COSMOS STUDIOS

Beyond the Horizon

Artbook

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COSMOS STUDIOS

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1. Logo

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Unused designs









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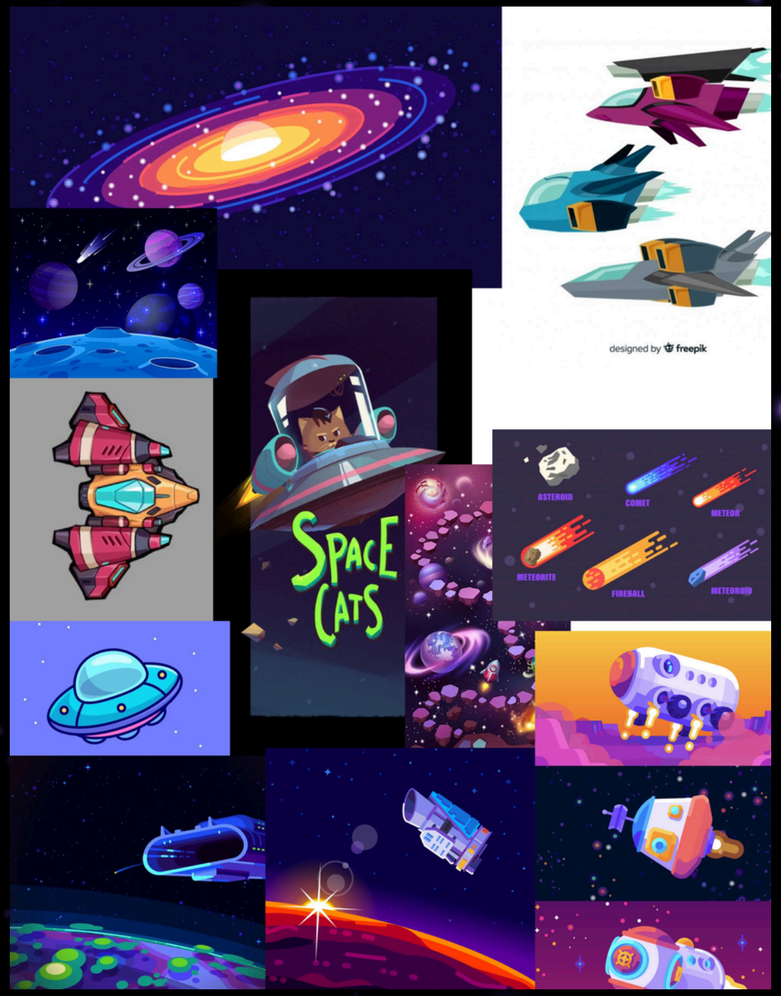
2. Title design



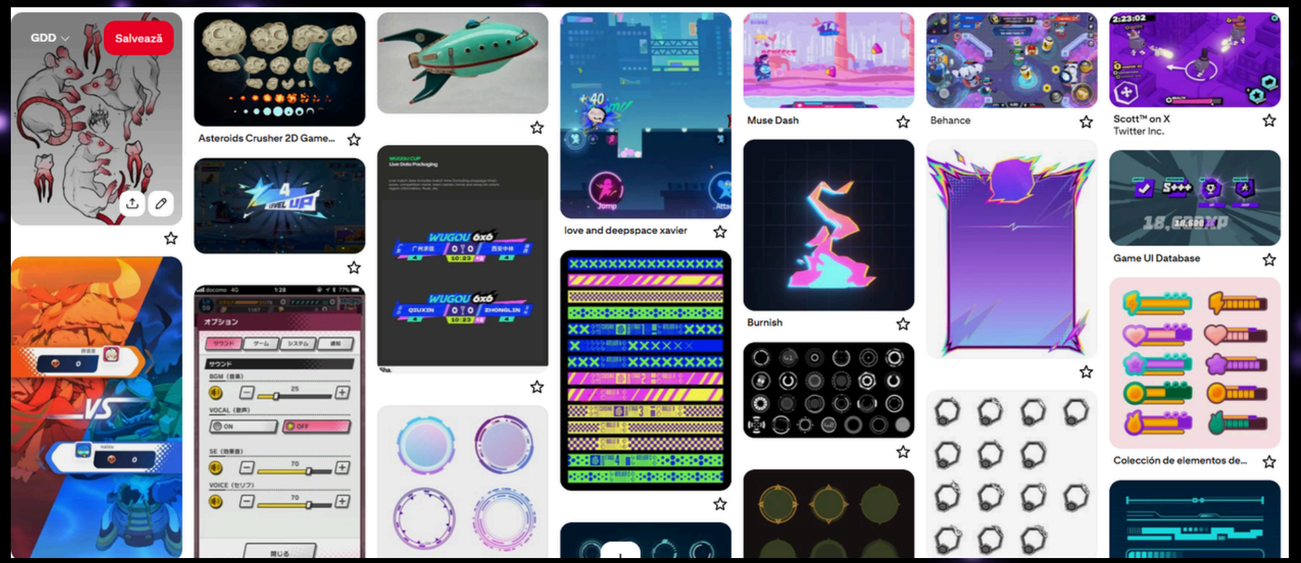
COSMOS STUDIOS

3. Inspiration

First moodboard for the game



Pinterest board link



In these moodboards we tried to capture both our visions for the game.

COSMOS STUDIOS

3. Inspiration

Moodboards for the backgrounds of our game.





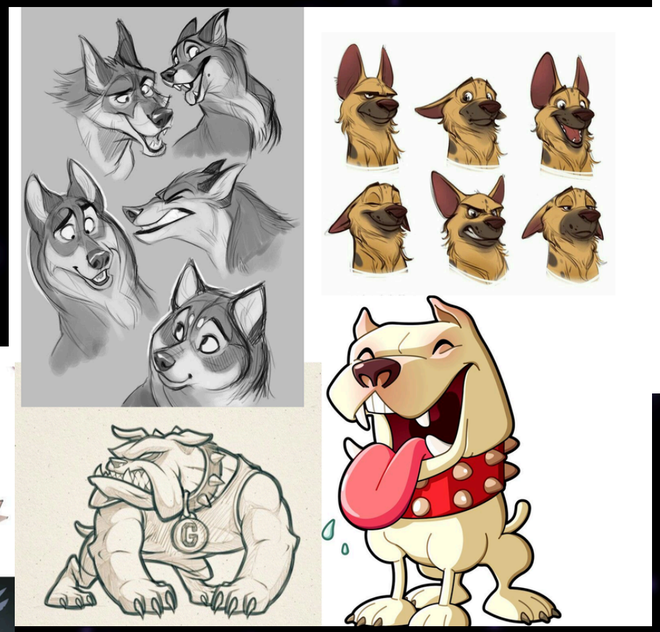
COSMOS STUDIOS

3. Inspiration

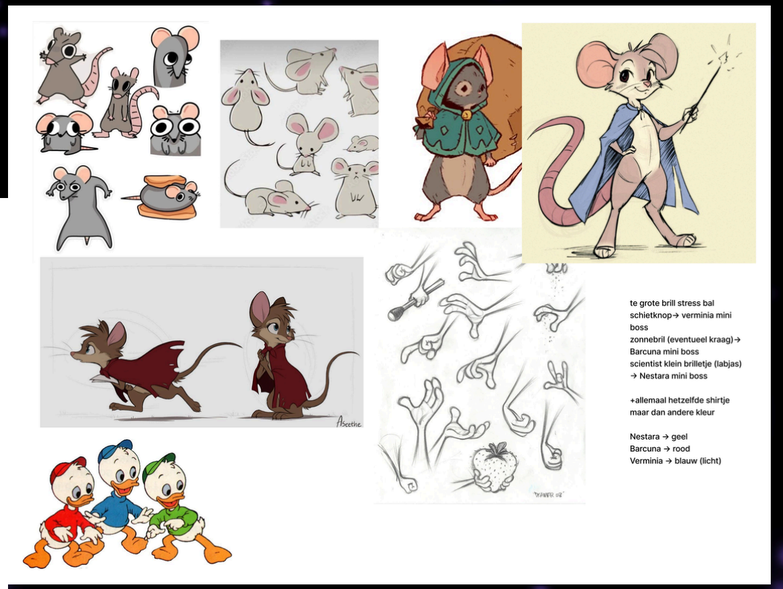
Moodboard for the enemy characters and ships.

