

# the cave game

Game design  
by Rachel Grosova





*The Cave Game*  
*2D Game Design by Rachel Grosova*

*Graded Unit 2019*  
*HND1 Computer Arts and Design*  
*Edinburgh College*

# ENVIRONMENTAL DESIGN





Cavemen chose shelter to defend against predators and rough weather. They lived in huts made of materials such as bones and leather and moved to caves for colder seasons. When in caves, they would always stay close to the entrance where sun could reach them.

The visual style of The Cave Game design was influenced by prehistoric cave paintings. In particular, the light, subtle shading supported by strong linework was inspired by cave paintings in Font-de-Gaume, France.

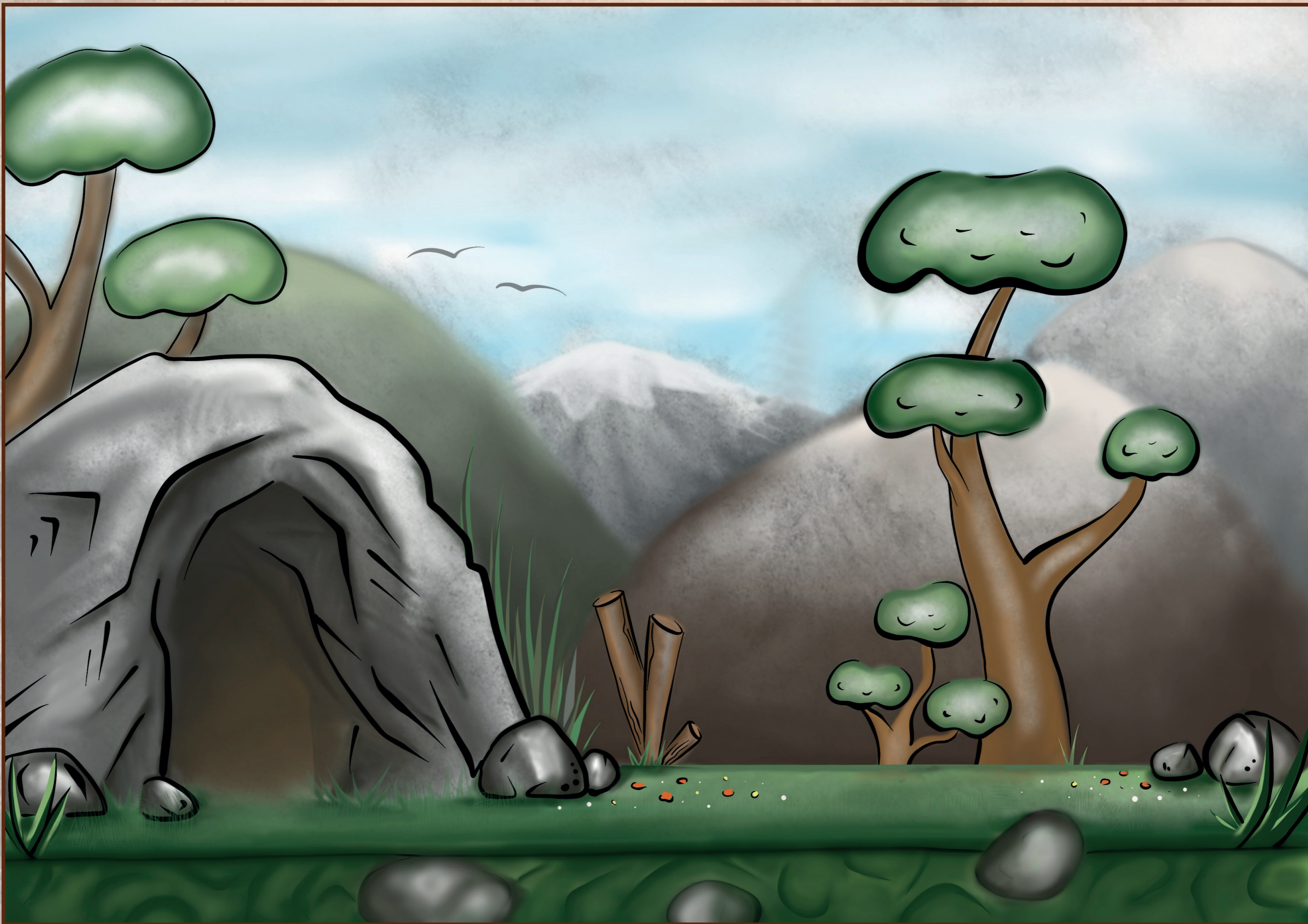




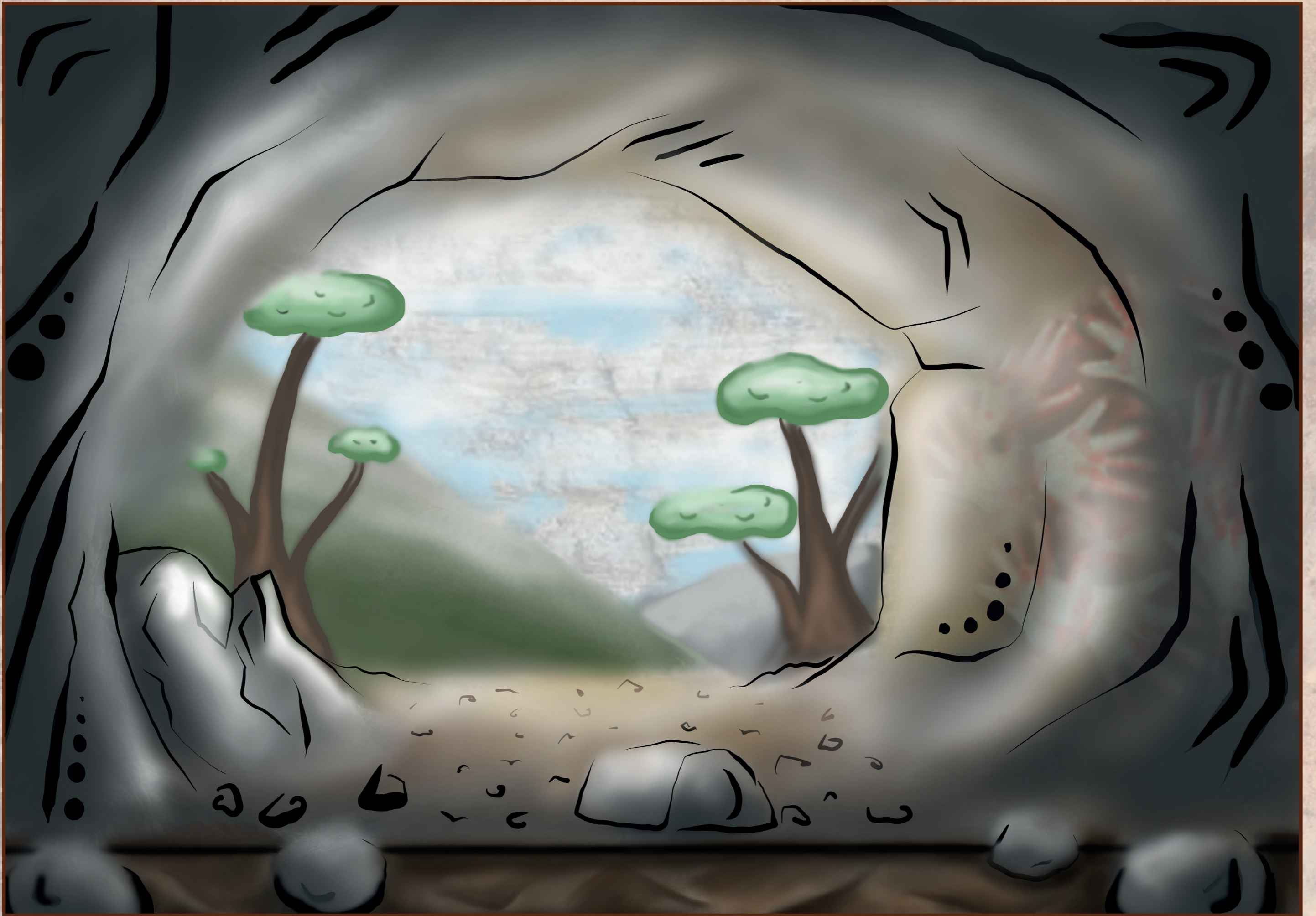
HUT EXTERIOR



HUT INTERIOR



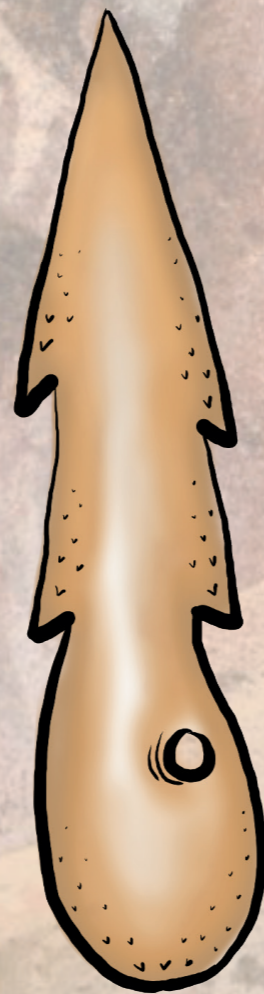
CAVE EXTERIOR



CAVE INTERIOR

The Palaeolithic is characterized by the use of knapped stone tools, although at the time humans also used wood and bone tools.

