House on the Hill

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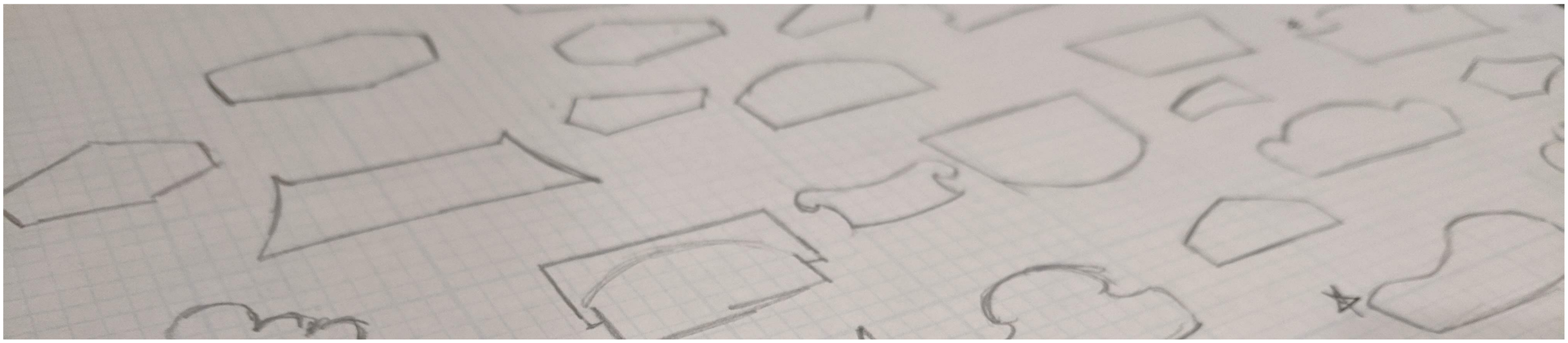
Introduction

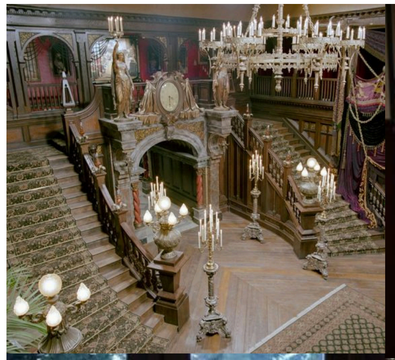
House On The Hill is a tower defense game where you play as a witch who owns a haunted house on Washington Street. As night falls, curious kids and teenagers attempt to break into your property and stick their noses in your business. Fend them off by utilizing your haunted magic, releasing ghosts, bats, blobs, and monsters to spook the intruders into never coming back!

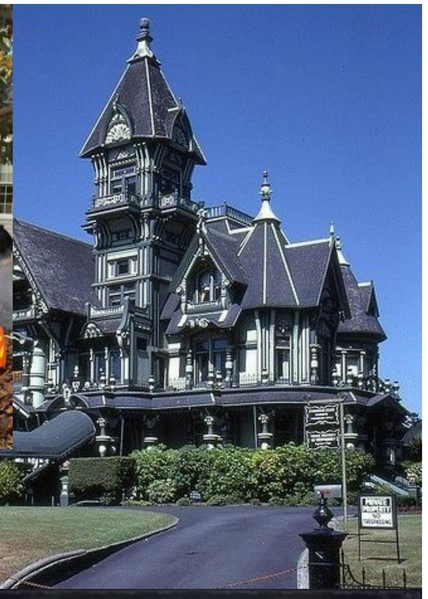
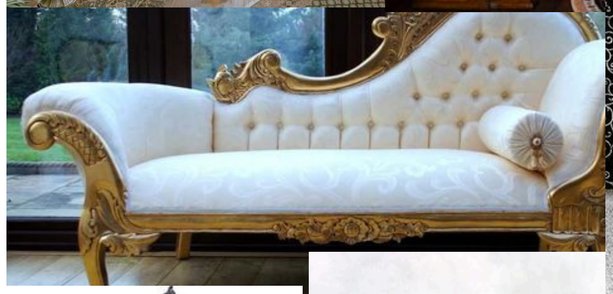


Inspiration & Ideation

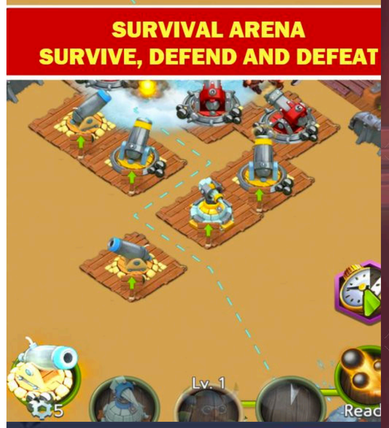
House on the Hill is very heavily influenced by victorian era furniture and houses. These styles are very much the essense of the classic spooky haunted house look. Elements of color and form are at the root of the app's design.