The birds





The dogs



The rats and minibosses

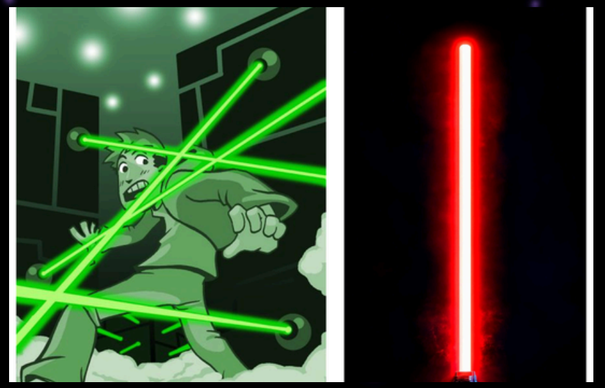
COSMOS STUDIOS

3. Inspiration

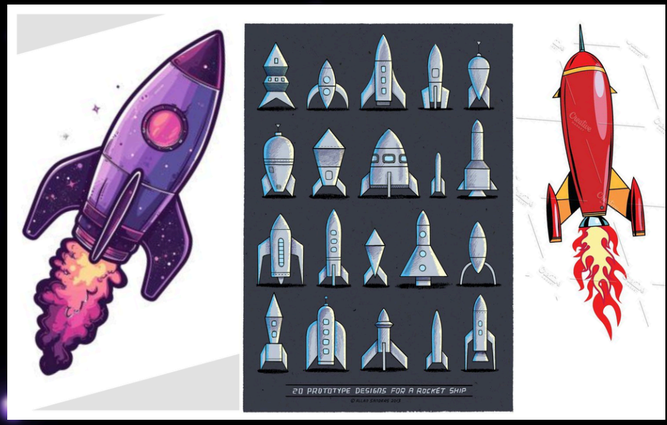
Moodboards for the enemy ships



The lasers



The bomb



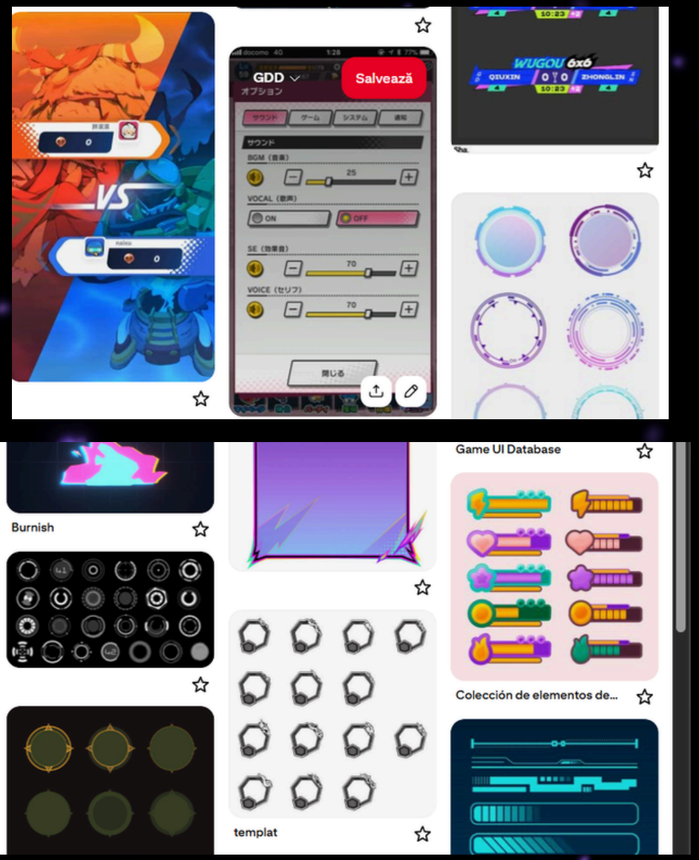
COSMOS STUDIOS

3. Inspiration

Moodboards for the player ship



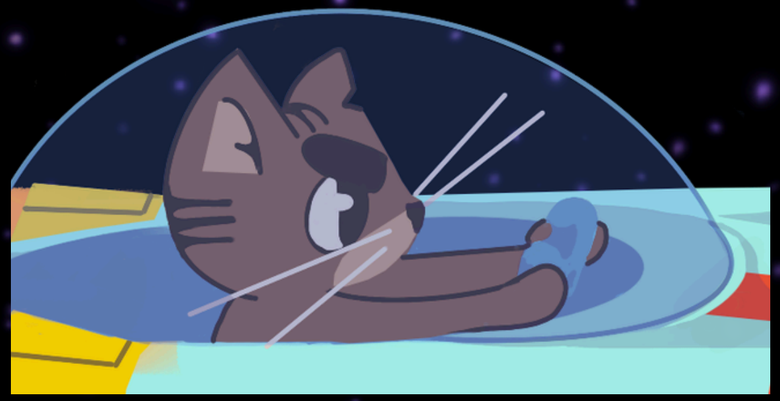
Moodboards for UI design



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4. Player Character design



Normal



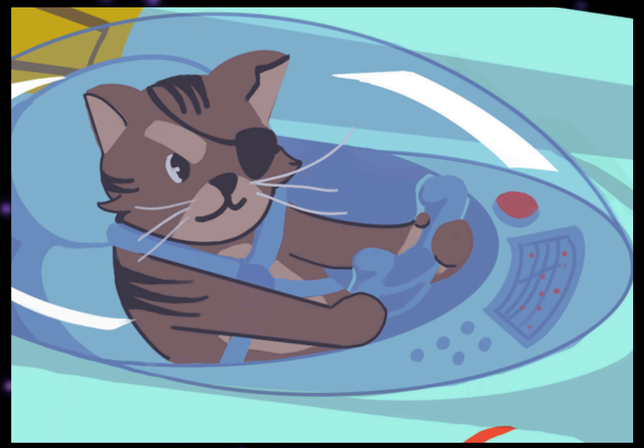
Destroyed

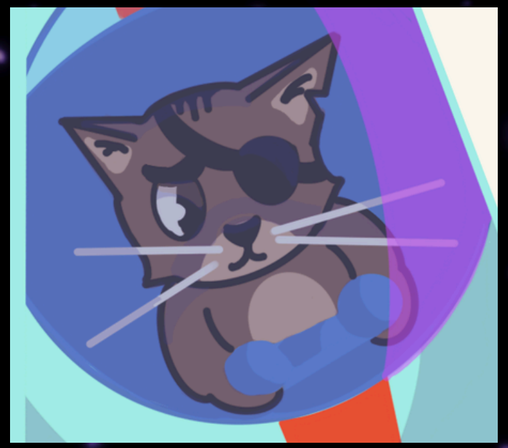


Very destroyed

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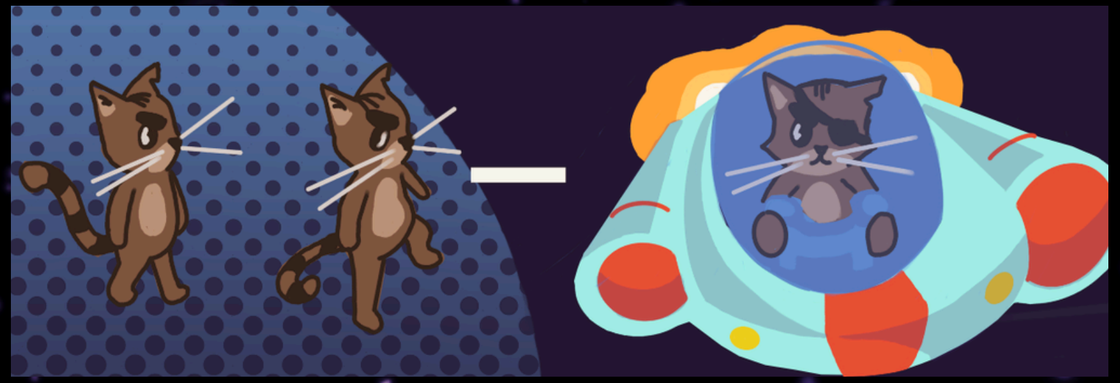
4. Player Character design