During the Palaeolithic, humans grouped together in small societies and subsisted by gathering plants and fishing, hunting or scavenging wild animals.



BARBED HARPOON



SPEAR BLADE



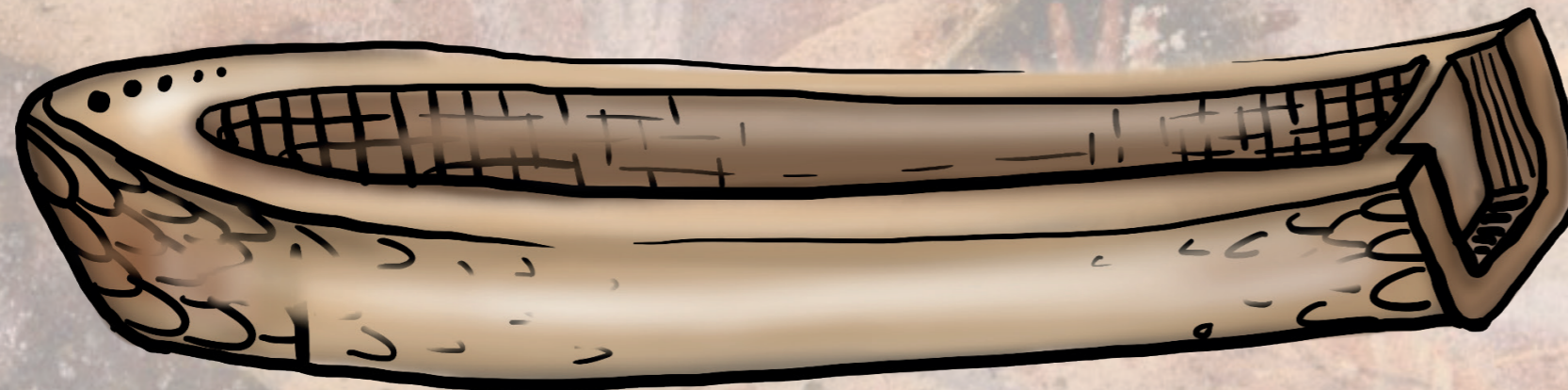
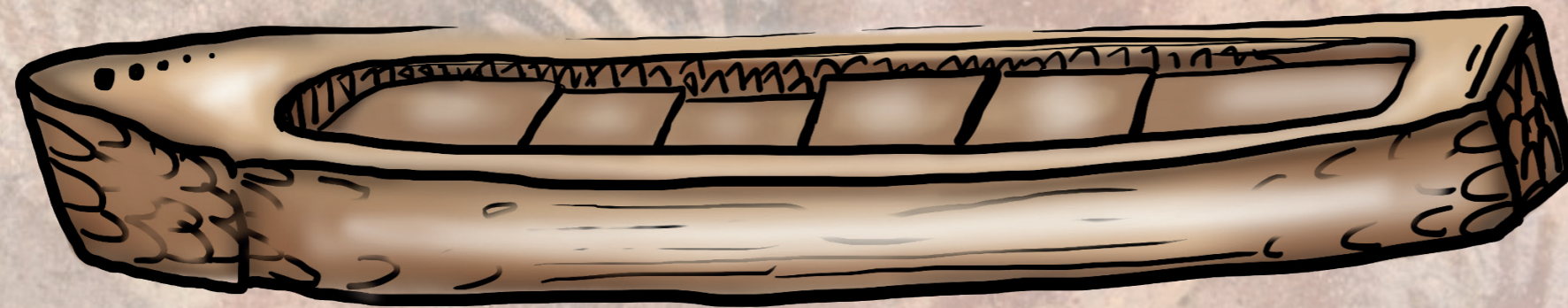
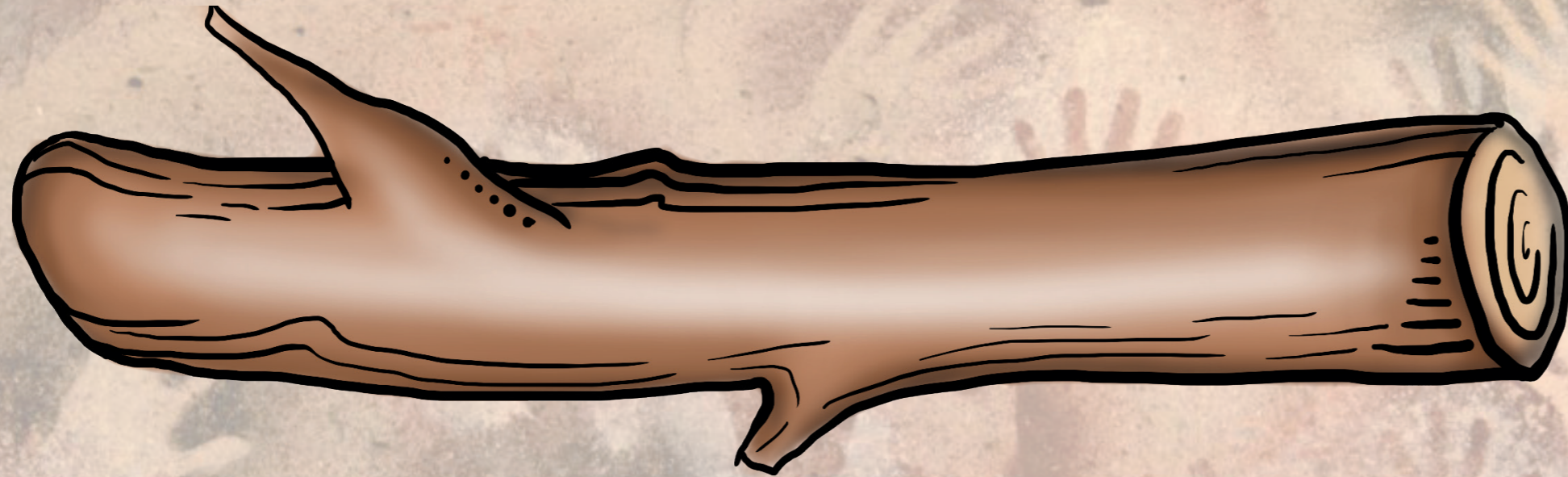
HAND AXE