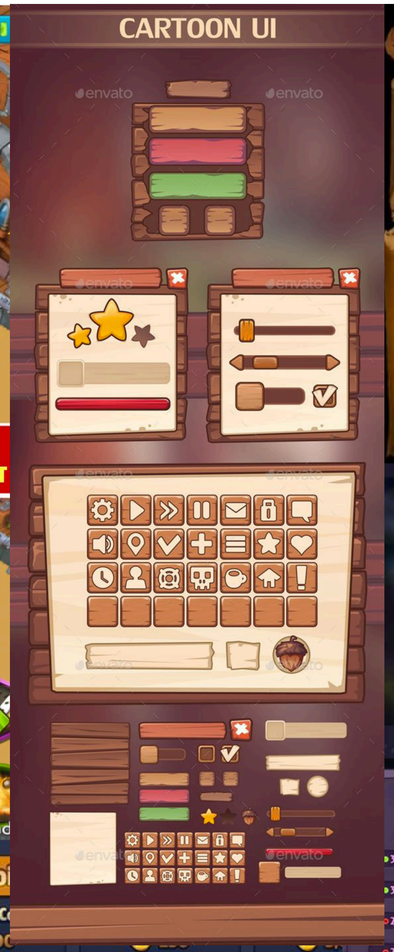
Moodboard | *Inspiration*

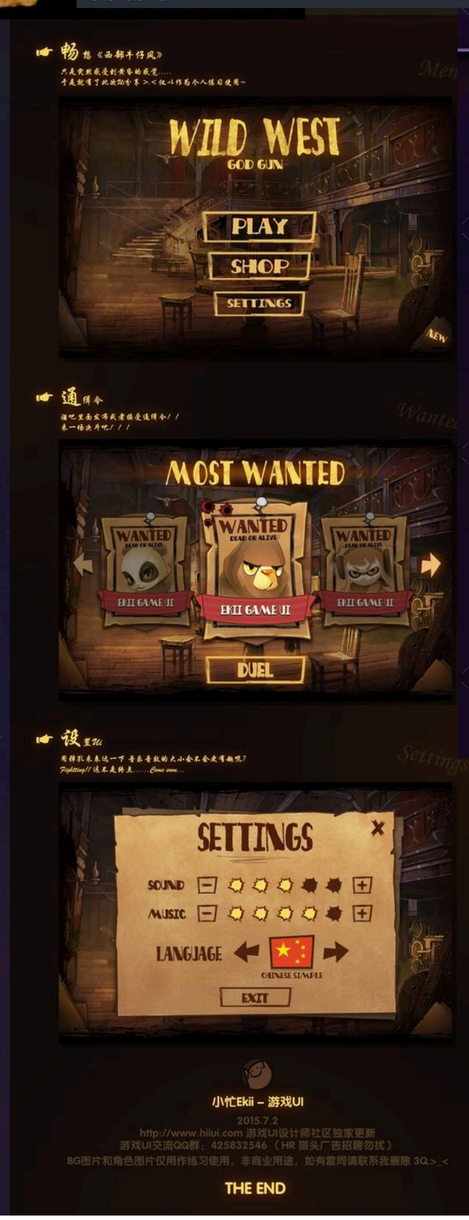


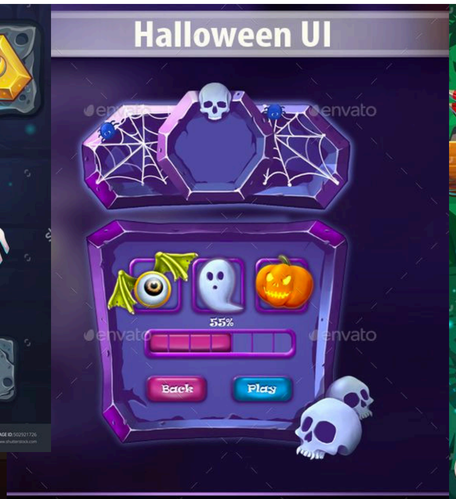



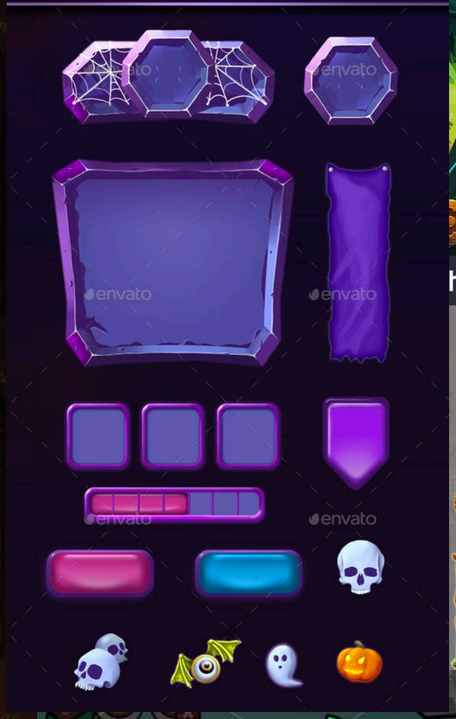
Reference | Inspiration

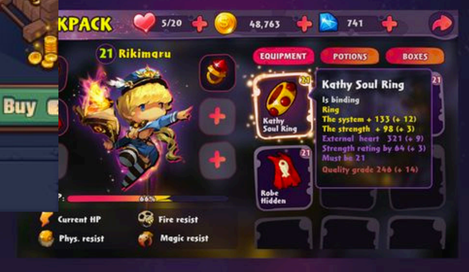


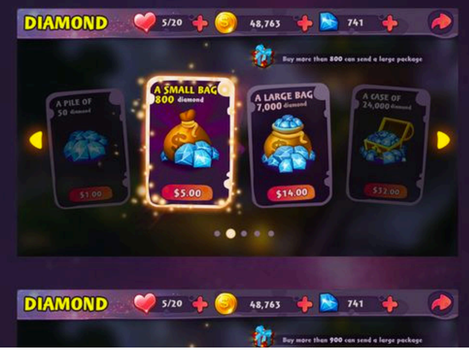










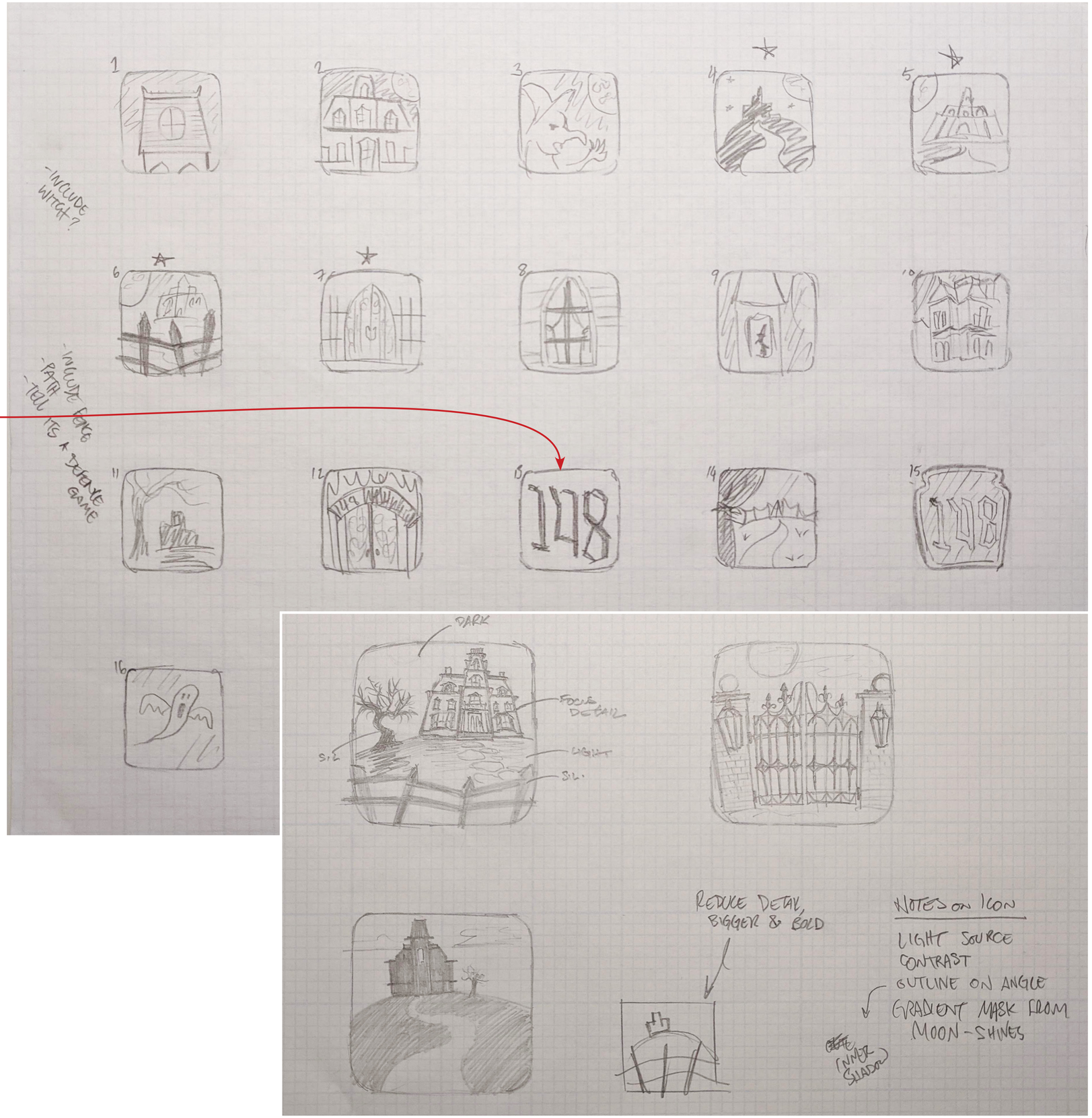


App Icon

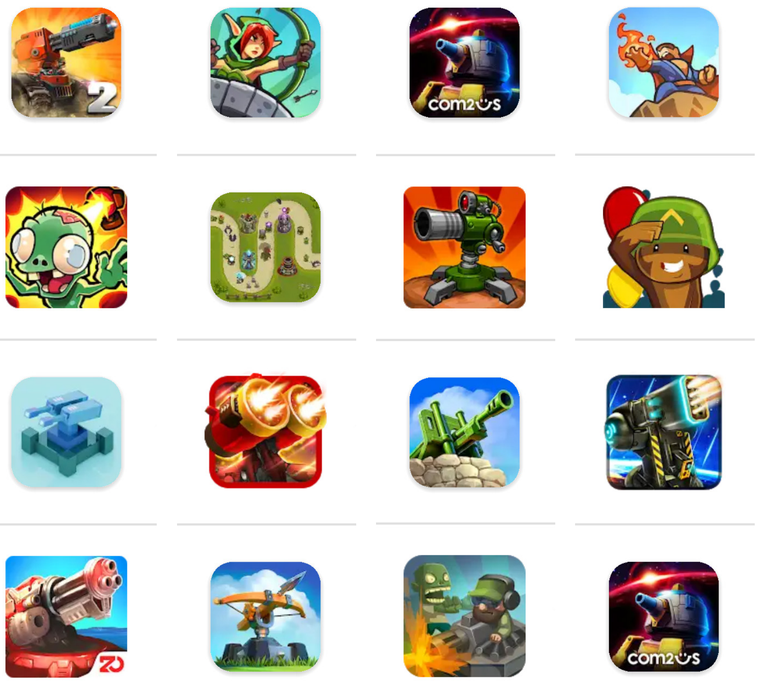
An app's icon is a user's first interaction they have with your game. With House on the Hill's icon, I wanted to represent the essential, key features of the game that will set it apart from its competitors in the app store. Focusing on a strong silhouette and bold colors, I chose to represent the house you're meant to defend, setting the stage for the general spooky and somewhat playful nature of the game itself.