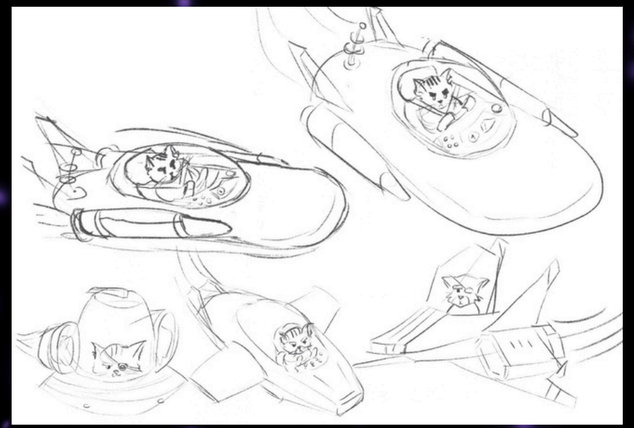






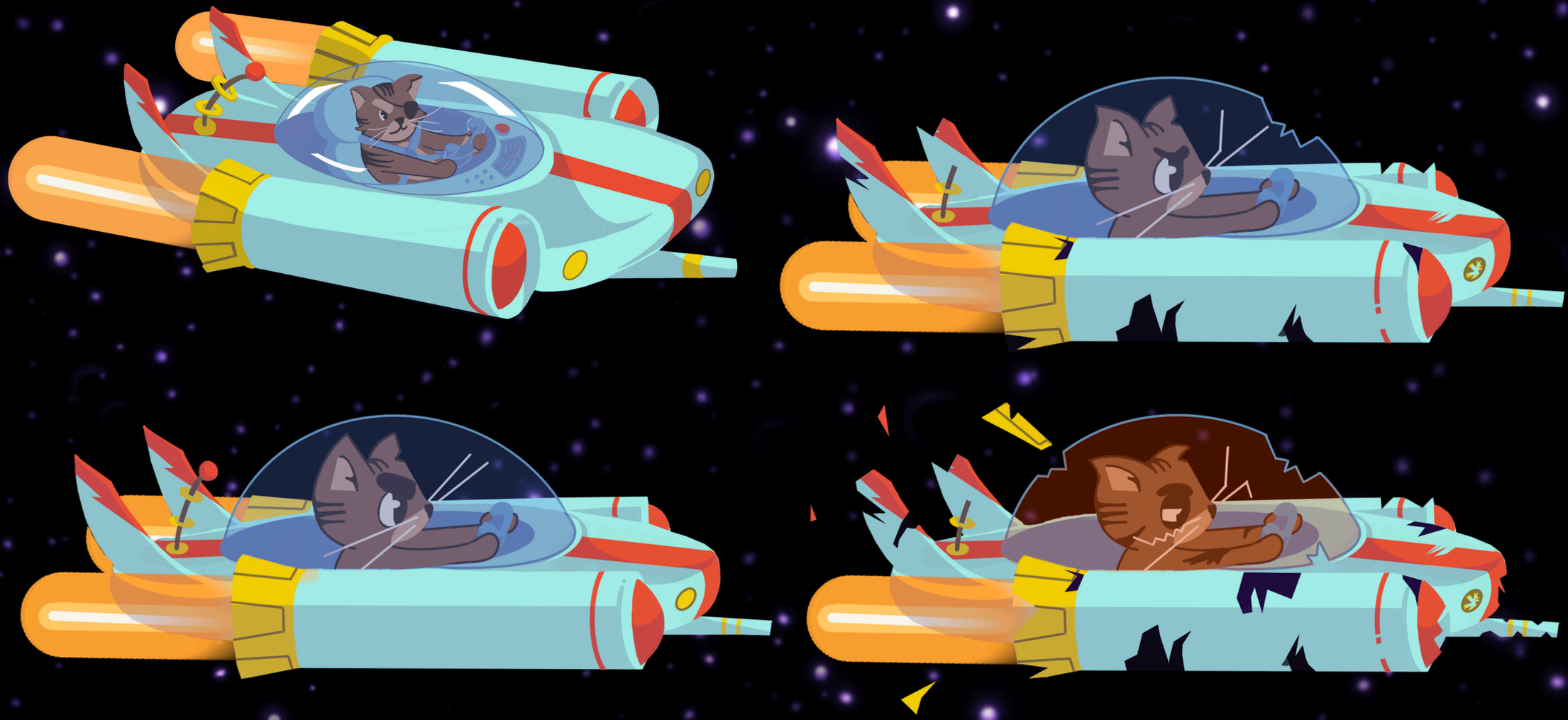






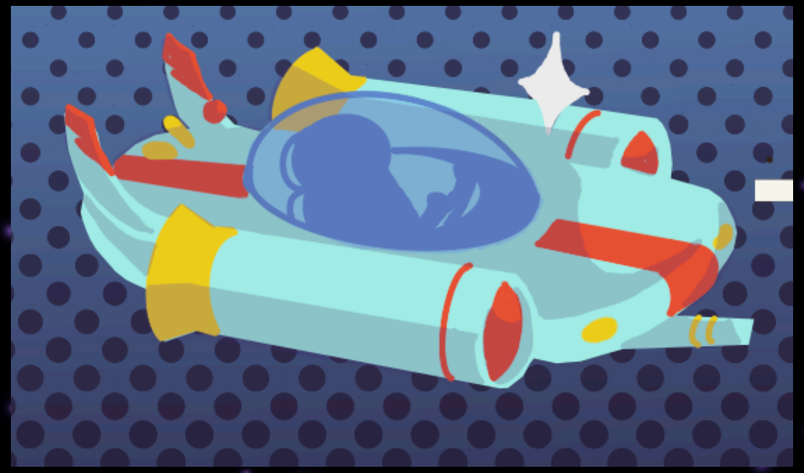
COSMOS STUDIOS

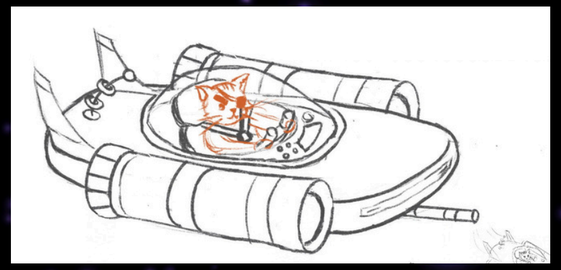
5. Player Spaceship design

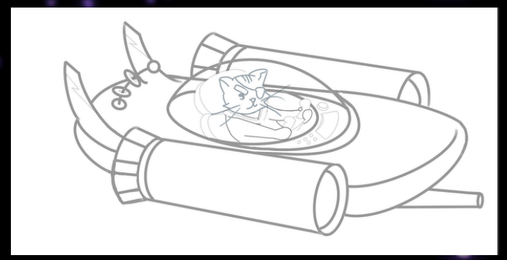


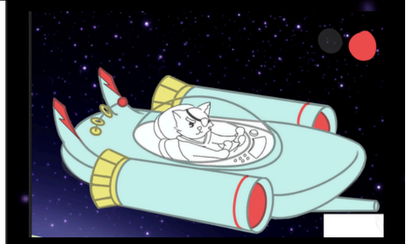
COSMOS STUDIOS

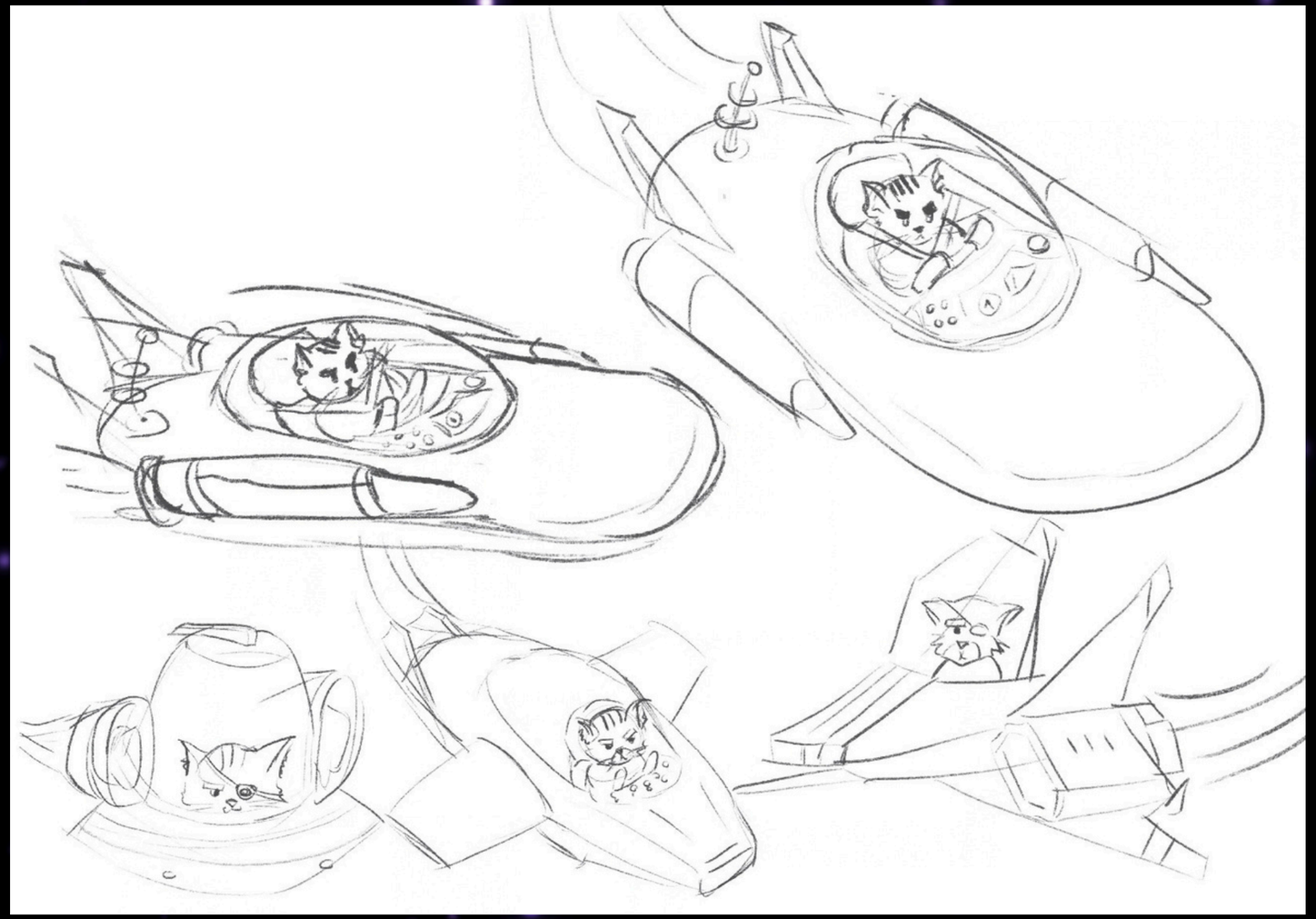
5. Player Spaceship design









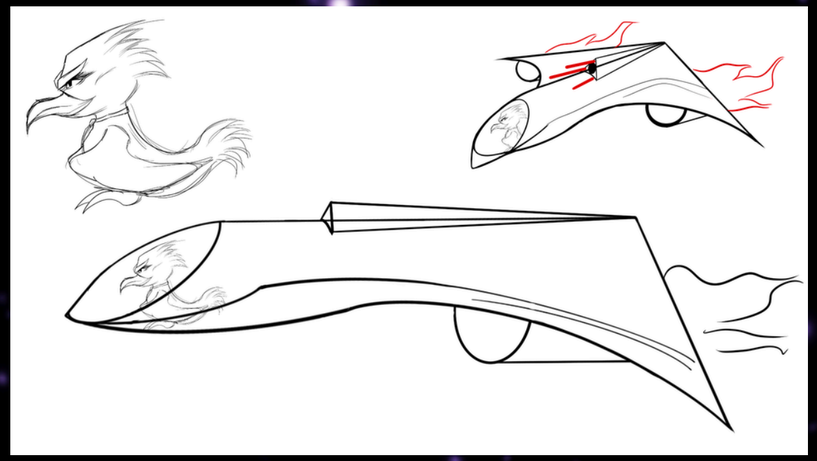


COSMOS STUDIOS

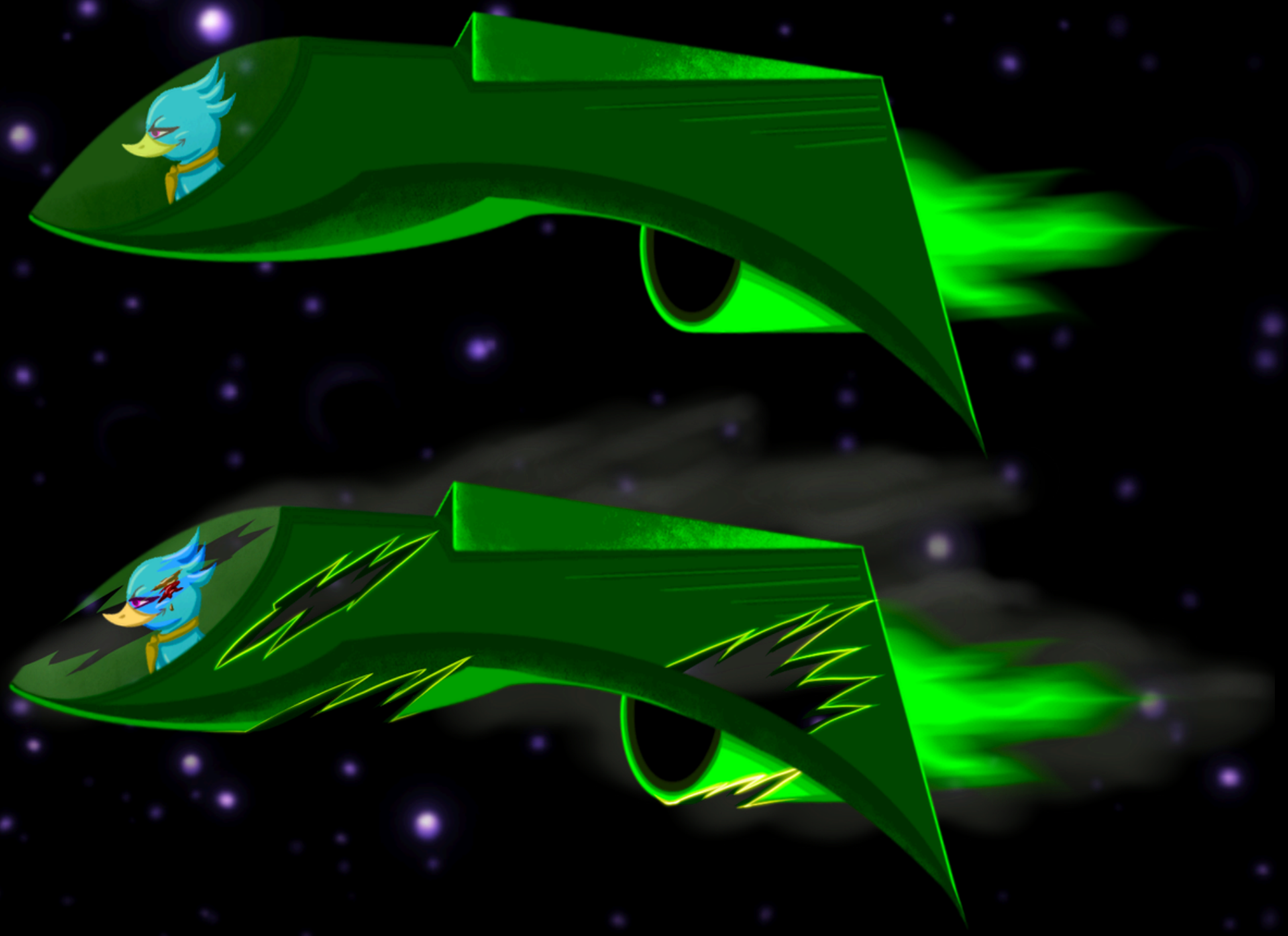
6. Enemy character design

The bird enemies

The first sketches



These are the regular enemies



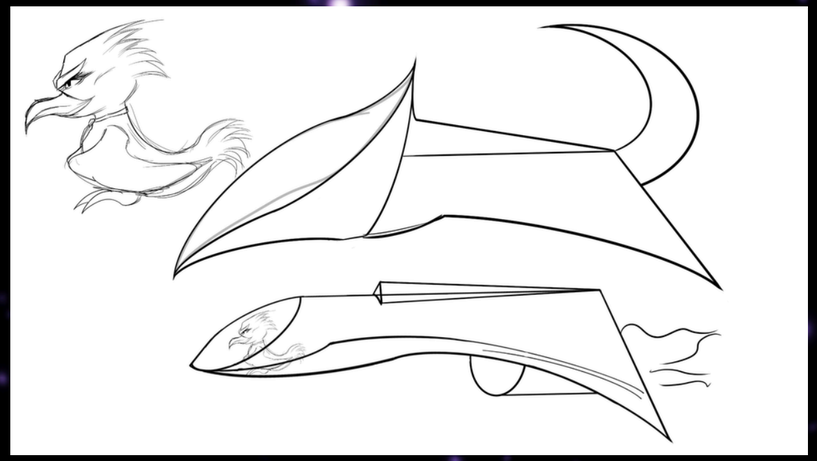
This is the broken version (when its has been hit in battle)