NEEDLE

## PALAEOLITHIC TOOLS

Mesolithic cultures developed diverse local adaptations to special environments. The Mesolithic hunter achieved a greater efficiency than the Palaeolithic and was able to exploit a wider range of animal and vegetable food sources.



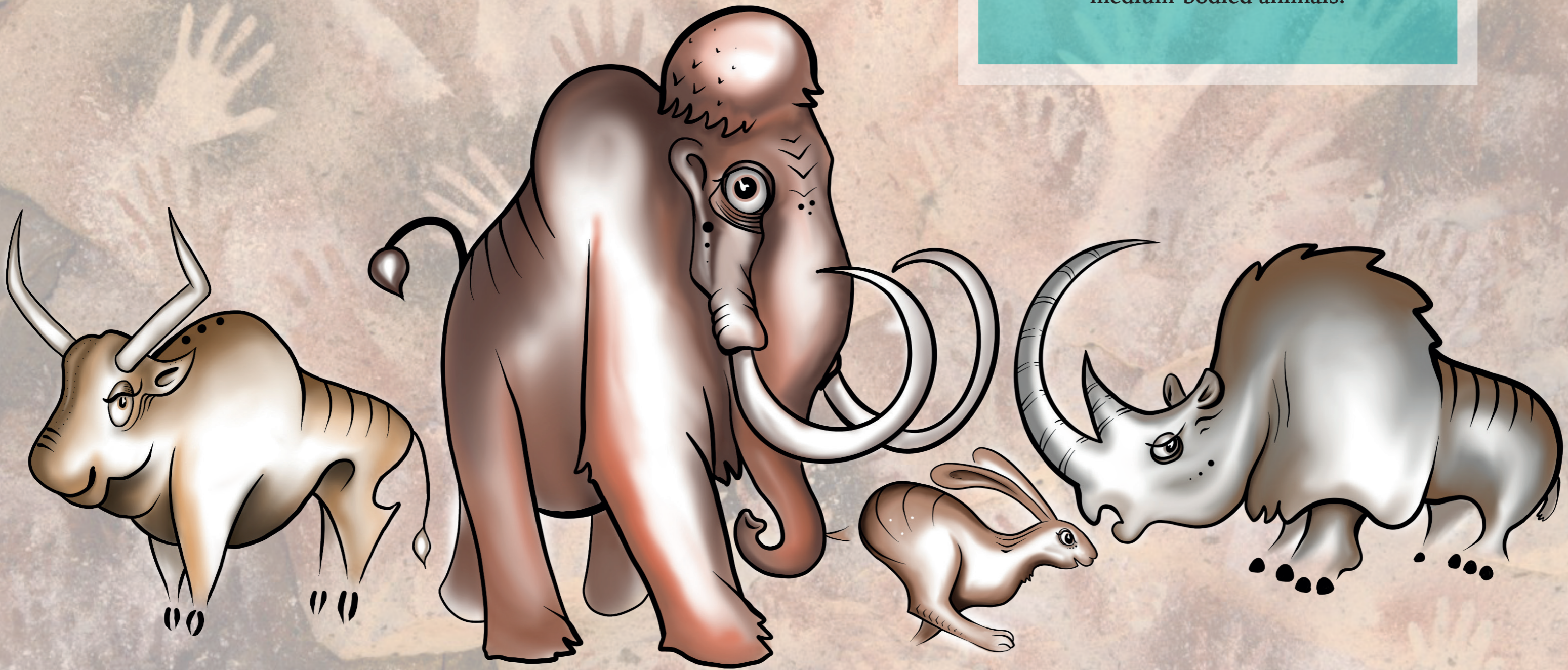
FIRST BOATS - 'DUGOUT CANOE' FROM TREE TRUNKS