Sketches & Ideation | *App Icon*

The game was originally going to be titled “148 Washington”



Competitive Analysis

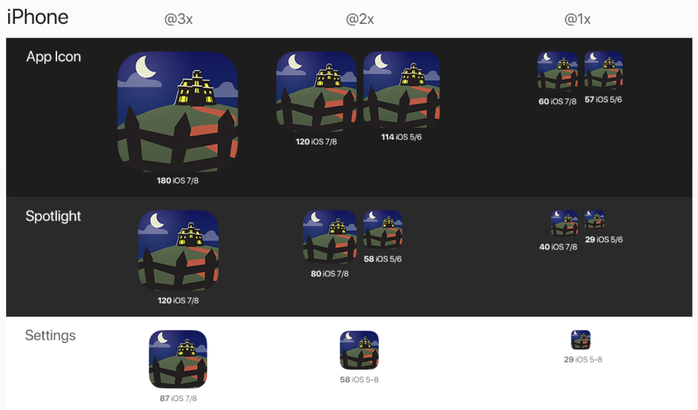


Color Studies & Process | *App Icon*

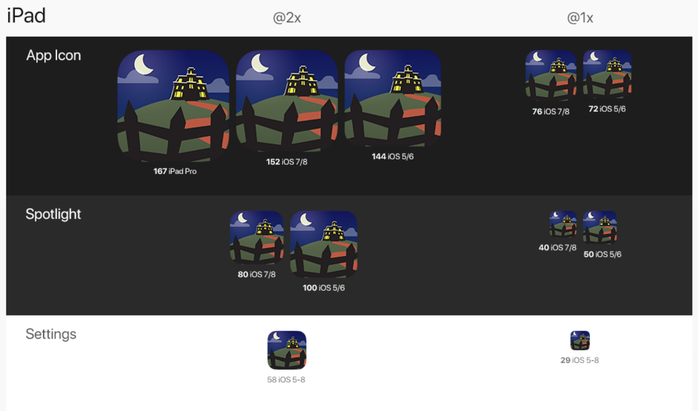
Final | *App Icon*

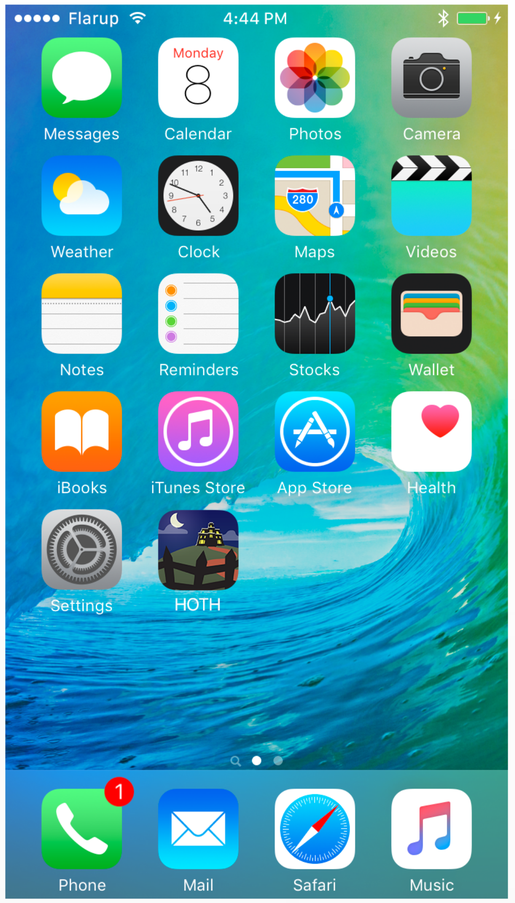
1024 Retina App Icon for App Store

iPhone

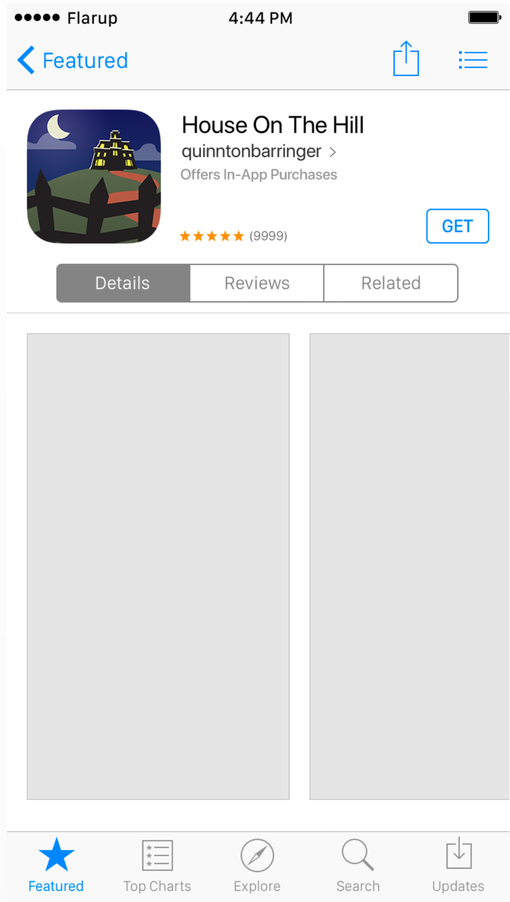


iPad





Home Screen



App Store

PixelResort

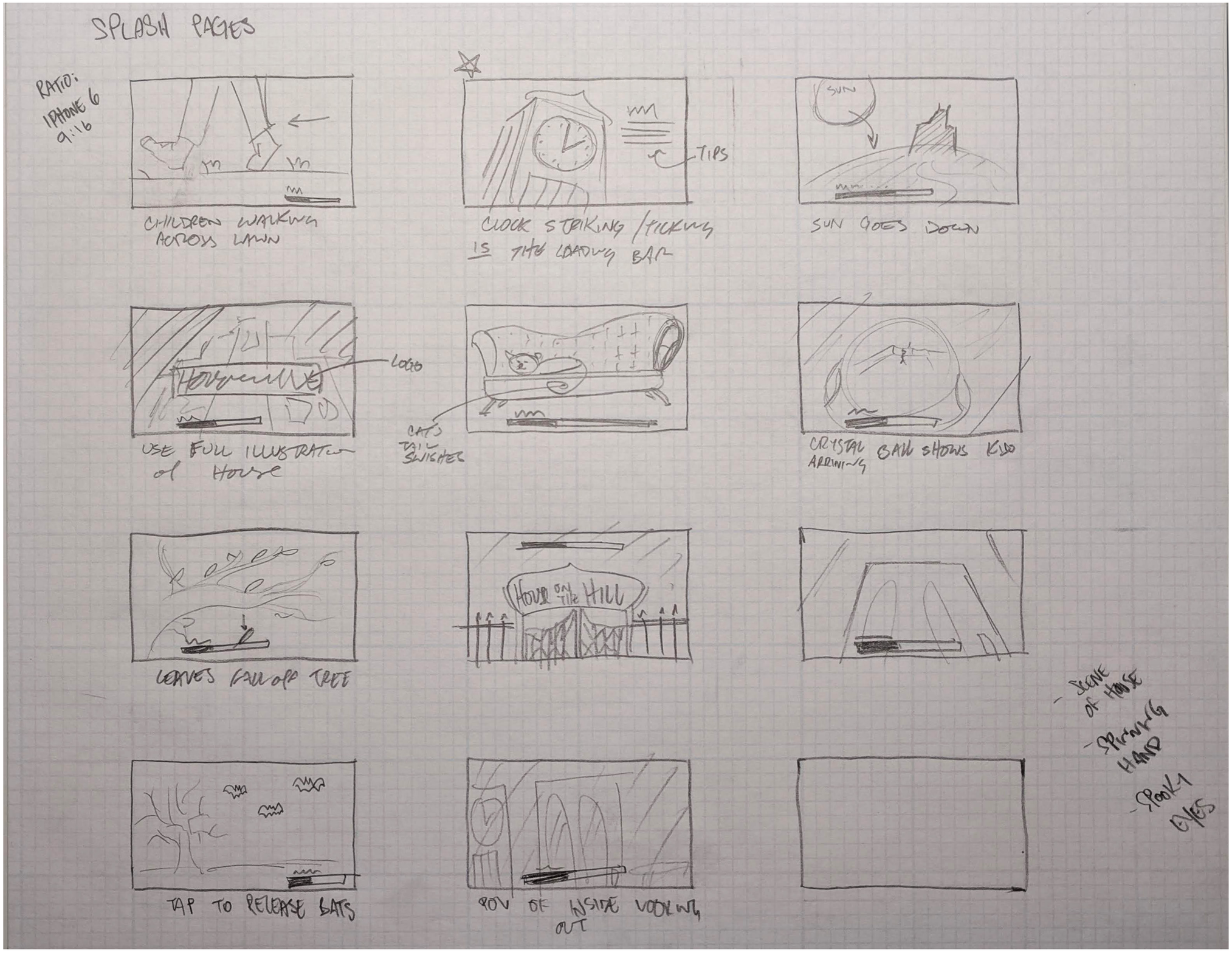
iOS App Icon Template 5.0

This template was created by Michael Flarup (@flarup)
Appicontemplate.com

Splash Screen

A Splash Screen is what typically shows while the game is loading up its content. It's used as an entertaining screen to keep the player's attention while they wait. To set the mood for House on the Hill, I depict the house itself, with occasional lightning flashes and interactive lights so they will be busy and entertained while the game loads.