COSMOS STUDIOS

6. Enemy character design

The bird enemies

The first sketches



These are the commanders



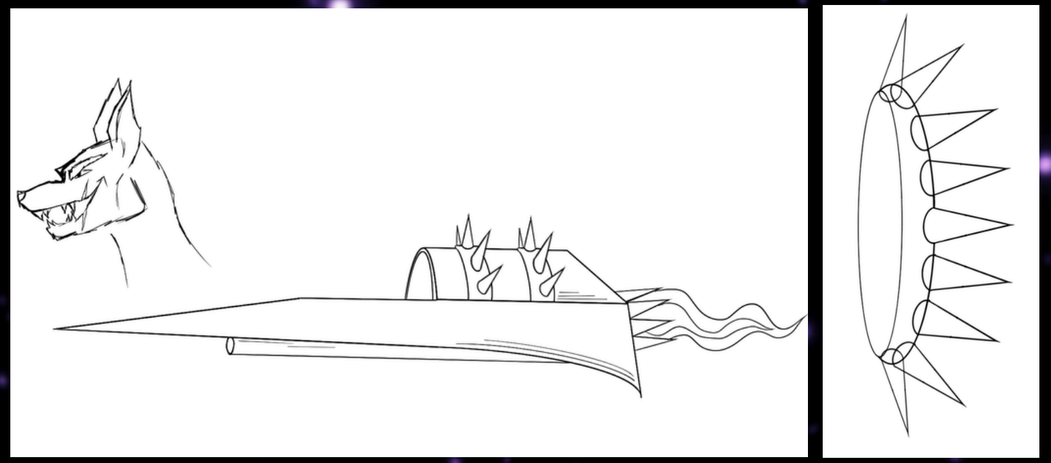
This is the broken version (when its has been hit in battle)

COSMOS STUDIOS

6. Enemy character design

The dog enemies

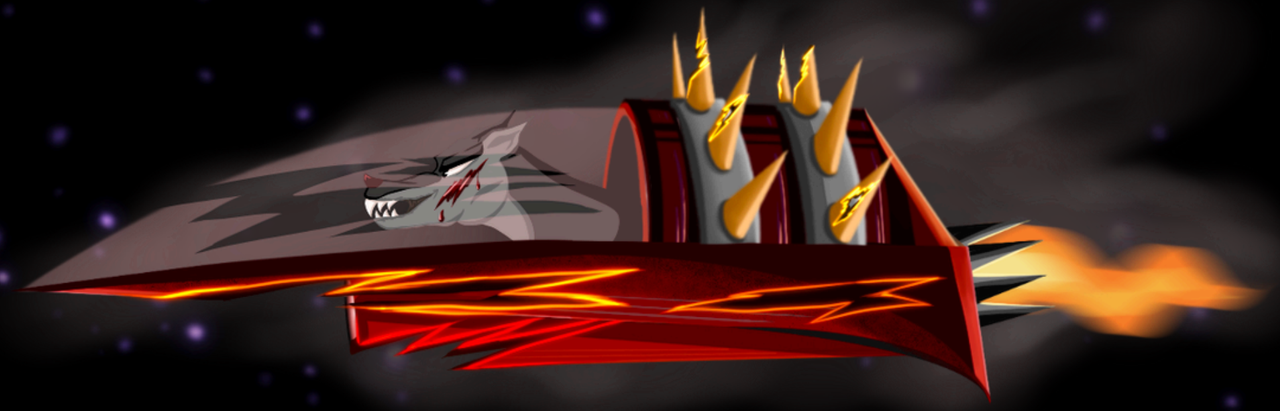
The first sketches



These are the regular enemies



This is the broken version (when its has been hit in battle)

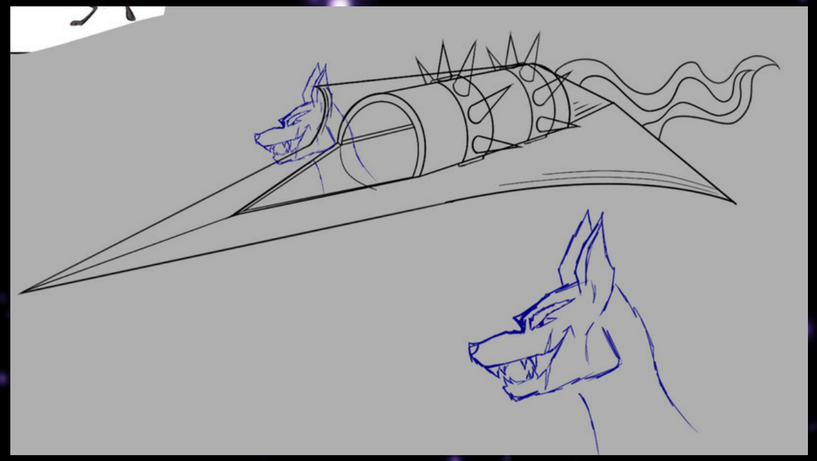


COSMOS STUDIOS

6. Enemy character design

The dog enemies

The first sketches



These are the regular enemies



This is the broken version (when its has been hit in battle)



COSMOS STUDIOS

6. Enemy character design

The dog enemies

these were the three first designs for the dog.



1 2 3

This was the very first design.



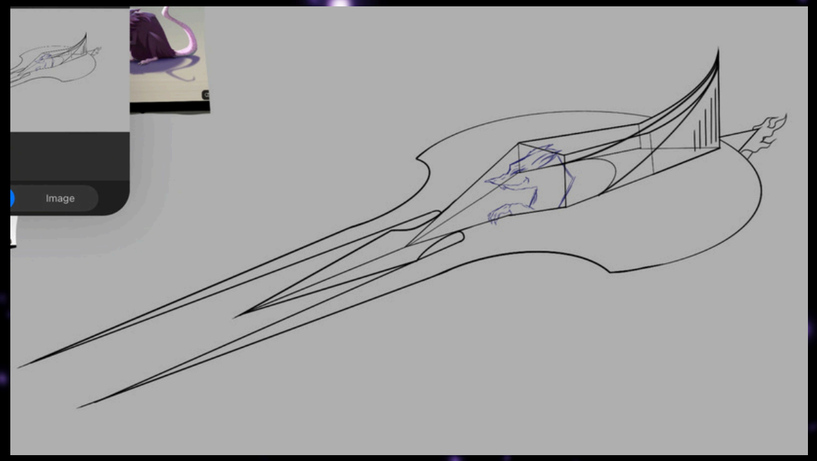
I kind of struggled here with the coloring and contrast.

COSMOS STUDIOS

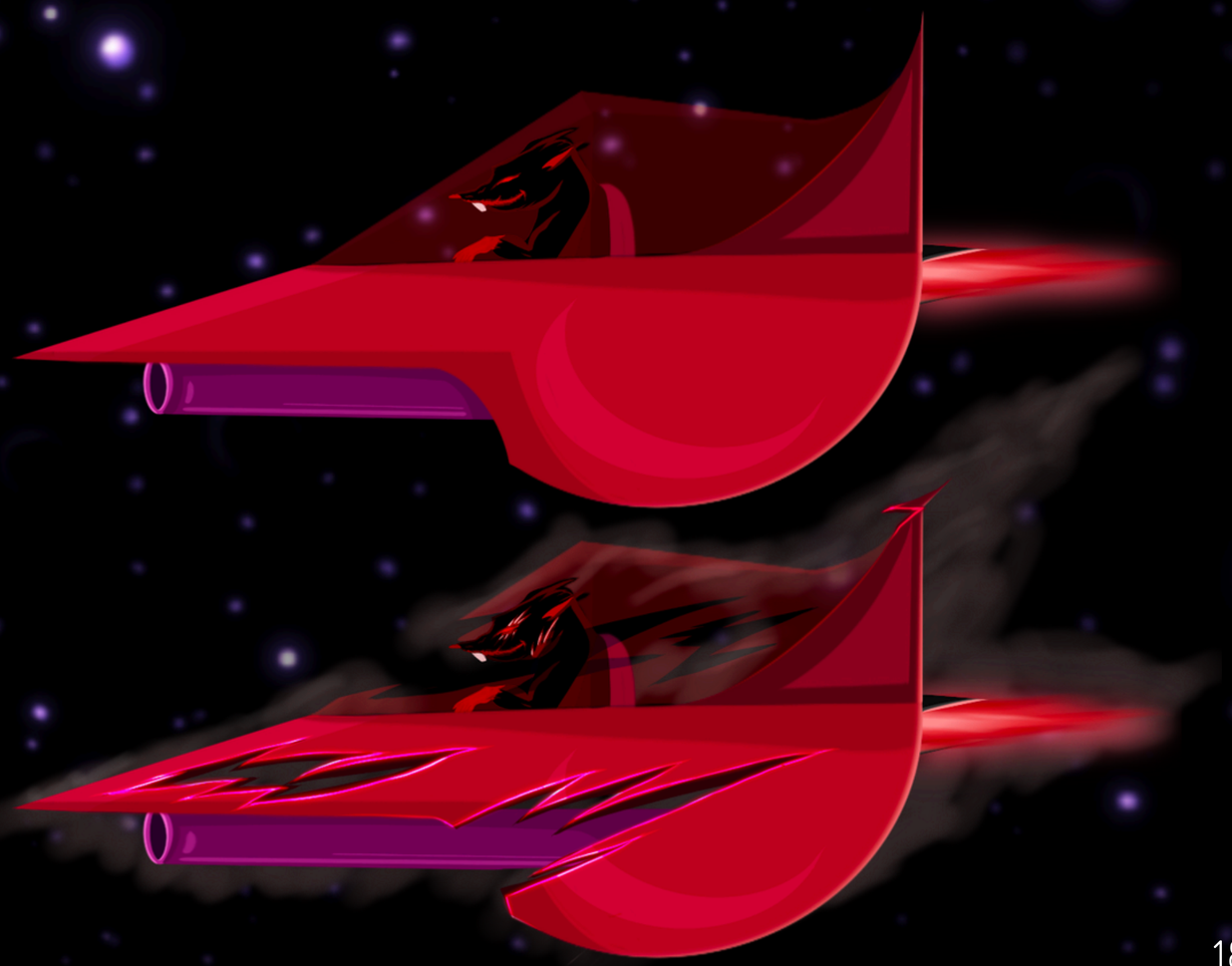
6. Enemy character design

The rat enemies

The first sketches



These are the regular enemies



This is the broken version (when its has been hit in battle)