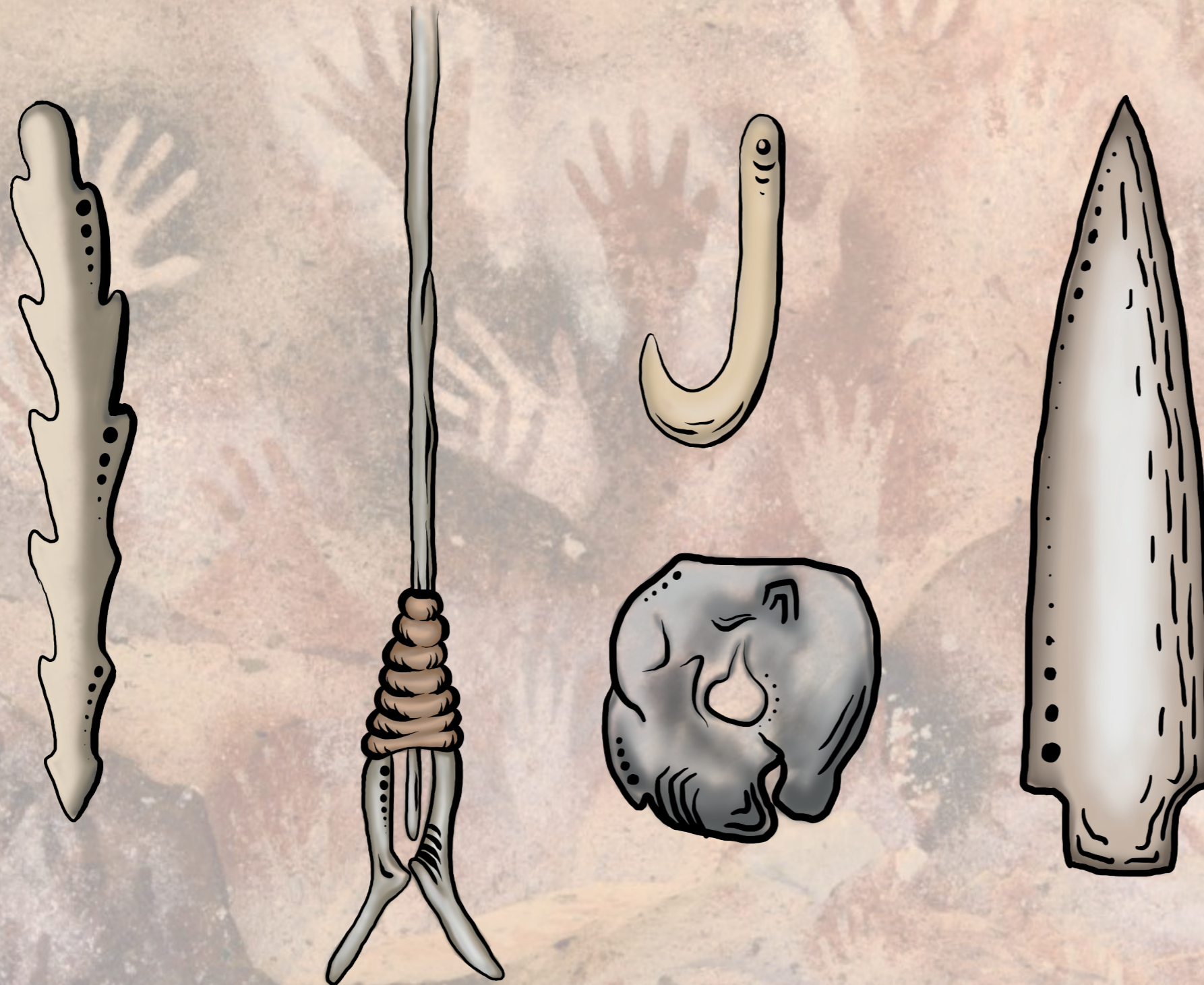
MESOLITHIC (8000-2700 BC IN EUROPE)



EXTERIOR

After the climate changed,  
hunters had to start targeting  
medium-bodied animals.