Sketches & Ideation | *Splash Screen*

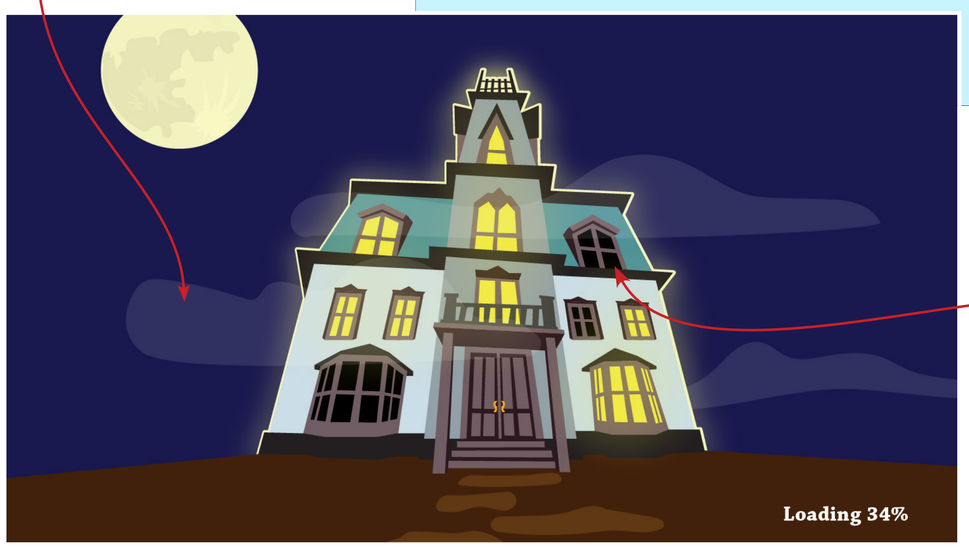


Final | *Splash Screen*

Final | *Splash Screen*

Occasional lightning strike reveals game title and byline

Clouds slowly drift horizontally

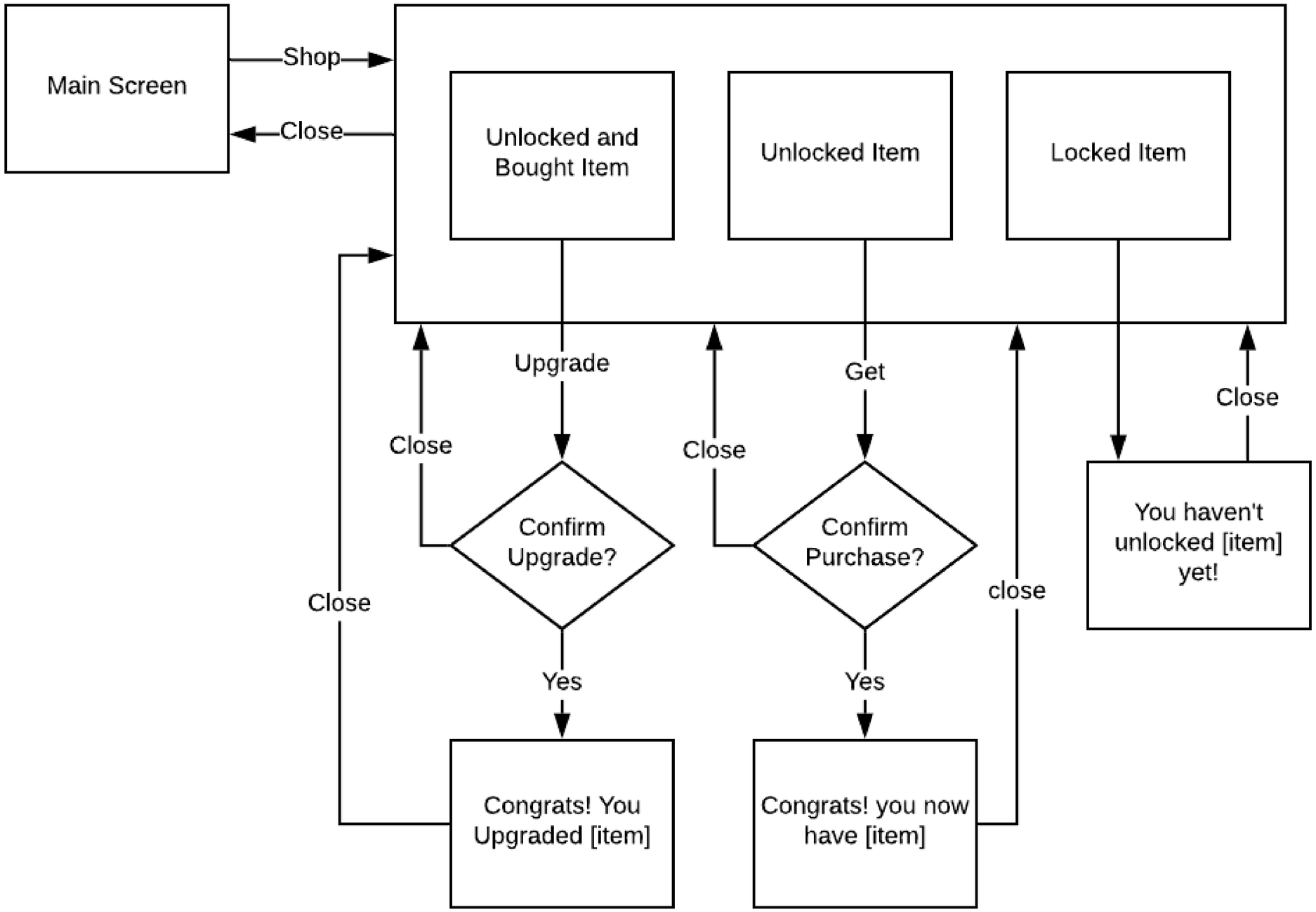


Tap windows to turn off and on lights

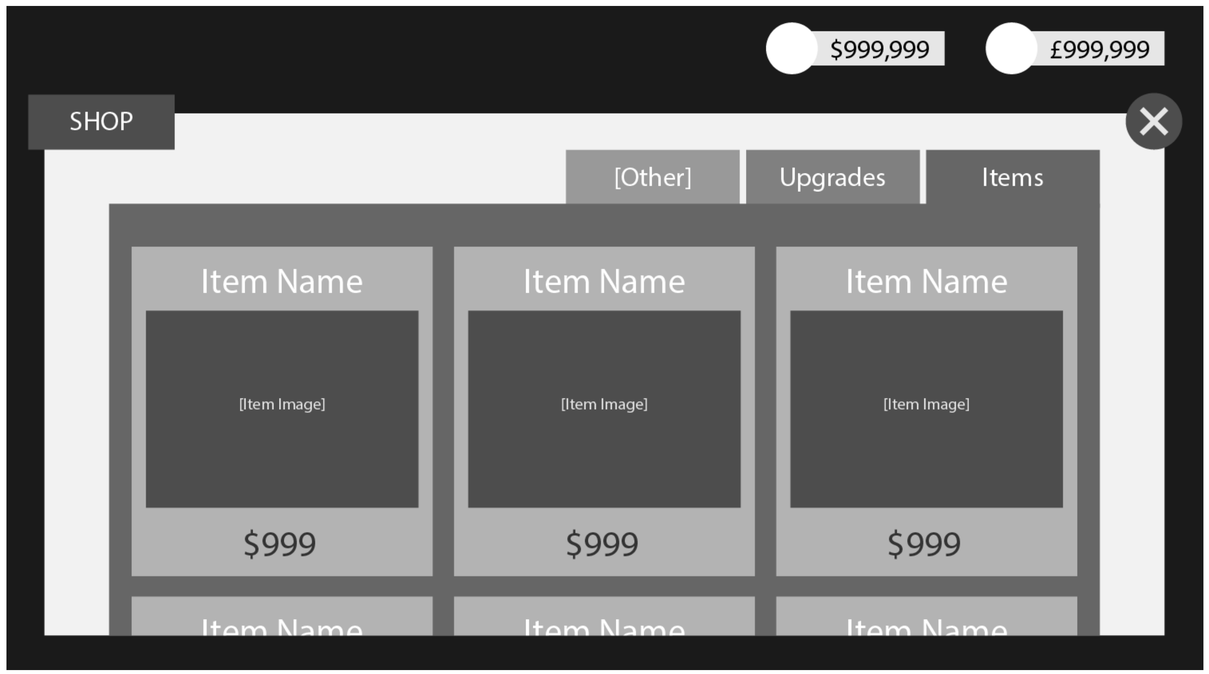
Shop

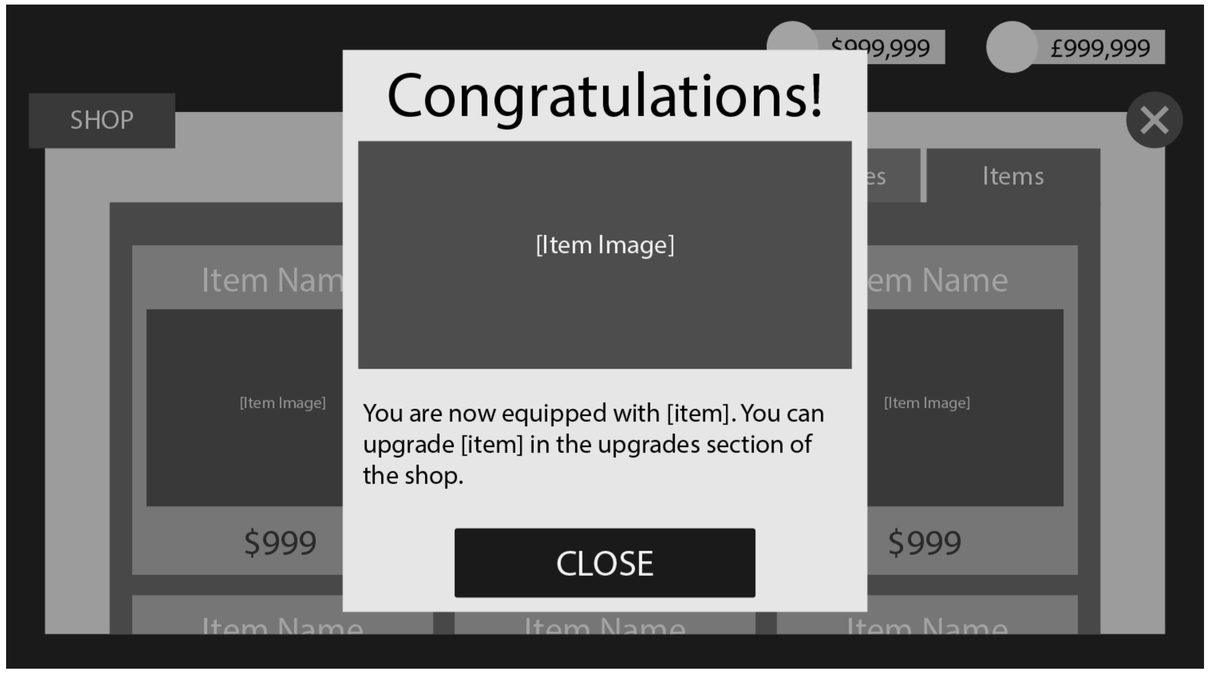
House on the Hill's shop is intended as a place for users to trade in "stuff" (the in-game currency) for additional defenses, as well as upgrades for currently equipped defenses.