COSMOS STUDIOS

6. Enemy character design

The rat enemies

These are the commanders



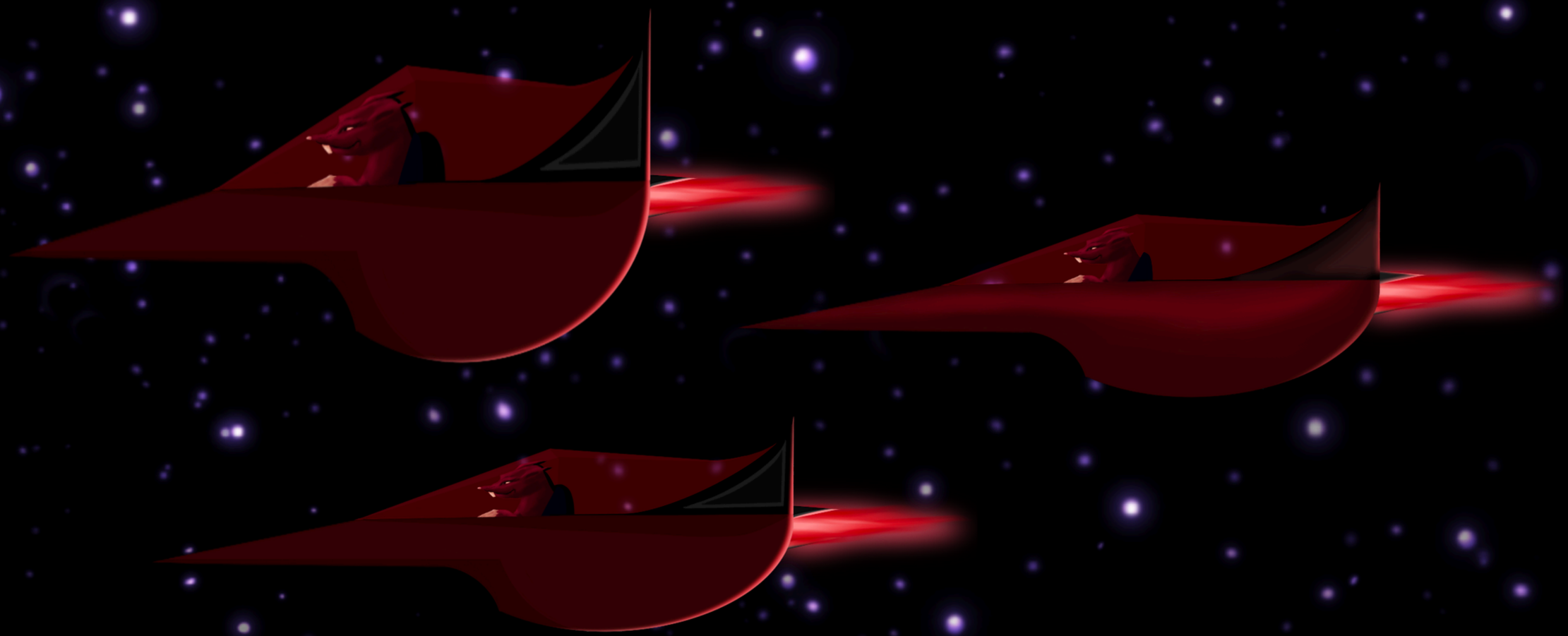
This is the broken version (when its has been hit in battle)

COSMOS STUDIOS

6. Enemy character design

The rat enemies

These were the very first designs



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7. Mini boss design

In total there are 3 minibosses:

- Snitch
- Sniff
- Scritch



Snitch

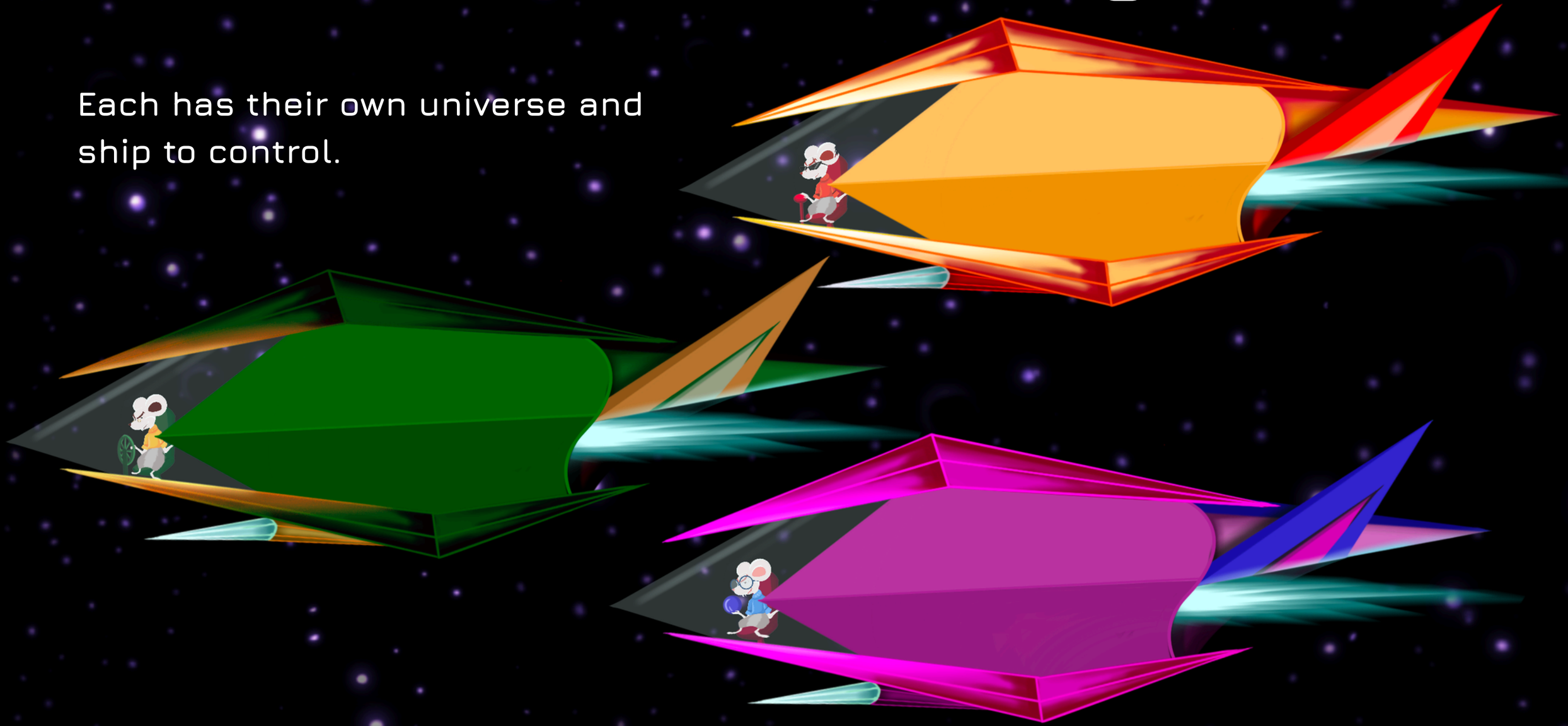
Sniff

Scritch

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7. Mini boss design

Each has their own universe and ship to control.



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7. Mini boss design

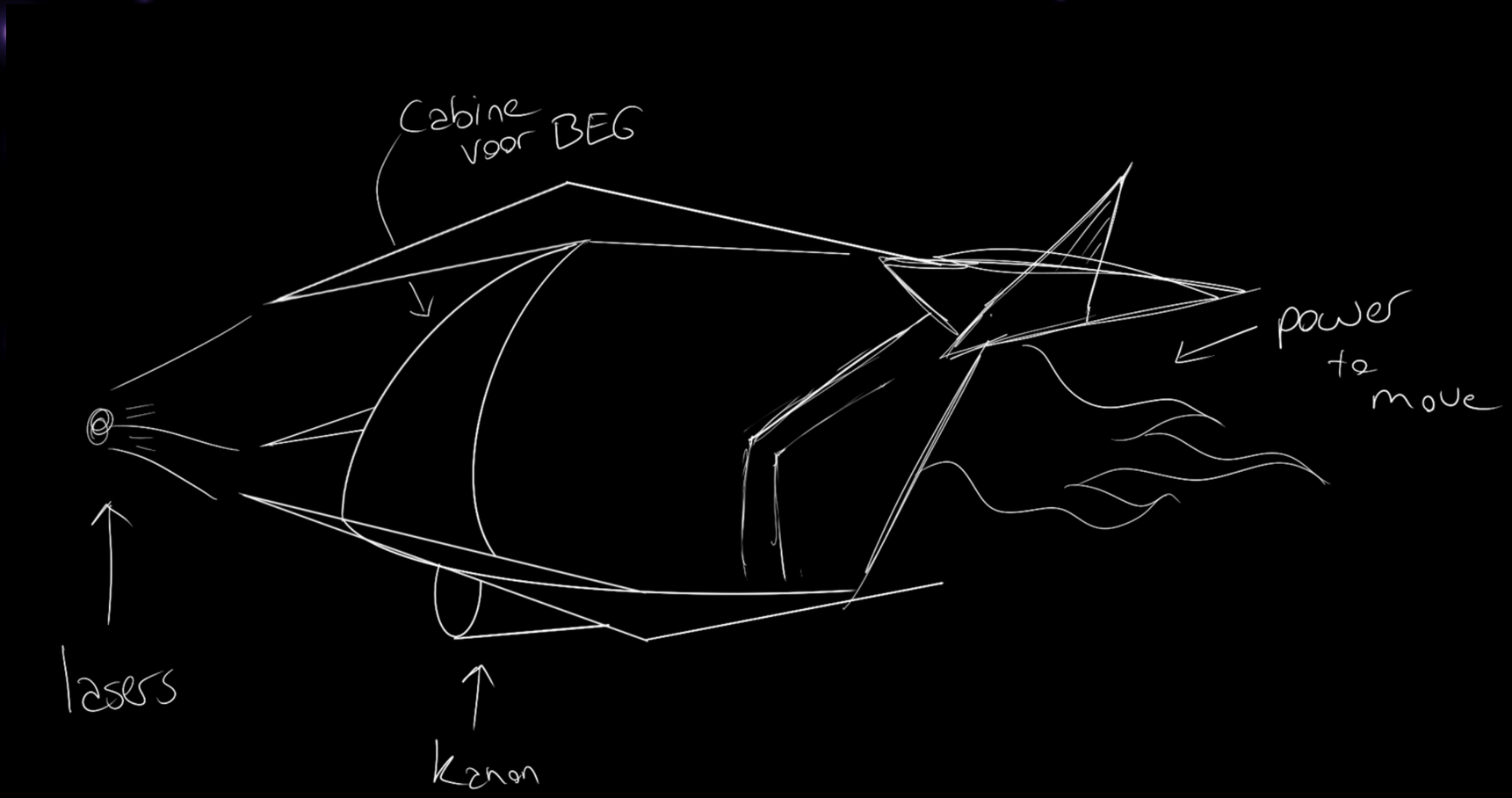
They too have broken versions,
when you get hit in battle.