People developed better hunting/fishing methods and started using innovative tools, such as nets and fishing tools, microliths, adzes and chisels made from antlers or bone.

HARPOONS AND FISHING TOOLS

CHISEL

## MESOLITHIC TOOLS

Marked the transition from small nomadi bands of hunter-gatherers to larger, agricultural settlements and early civilisation. Humans began cultivating plants, breeding animals for food and forming permanent settlements.



NEOLITHIC (CCA 4000-2,500 BC)



NEOLITHIC SETTLEMENT



F A R M



# CHARACTER DESIGN

# VIKO

## HAIR DESIGN





# TEG

## HAIR DESIGN





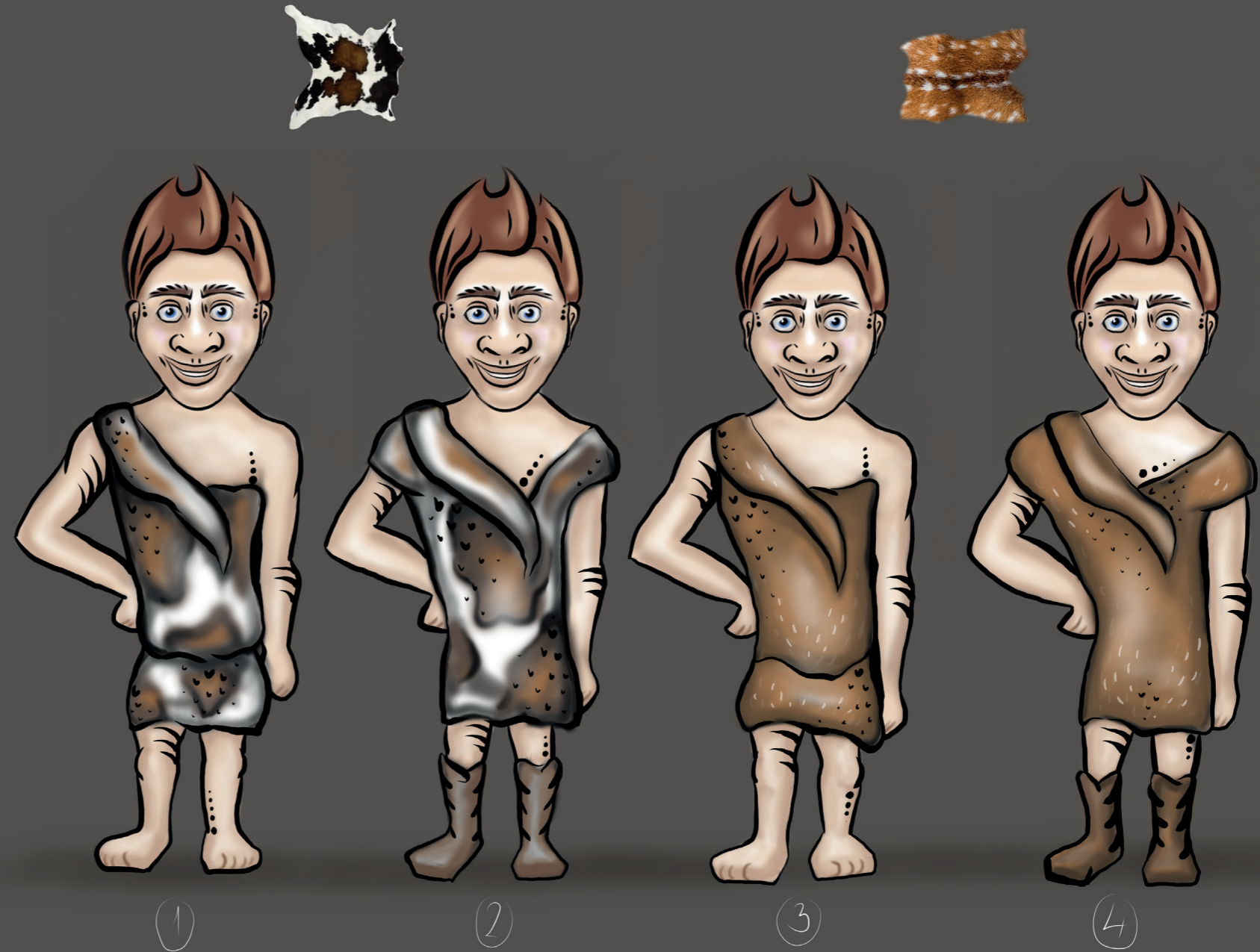
The first clothes were very rough, simple loincloths. At that time, Palaeolithic men used to chew the skins of animals to make them more flexible.