Flowchart | *Shop*



Wireframe | *Shop*

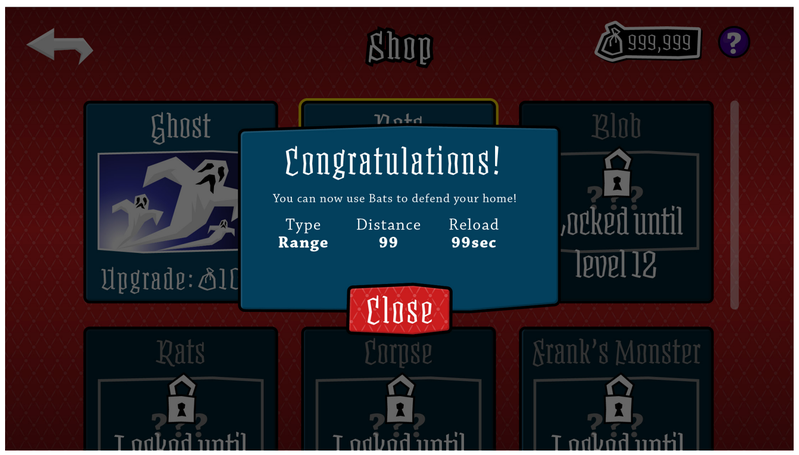




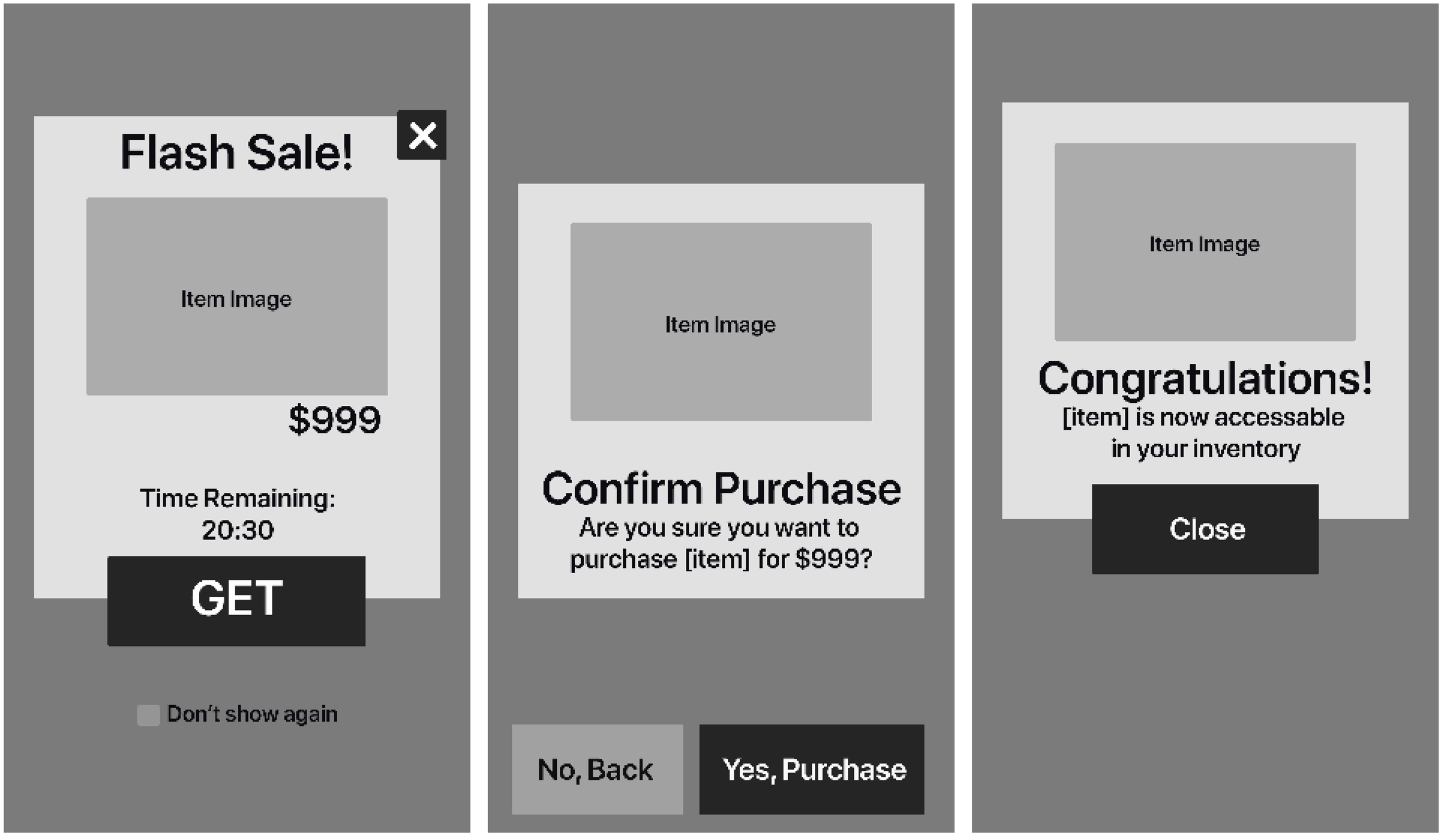
Final | *Shop*

Shop
999,999
Ghost
Upgrade: 100
Bats
Get: 200
Blob
Locked until level 12
Rats
Locked until
Corpse
Locked until
Frank's Monster
Locked until

Shop
999,999
Bats
Type
Range
Distance
99
Reload
99sec
Bats fly from every window, attacking and spooking the nearest enemy.
200
Ghost
Blob
Locked until level 12
Rats
Locked until
Frank's Monster
Locked until


Shop
999,999
Congratulations!
You can now use Bats to defend your home!
Type
Range
Distance
99
Reload
99sec
Close
Ghost
Blob
Locked until level 12
Rats
Corpse
Frank's Monster