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8. Boss character design

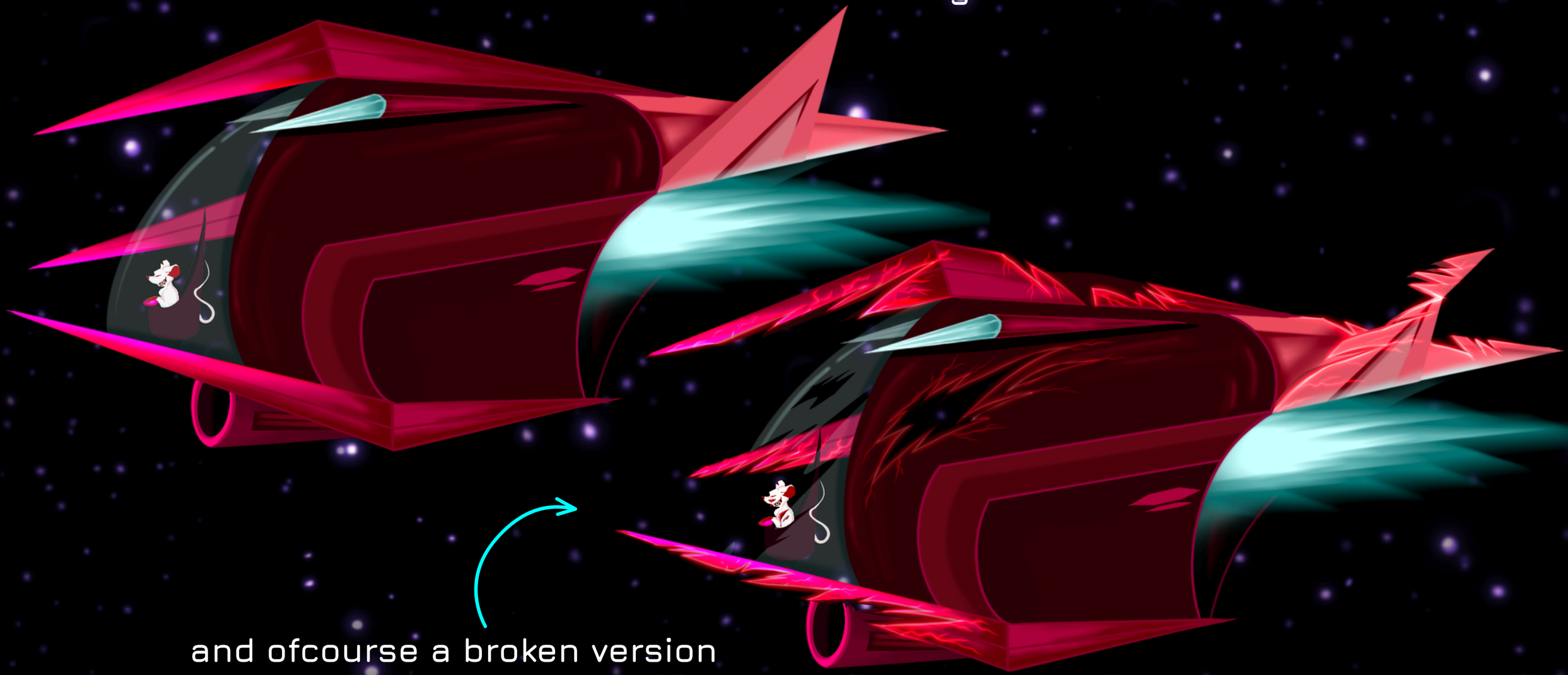
This was the very first design for
the final boss



COSMOS STUDIOS

8. Boss character design

This is the final design



and ofcourse a broken version

COSMOS STUDIOS

8. Boss character design

Character design

These were the very first sketches





We ended up using this design for the Rat commander

These were the designs I was playing around with



This is the final Rat King!

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9. Asteroid design



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10. Background design

Nestara

Galaxy of the birds



We didn’t end up using this design



COSMOS STUDIOS

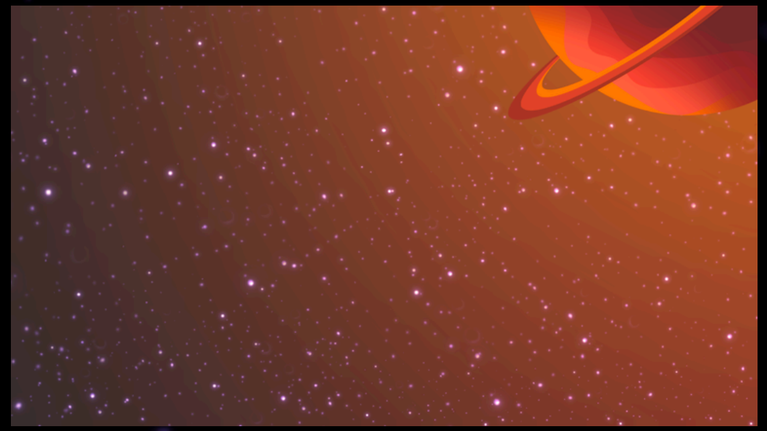
10. Background design

Barcuna

Galaxy of the dogs



We didn’t end up using this design





COSMOS STUDIOS

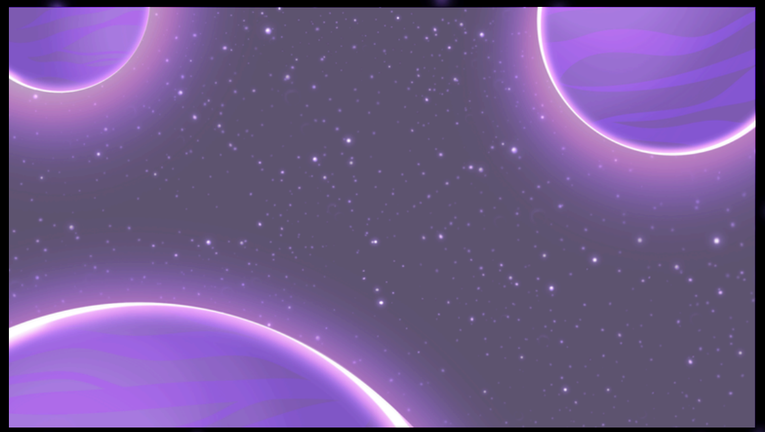
10. Background design

Verminia

Galaxy of the rats



We didn’t end up using this design



COSMOS STUDIOS

10. Background design

Cheddara (The Final Battle)