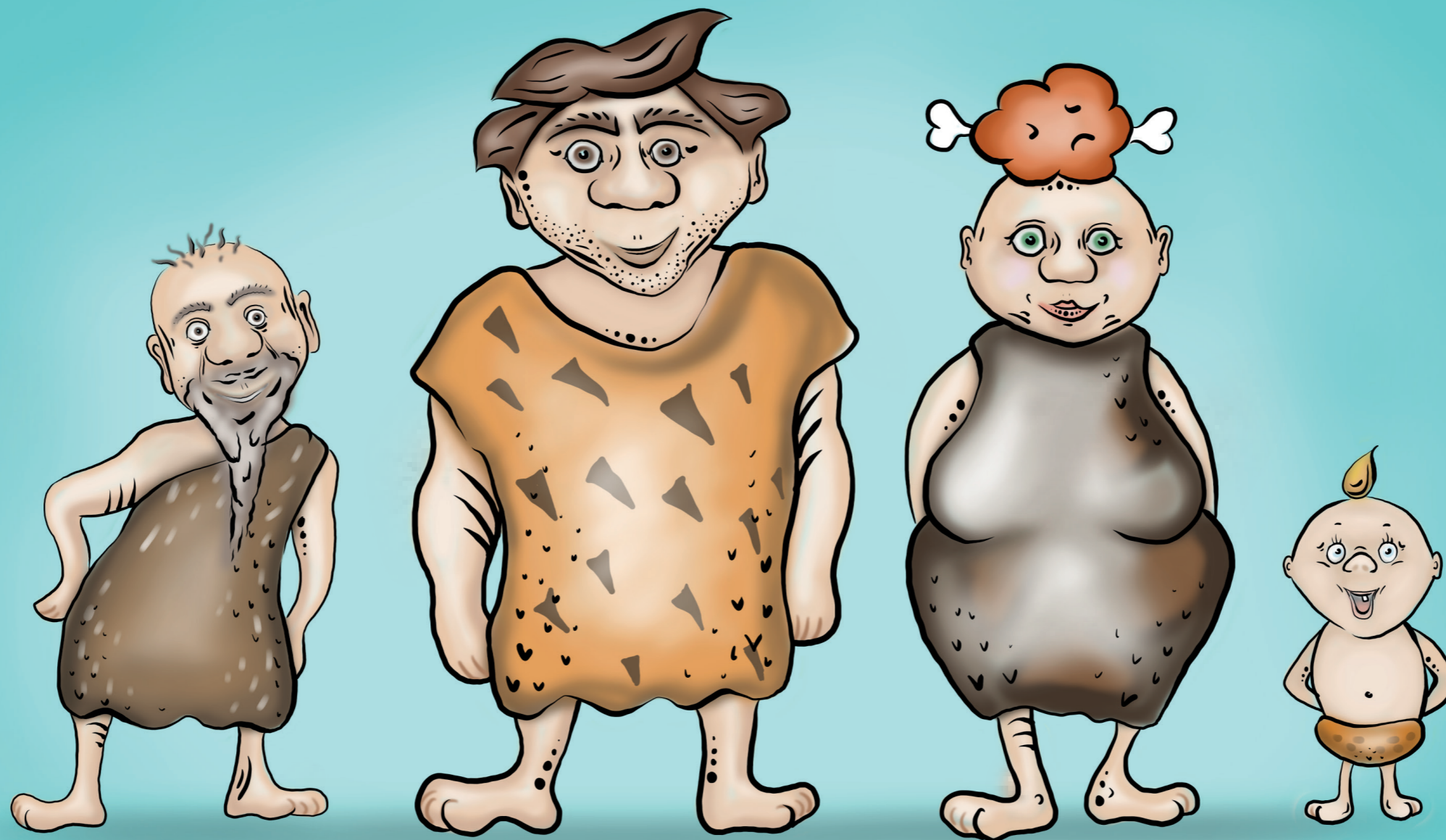
IN THE CAVE GAME,  
THE PLAYER WOULD  
BE GIVEN A CHOICE  
OF OUTFIT  
AND A STYLE.  
ALL THE PATTERNS  
ARE BASED ON  
FURS OF DIFFERENT  
ANIMALS.