Flash Sale Wireframe | *Shop*

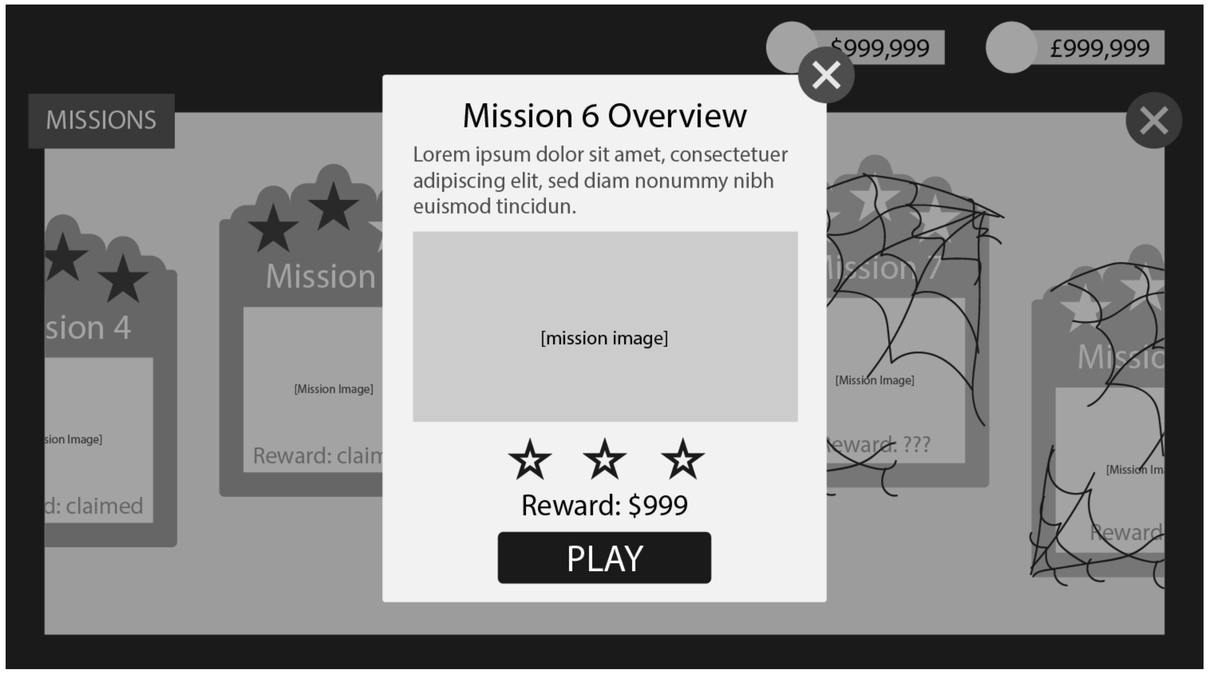


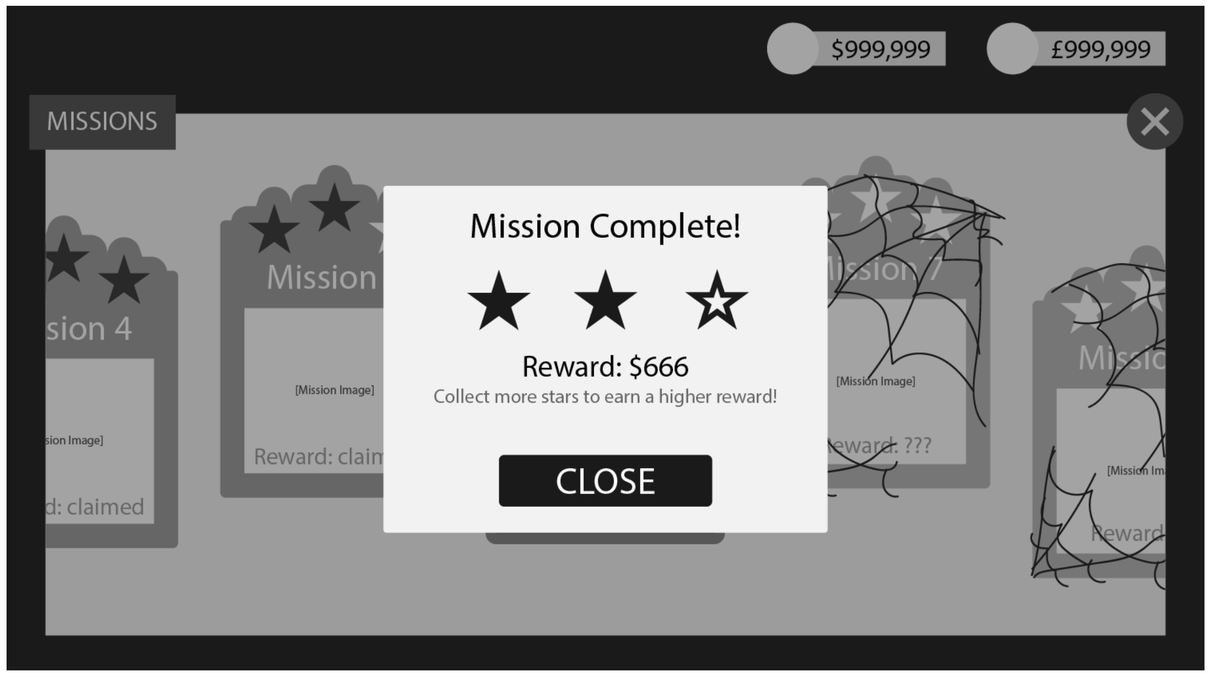
Final Flash Sale | *Shop*

Missions & Leaderboard

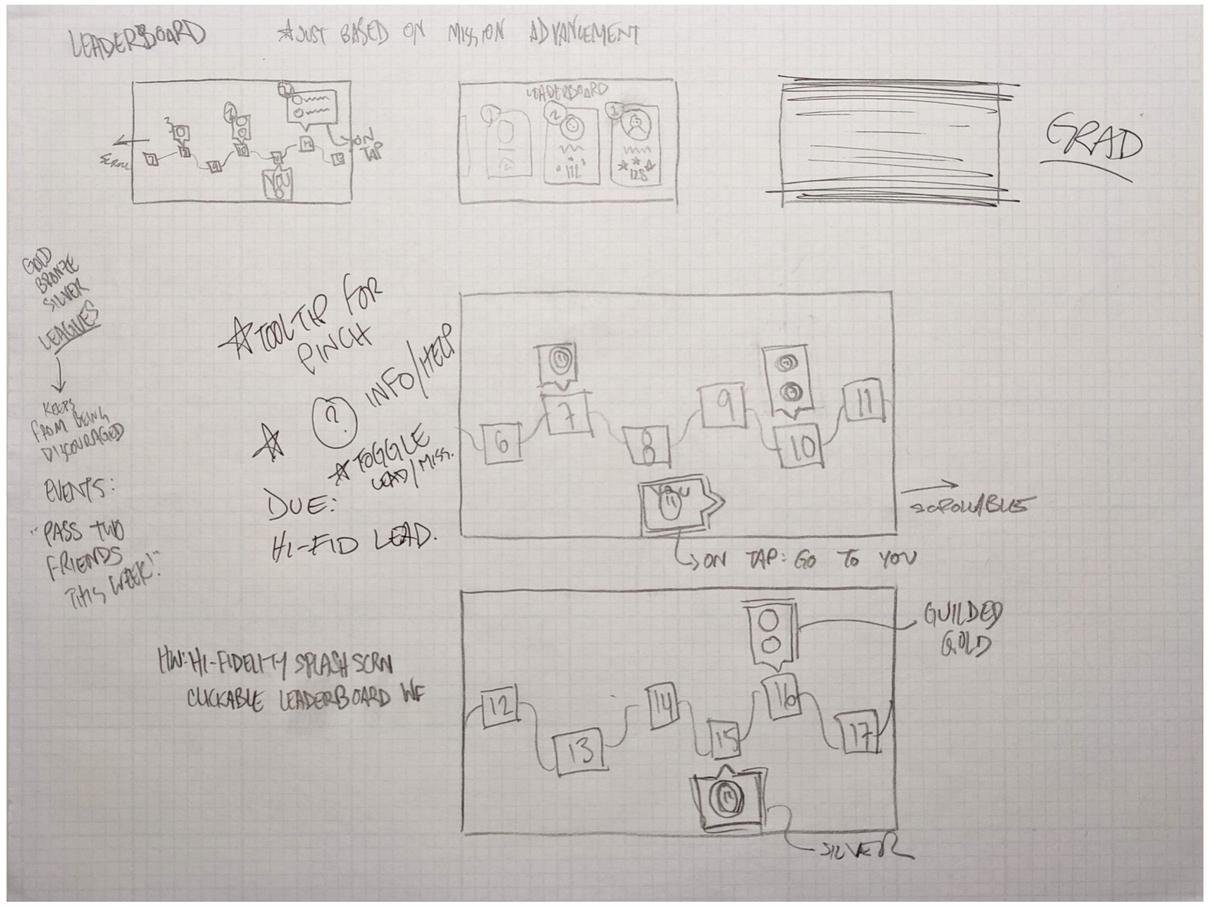
The missions screen is an easy way for users to see how well they are progressing through the game. The leaderboard screen gives them a frame of reference for how they rank among their friends and reward players for moving up the leaderboard.

