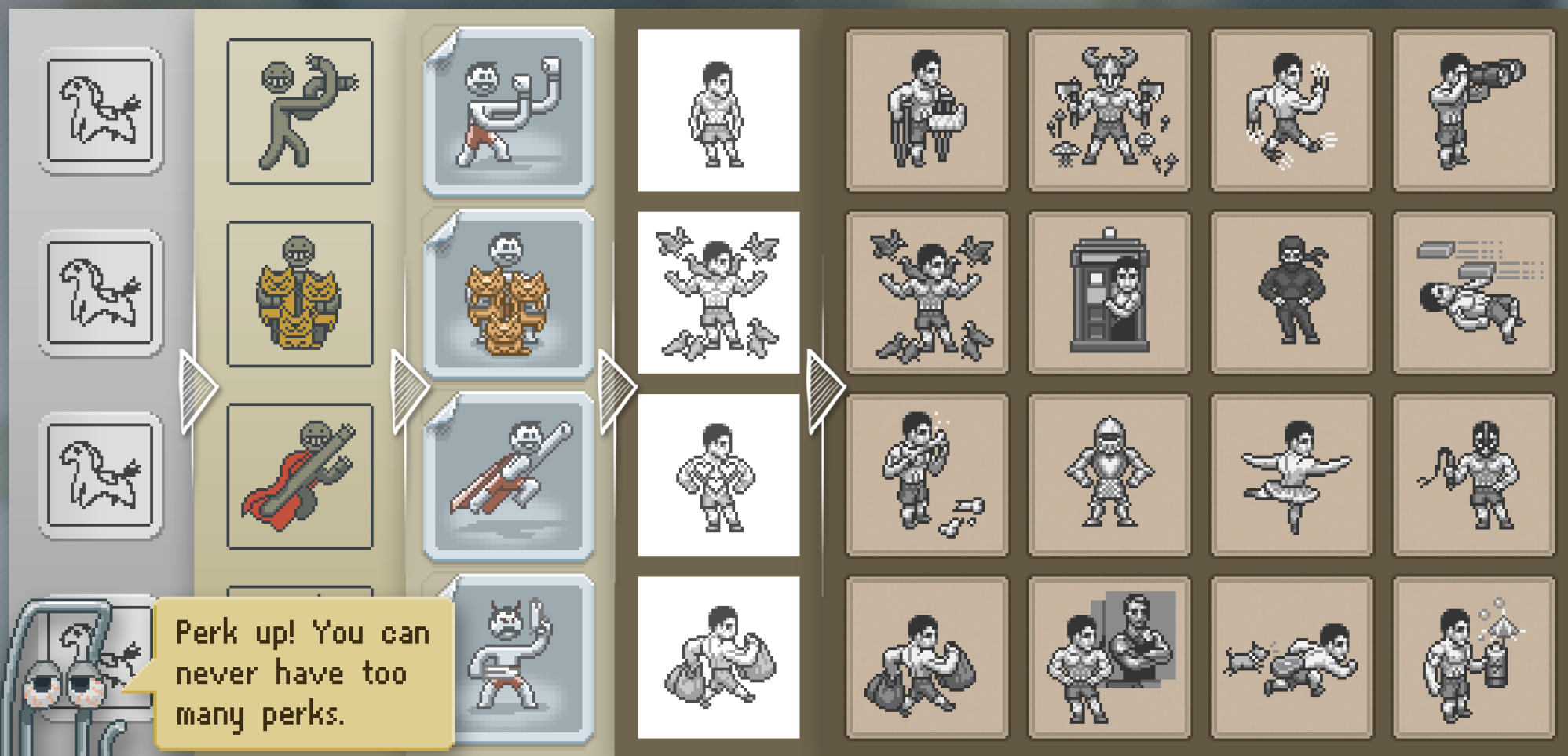


329  
\$12.724





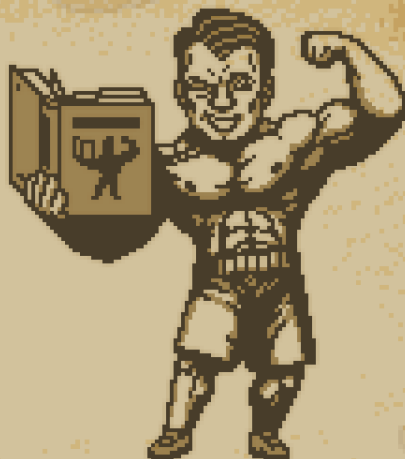
# Interface | Perks.