# COSTUME DESIGN

Later on, they began to smoke the skins to make them more flexible and longer lasting. Eventually, they evolved the design of the clothes, making tunics held with belts, skirts, and all type of hats and boots.



# OTHER CHARACTERS 1



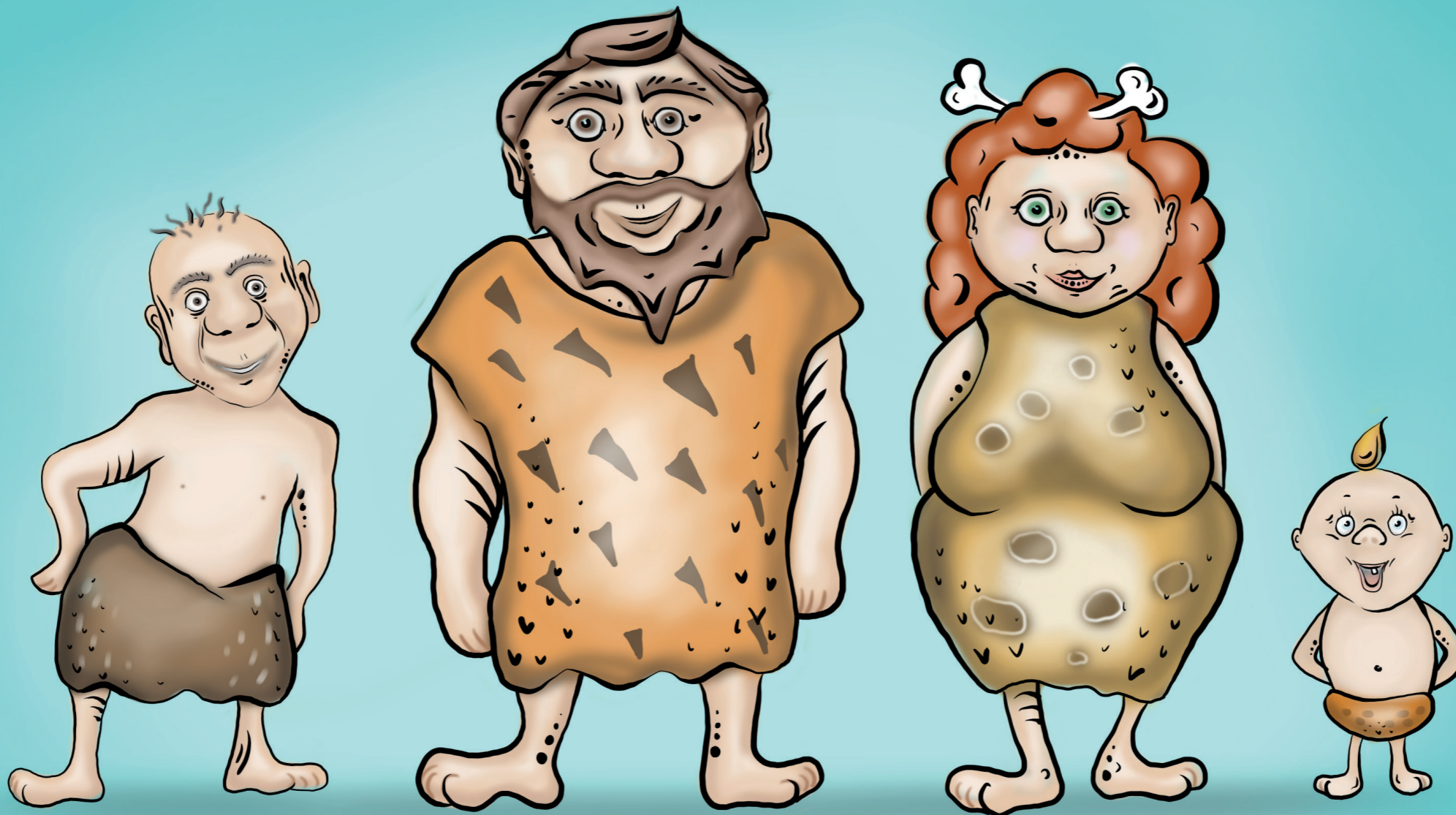
THE ELDERLY

THE CHIEF

THE VENUS

THE BABY

# OTHER CHARACTERS 2



THE ELDERLY

THE CHIEF

THE VENUS

THE BABY



*The Cave Game*  
*2D Game Design by Rachel Grosova*

*Graded Unit 2019*  
*HND1 Computer Arts and Design*  
*Edinburgh College*