

**“GREAT MINDS DISCUSS IDEAS”**

# NDC 2018

**2ND NATIONAL UNDERGRADUATES  
DESIGN COLLOQUIUM**

**D E C E M B E R 2 0 1 8**

**DESIGN  
CONCEPT**

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# MASTER WARS

## ABSTRACT

Master Wars is a 2D fighting game, which characters who are chefs that fights using their unique abilities and weapon to fight. Characters are from various countries who uses kitchen utensils, from their respective countries that they represent, as weapons to fight one another.

## DESIGN OBJECTIVE

To give exposure towards the audience about other countries culture and ethnicity. This can help them understand and learn in a thrilling and exciting way.

## PROBLEM STATEMENT

There are not many fighting games that features characters from various cultures and ethnicity. People these days learn more about other cultures through media entertainment. That way they can have fun and learn at the same time.

## DESIGN CRITERIA

The characters designs are based on the characteristics of chefs and elements from their respective countries. The shape, size, colour, and mood are followed by research on elements of design that will attract player's attention. The process were made from sketches and transferred digitally. Then the drawing and animating process was made in Adobe Illustrator and finally composed in Adobe Animate.

## IMPACT ON SOCIETY

The multi-cultural values and diversity contained in the game will surely bring together a better appreciation towards other culture in youngsters these days.

## TARGET AUDIENCE

- Teenagers
- Gamers
- Young Adults

## THE BATTLE OF CHEFS