Galaxy of The Rat King



We didn't end up using this design



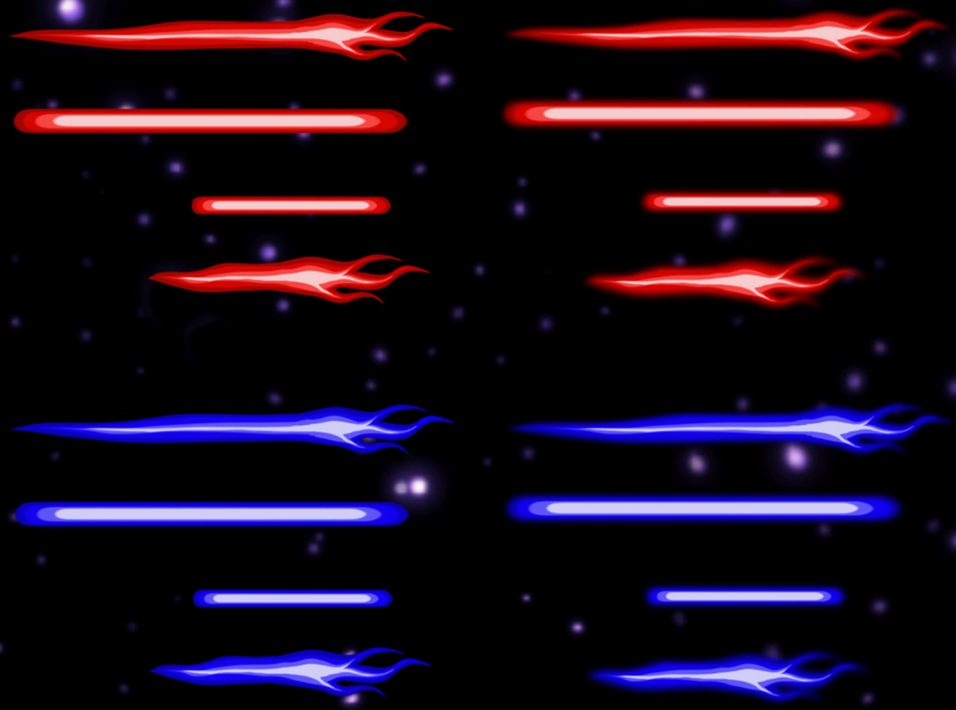


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11. Laser design

Enemy and player laser

First laser designs



Enemy lasers

Rat enemy



Bird enemy



Dog enemy



Player laser



COSMOS STUDIOS

11. Laser design

Final boss beam and laser

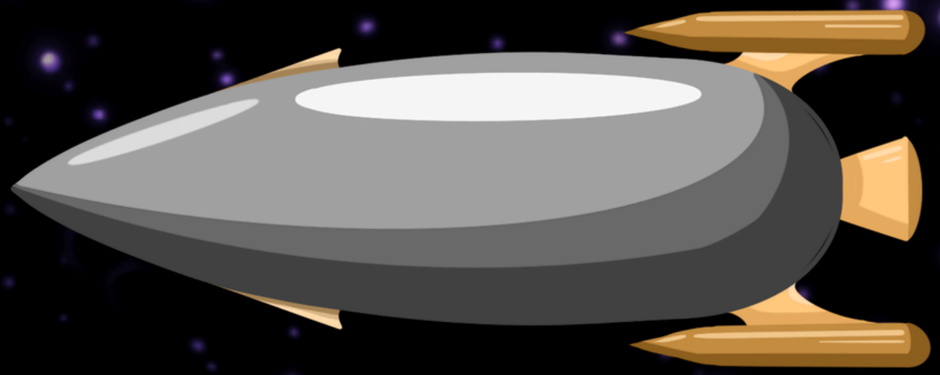




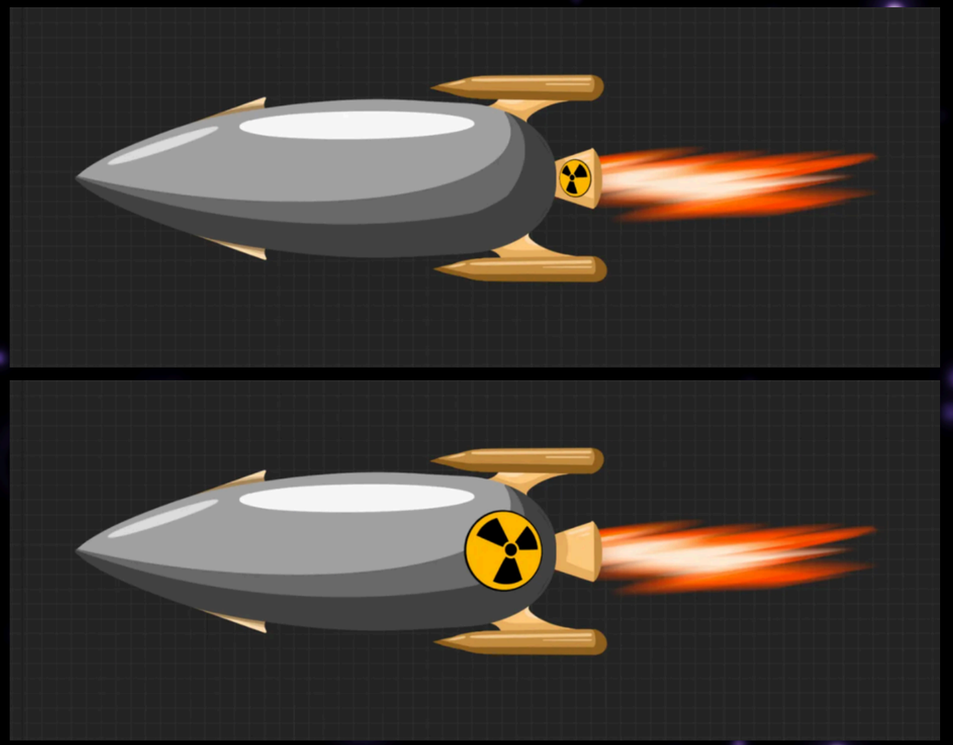
COSMOS STUDIOS

12. Bomb design

Final bomb



I played around with this sign but didn't end up using it



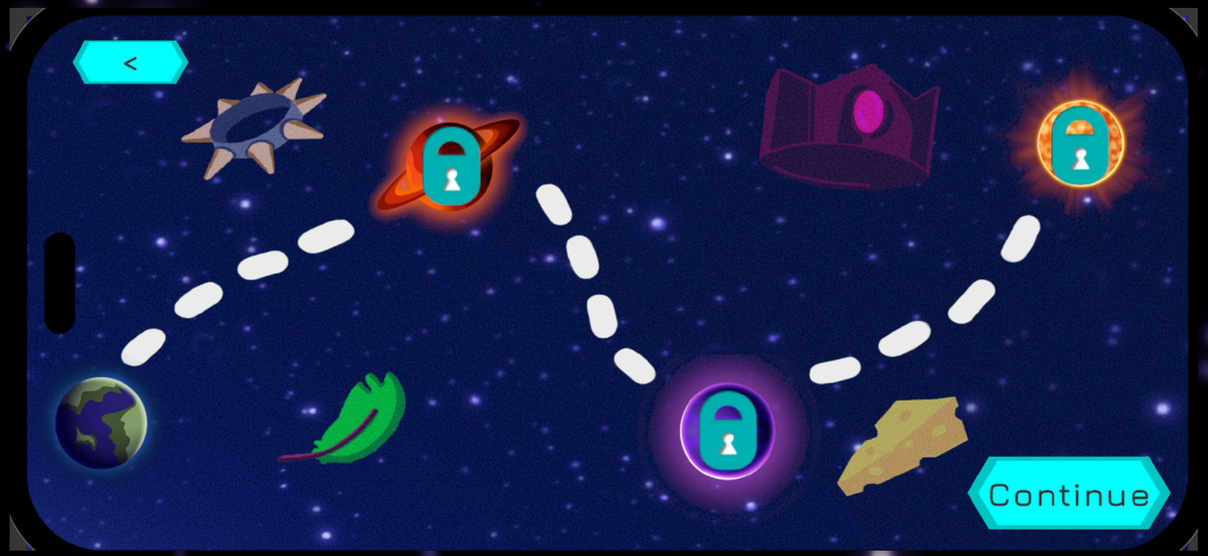
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13. Map design

Background of the map



The map



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13. Map design

Planet buttons in the map



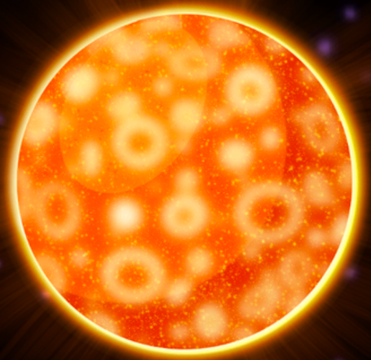
Barcuna



Verminia

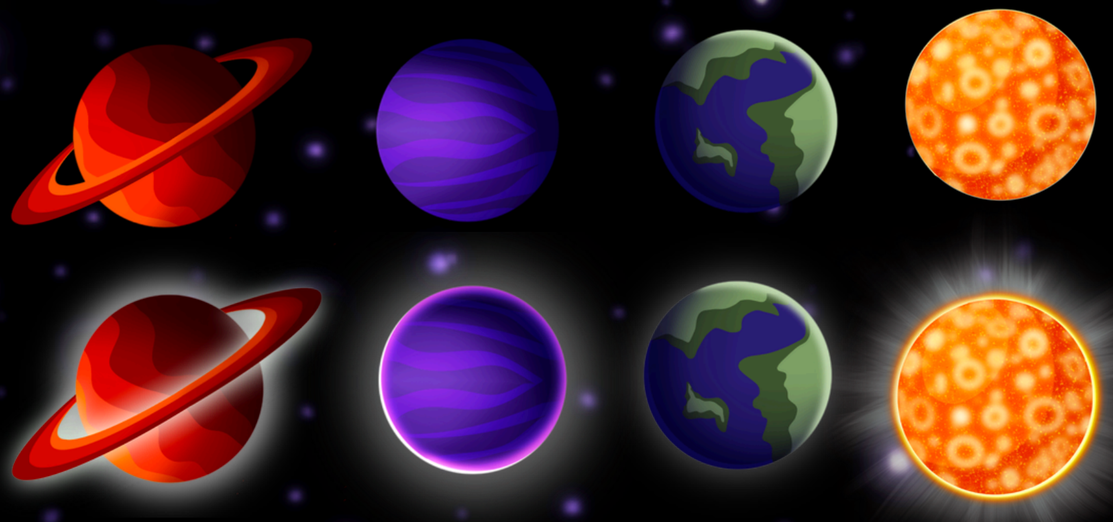


Nestara



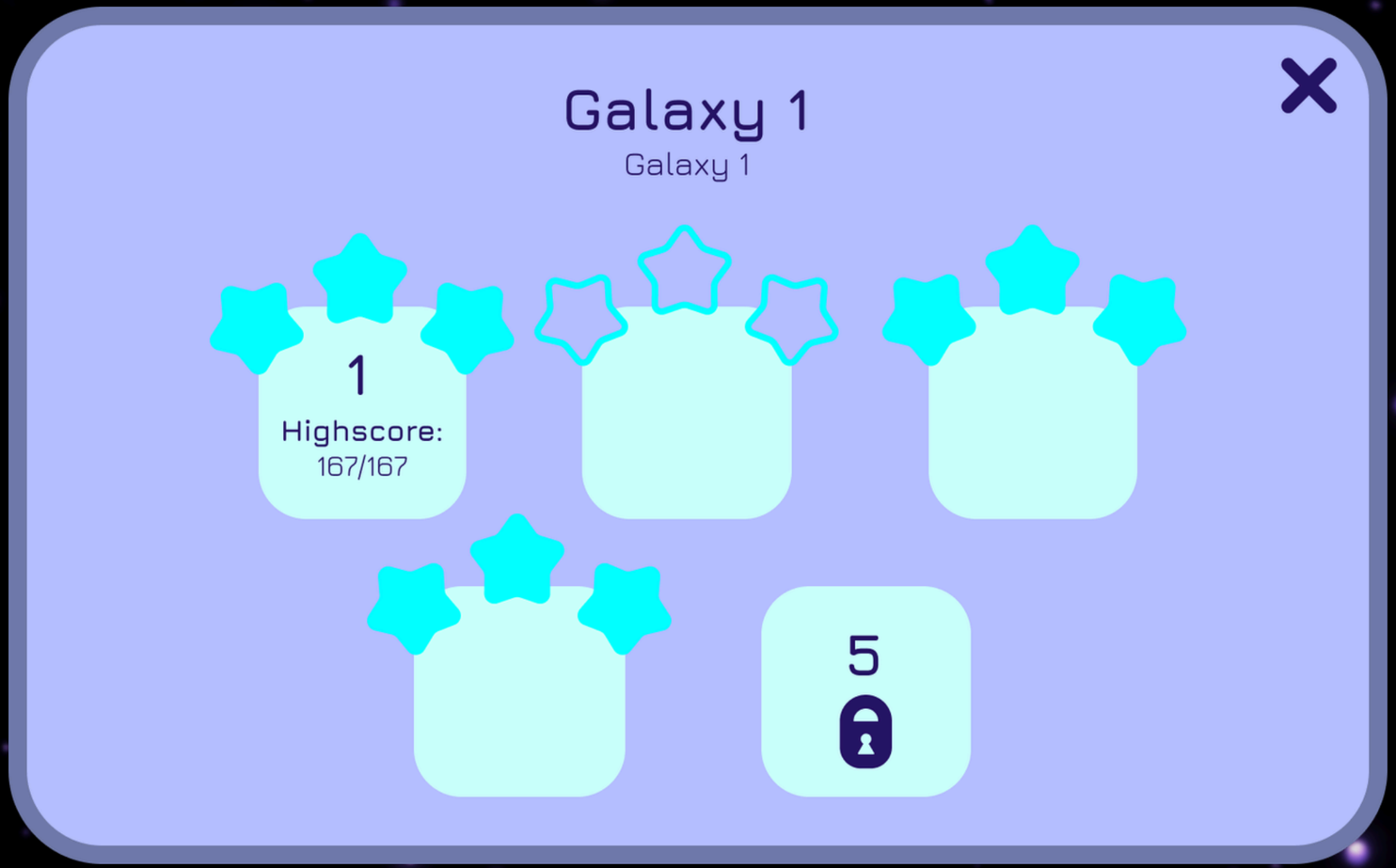
Cheddara

We didn’t end up using these designs



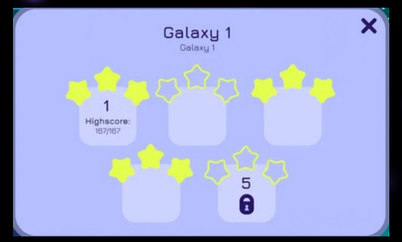
COSMOS STUDIOS

14. Level UI design









Unused design

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15. Powerup design

Double power power up



Health power up



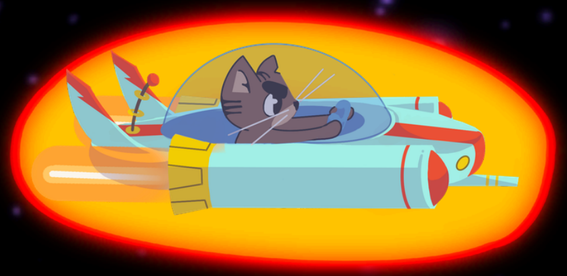


Unused design

Sheild power up

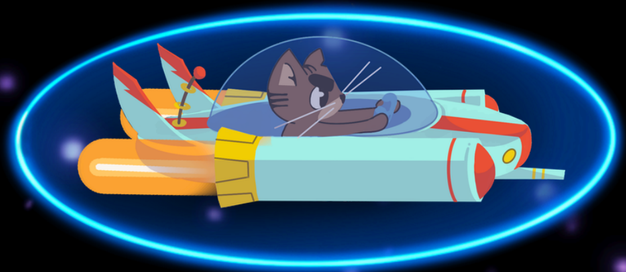


This is the powerup effect on the playership



Screenshot from the game





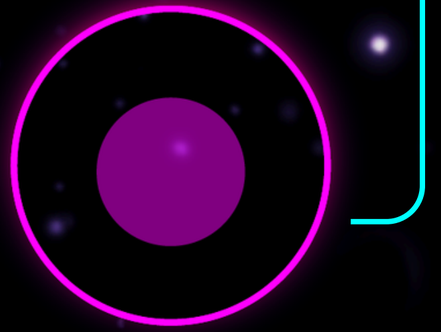
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16. UI design