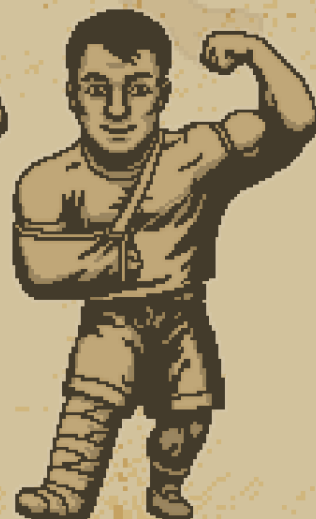
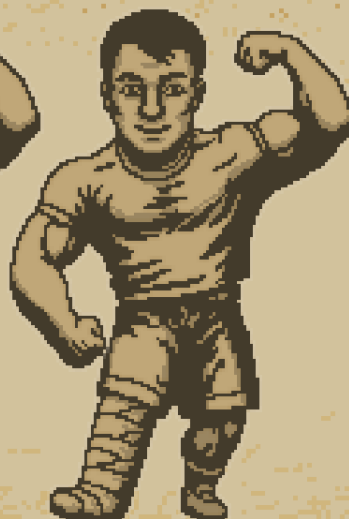
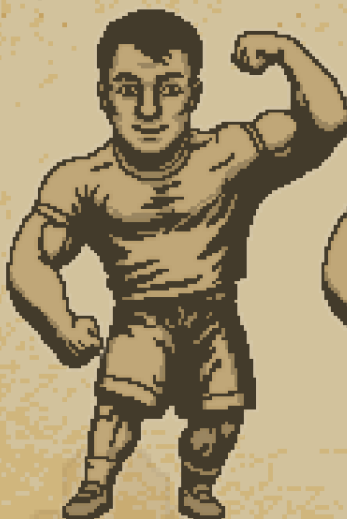




# Interface | Guide book.



Learning is  
always useful..





# Interface | City map.

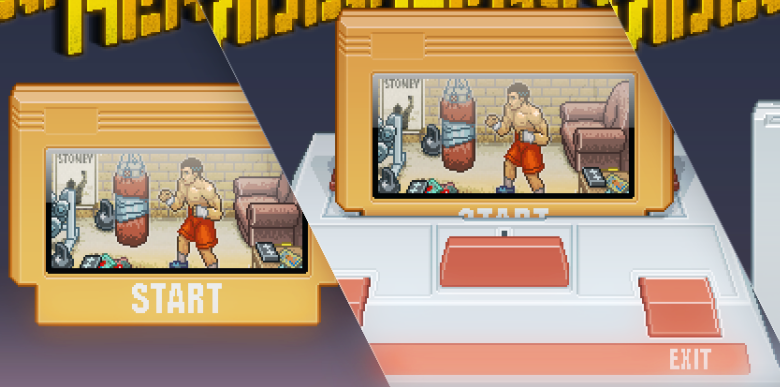






# Interface | Game menu.

VIDEO HERO VIDEO HERO VIDEO HERO VIDEO HERO VIDEO HERO



# VHS

**NEXT VERSION: 0.6**

ETA: 7 days

Fixed a bug where the knockup duration  
was not increasing based on charge time  
Increased knockup duration when fully charged  
from 0.75 seconds to 1 second  
Added new visual effects to better commu-  
nicate amount of charges left

Fixed a bug where the knockup duration  
was not increasing based on charge time  
Increased knockup duration when fully charged  
from 0.75 seconds to 1 second

View

Read more...

**IN HISTORY**

(14 august 2015)

Fixed the knockup duration  
when fully charged

Increased knockup duration  
when fully charged  
from 0.75 seconds

Added new visual effects  
to better commu-  
nicate amount of charges left

Fixed a bug where the knockup duration  
was not increasing based on charge time

Increased knockup duration when fully charged  
from 0.75 seconds to 1 second



Game Version 0.4  
UPDATE AVAILABLE!