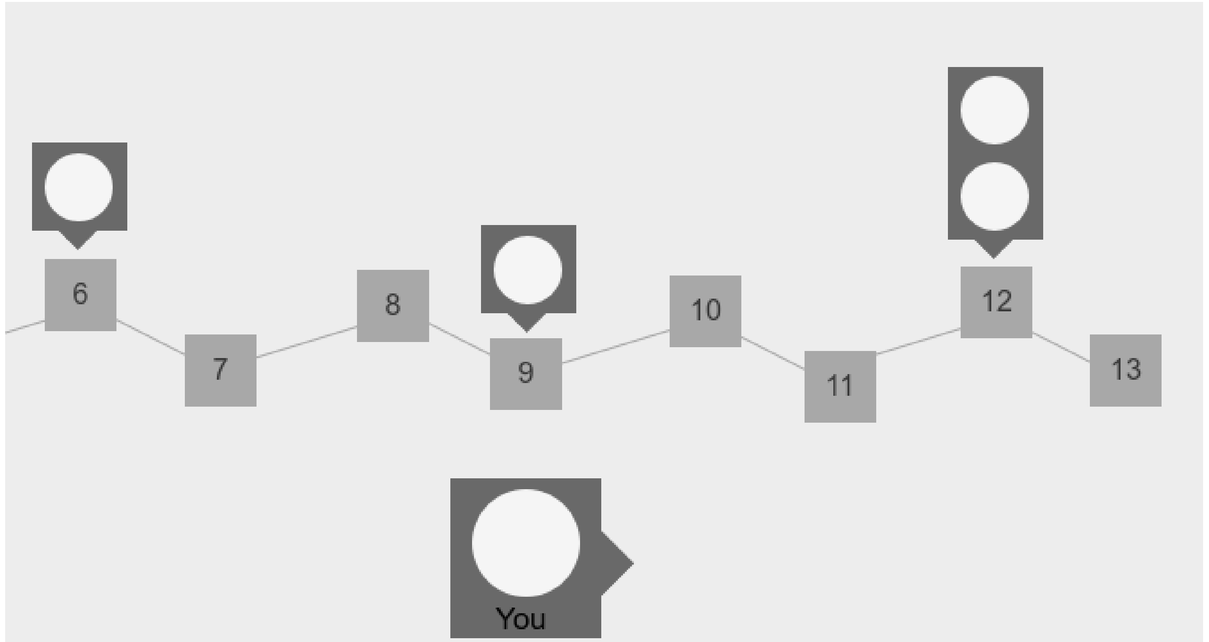
Wireframes | *Missions*

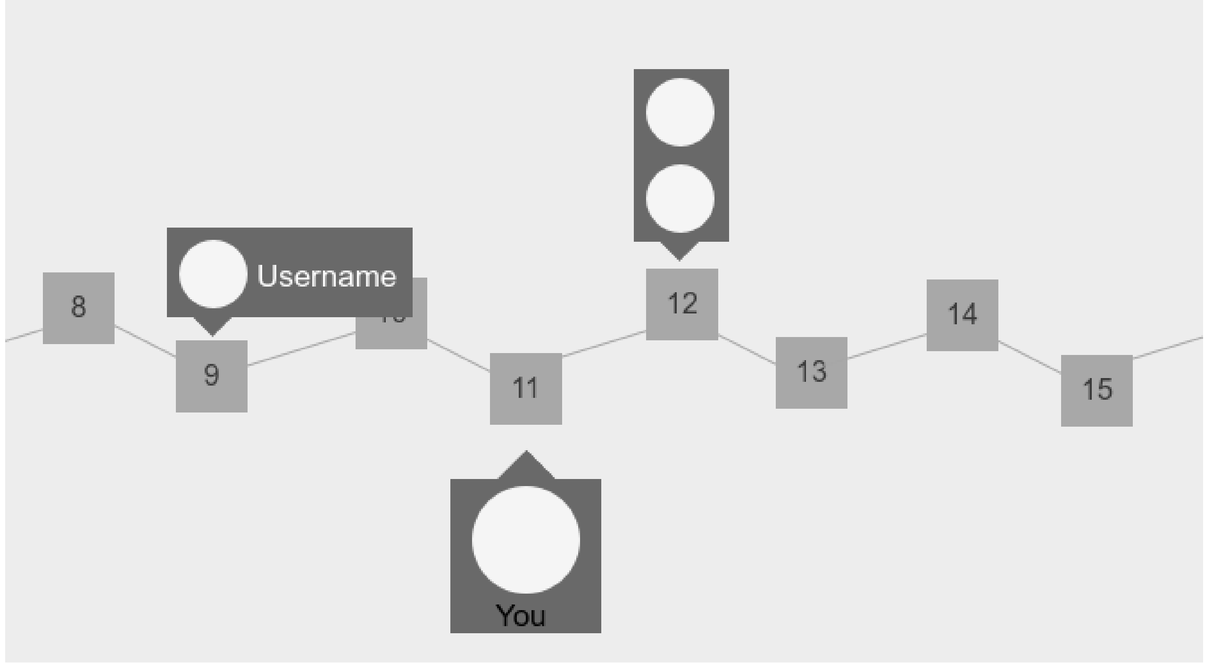




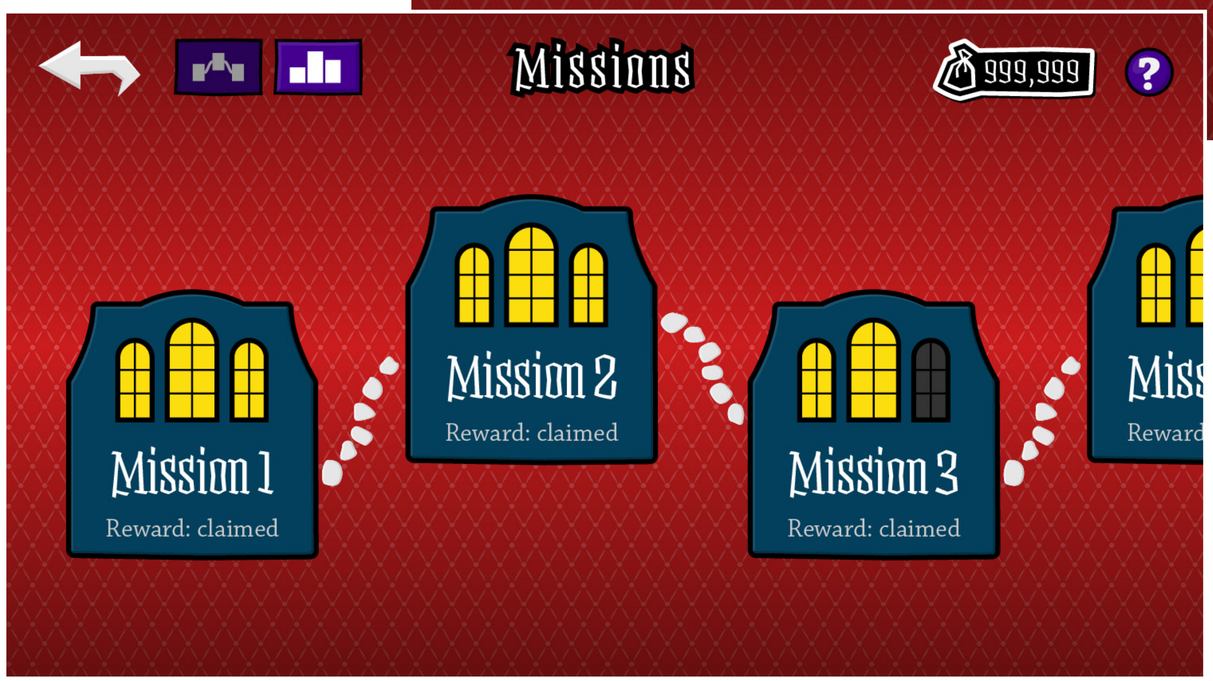
Sketches & Wireframe | *Leaderboard*



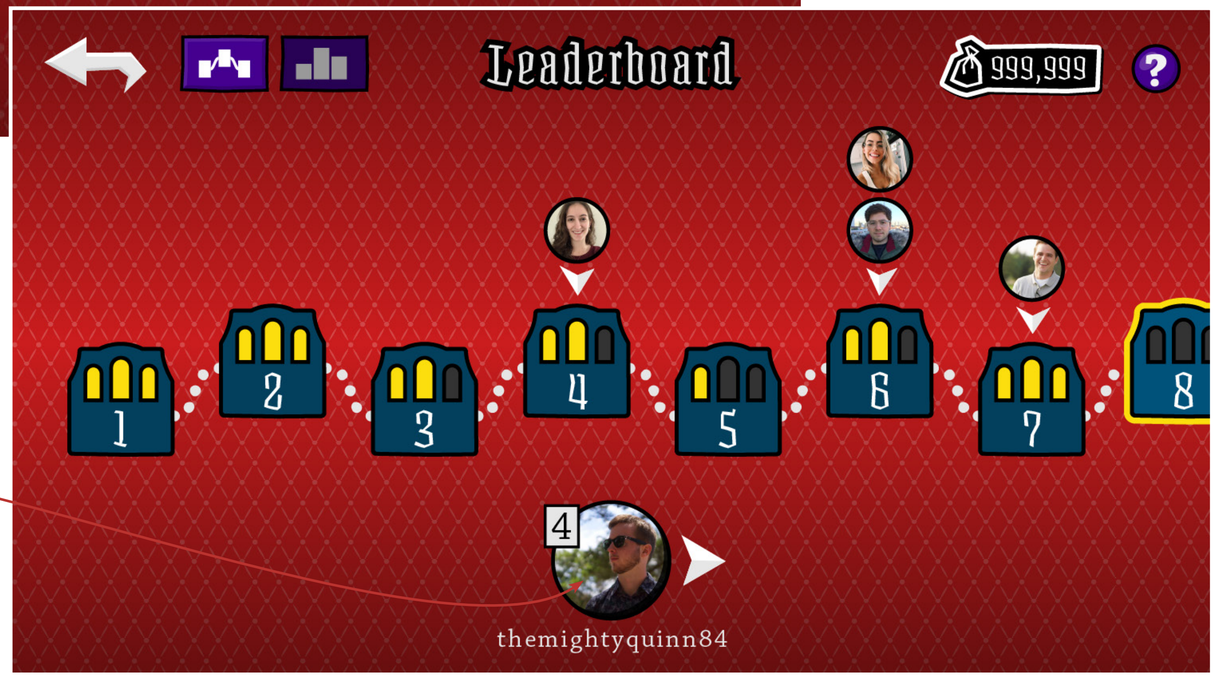




Missions
999,999
?
Mission 7
Reward: claimed
Mission 8
Reward: 999
Mission 9
Reward: ???


Missions
999,999
?
Mission 1
Reward: claimed
Mission 2
Reward: claimed
Mission 3
Reward: claimed

Final | *Leaderboard*



Tap your icon to scroll
you to your current rank

Styleguide

A key element of good brand design is consistency. Having a set way to create assets builds recognizability and sticks with users and gets people interested in your game. House on the Hill's styleguide outlines the typefaces and color that is to be used in game assets, as well as a few commonly-used assets.