Update to 0.6

START

OPTIONS

CREDITS

EXIT



I tried to maintain the  
NES/VHS style for the  
main menu.



PLAY  
OPTIONS  
CREDITS  
EXIT

GAME BY: LAZY BEAR GAMES  
PUBLISHED BY: TINYBUILD



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# Characters

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Big Bobo and other opponents

Chuck and Hulk

Ninja crocodile

All ninja alligators.

Woman fighter

Ivangeiff

Mighty Bruce

Fighting bear

Street robbers

Raccoon master

Character designer

Opponents

Non-player characters



# Characters | Big Bobo and other opponents.



Bobo was the first character in another weight category.







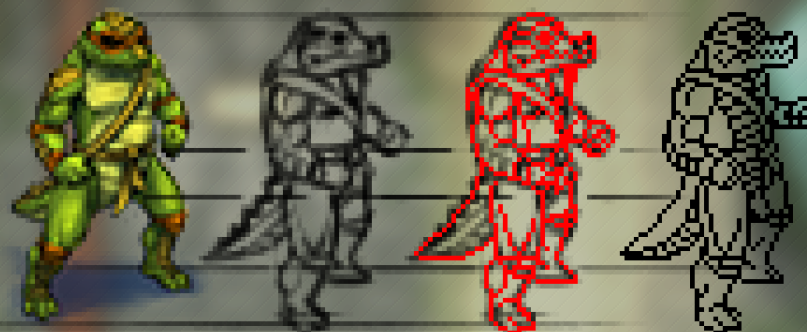
# Characters | Chuck and Hulk.







# Characters | Ninja crocodile.



Alligators? Mutants?  
In the sewers? Doesn't  
sound familiar.





# Characters | All ninja alligators.







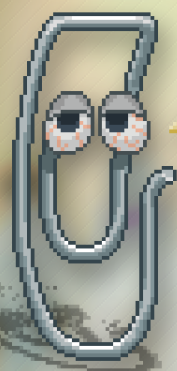
# Characters | Woman fighter.



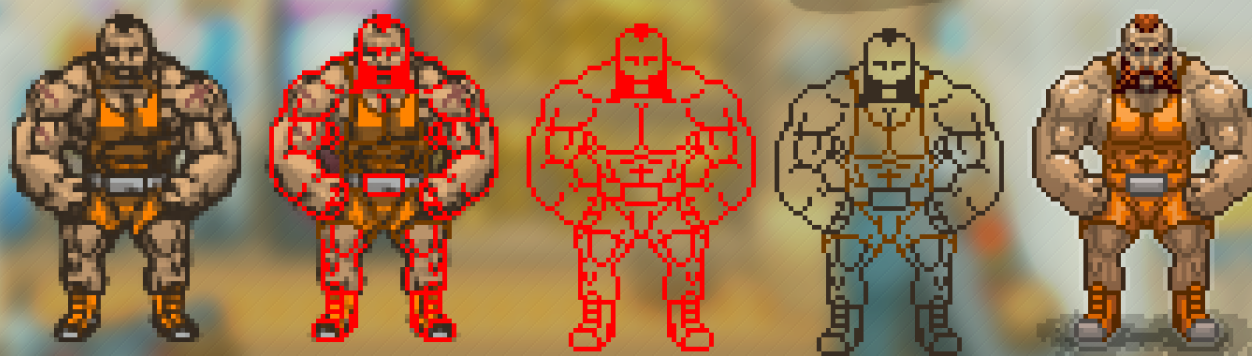




# Characters | Ivangieff.



One of the bosses.







# Characters | Mighty Bruce.



Can you imagine  
an action movie  
without Bruce?







# Characters | Fighting bear.





# Characters | Street robbers.







# Characters | Raccoon master.





# Characters | Character designer.





# Characters | Opponents.







# Characters | Non-player characters.



Good for a bit of talking shop.



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# Locations

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Home sweet home

Garage

New house

Basement gym

China town

Cafe

Cold Russia

Russian hut

Prison

Prison yard

Biker's camp

Movie scenes

Friend's house



# Locations | Home sweet home.









# Locations | New house.





# Locations | Basement gym.







# Locations | China town.





# Locations | Cafe.







# Locations | Cold Russia.





# Locations | Russian hut.





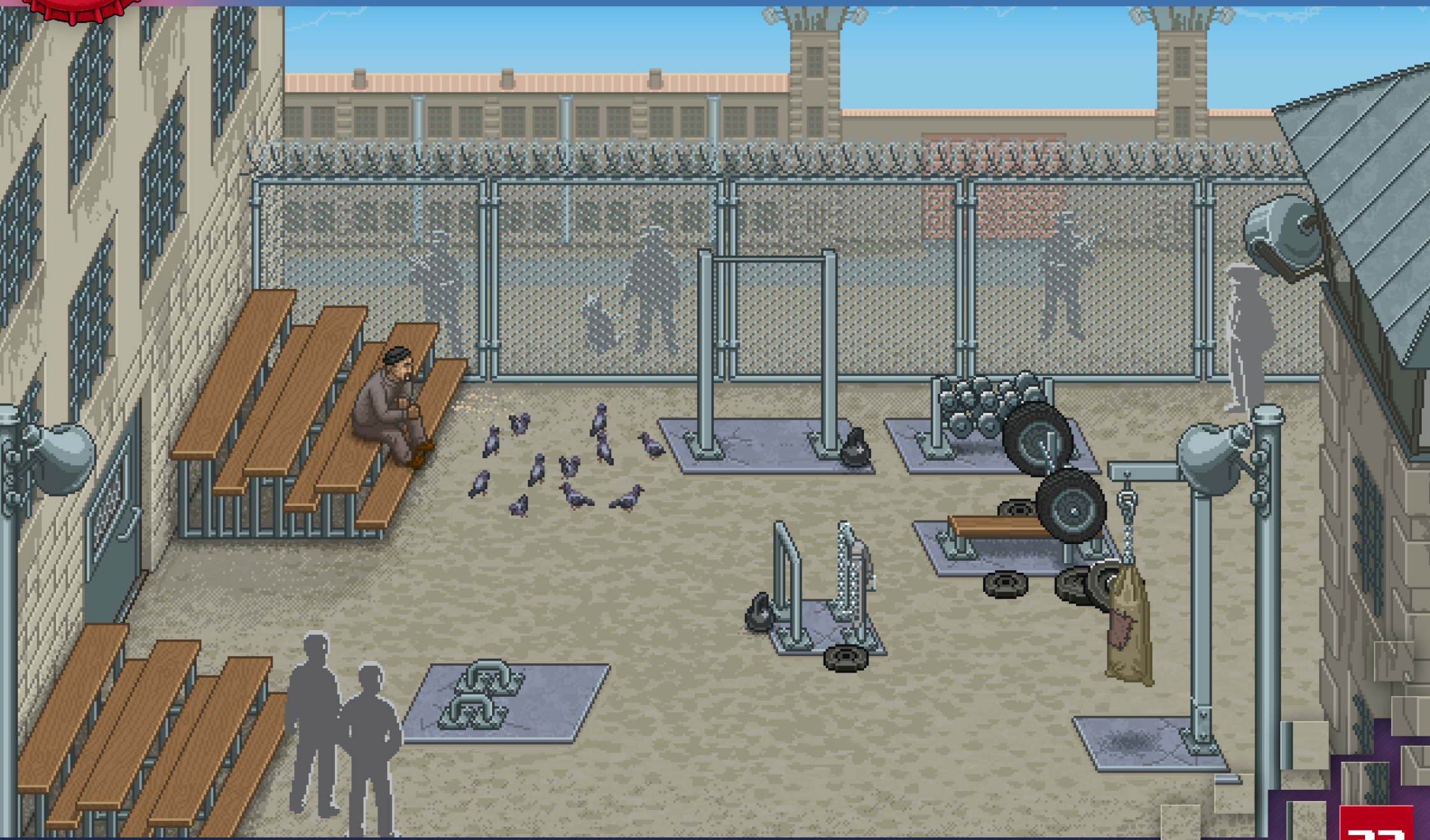


# Locations | Prison.





# Locations | Prison yard.





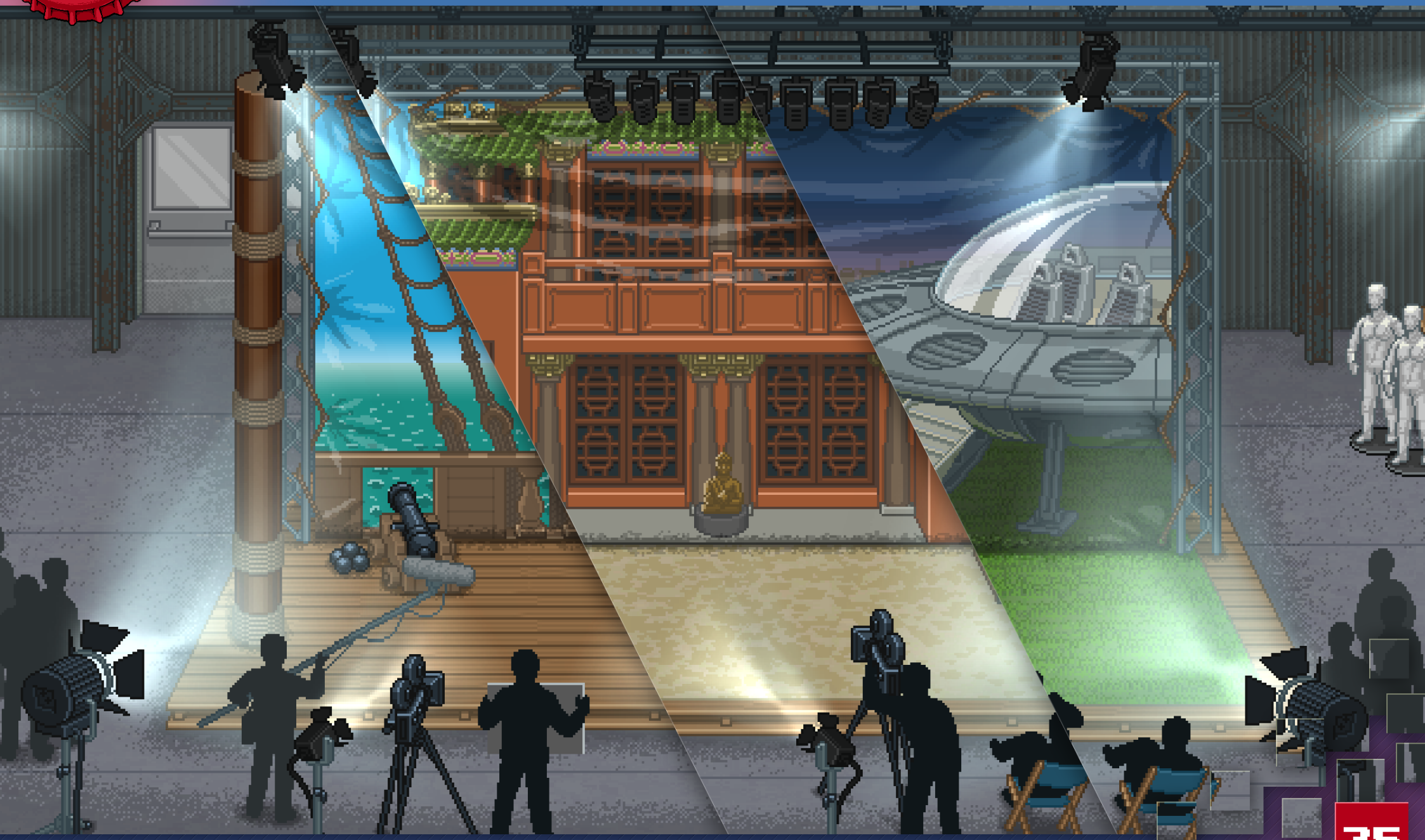


# Locations | Biker's camp.





# Locations | Movie scenes.







# Locations | Friend's house.





Punch Club  
The Art Book  
Alexandr "treety" Minichev