Fakir Display Pro (Headings, Decorative Type)

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz1234567890

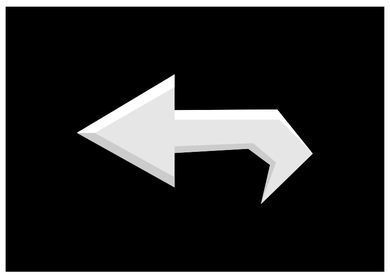
Chaparral Pro Regular (Body Copy)

Harum aute num utatempedi utate eostibus ium, consequidi ipidi consequibus miliquia sa pellaut volo et enim re mo omniendist, consequiam quis ius endae nim enis quis platus-dam doluptaspero quo iunt.

Chaparral Pro Bold *Chaparral Pro Italic*

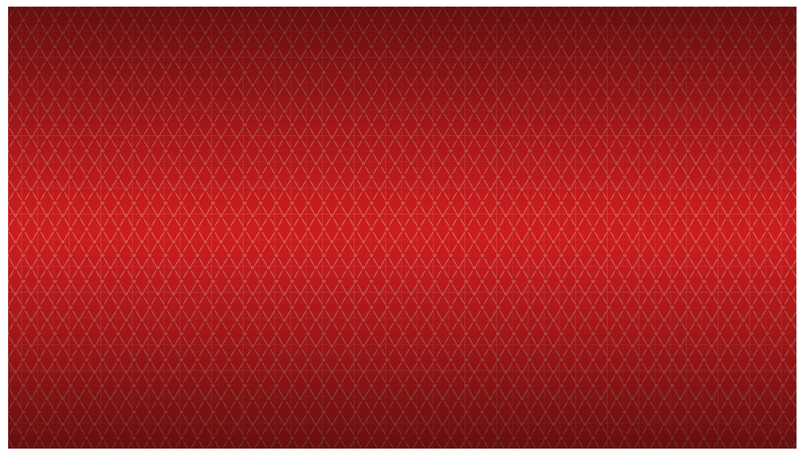
#CA2026	#440F8F	#08415C	#FADB35
#98181C	#330B6B	#063145	#FFFFFF at 15% opacity for highlights

Buttons



Text

Frames



Thank you.

Thanks for having a look. If you like what you see, visit my website, quinntonbarringer.com to check out more of my projects

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