Joystick and Shoot Buttons



Unused design



Buttons

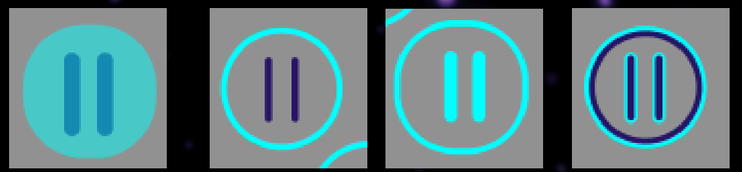
Pause Buttons





Close button

Unused designs

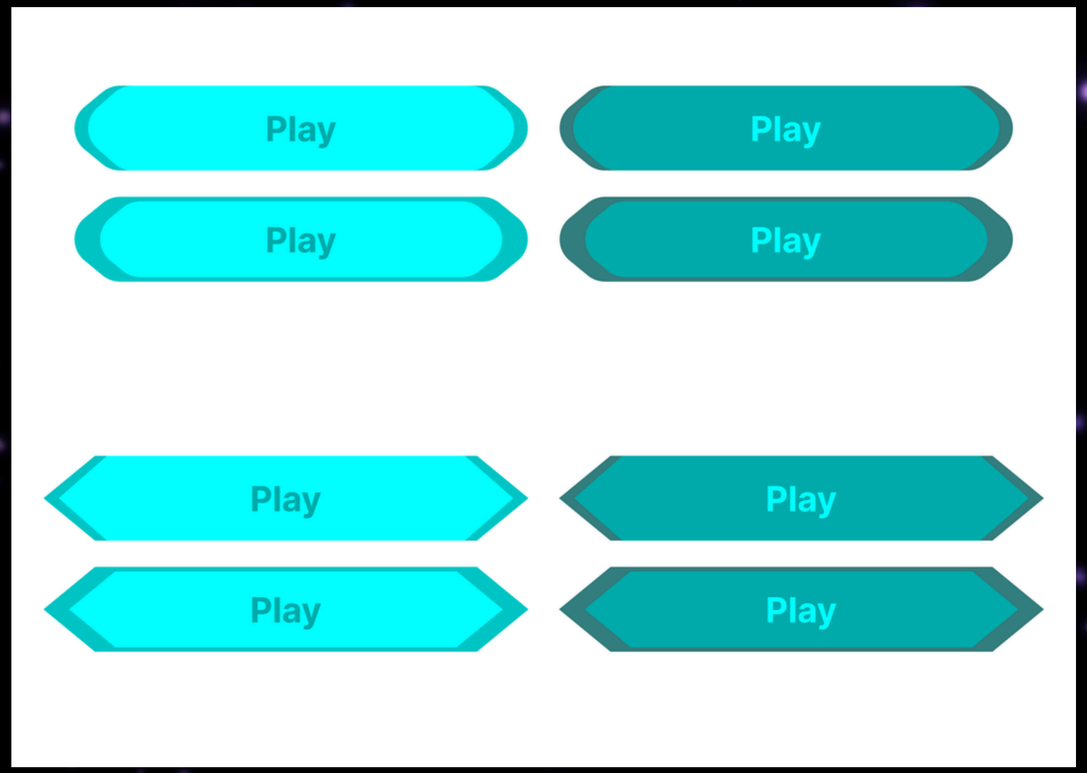


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16. UI design

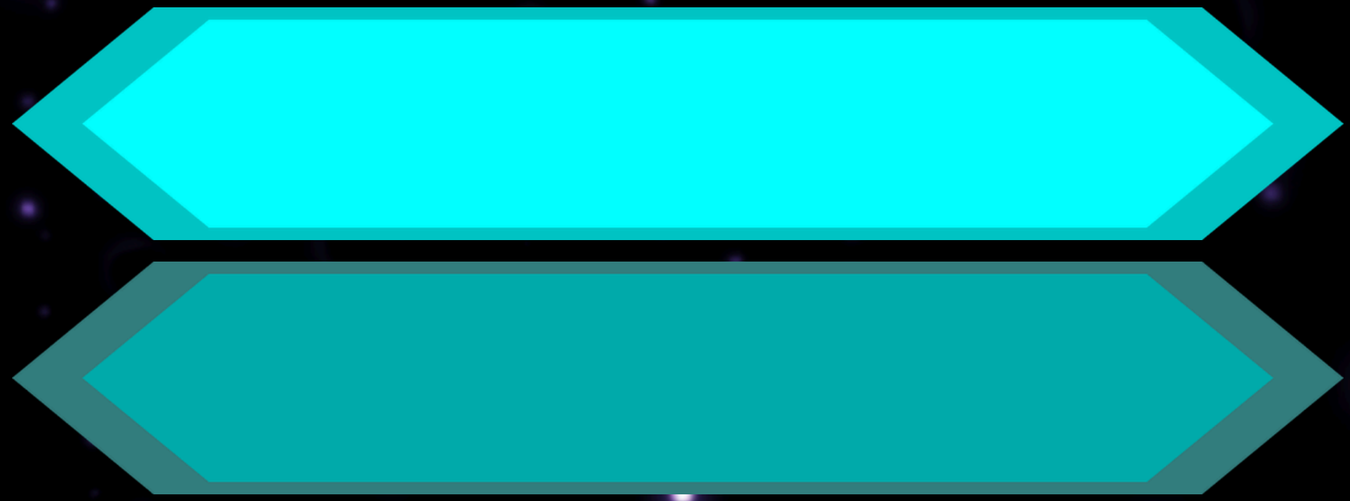
Game play buttons

Options



Final designs

This is the clicked Design

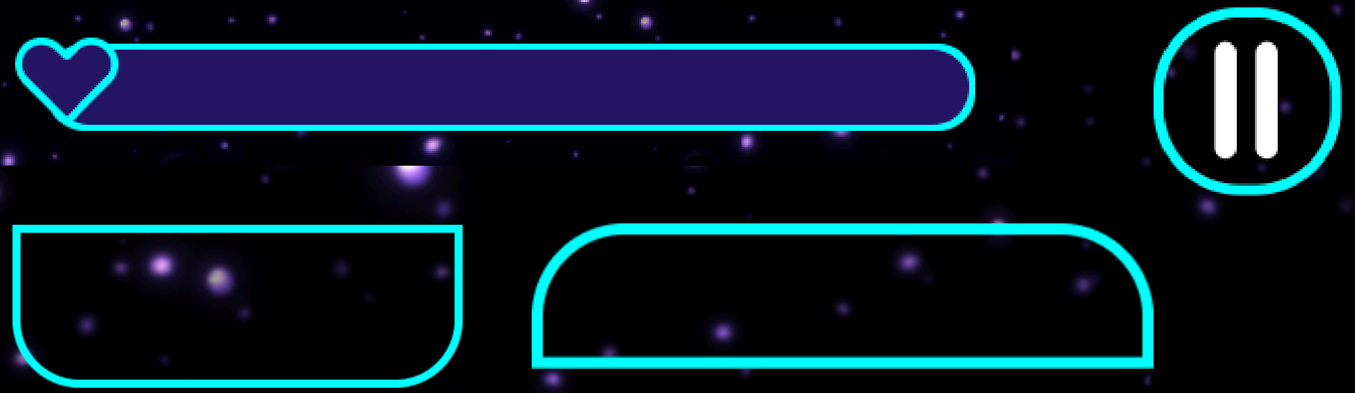


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16. UI design

Interface











Unused designs

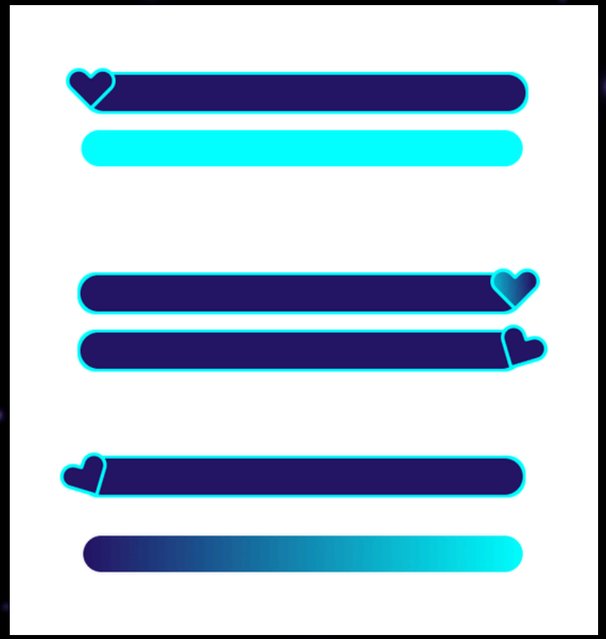
COSMOS STUDIOS

16. UI design

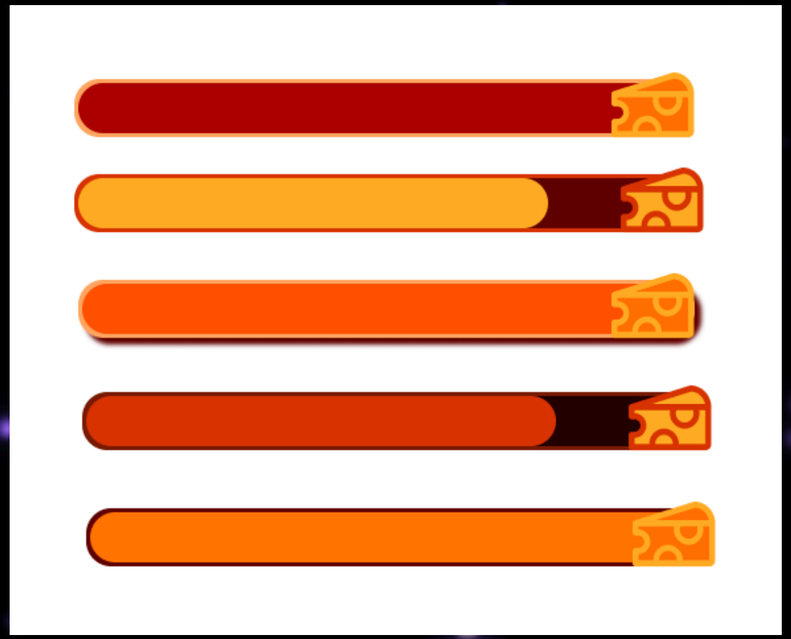
Health bars

Player health bar options





Enemy health bar options



Final version



Final version

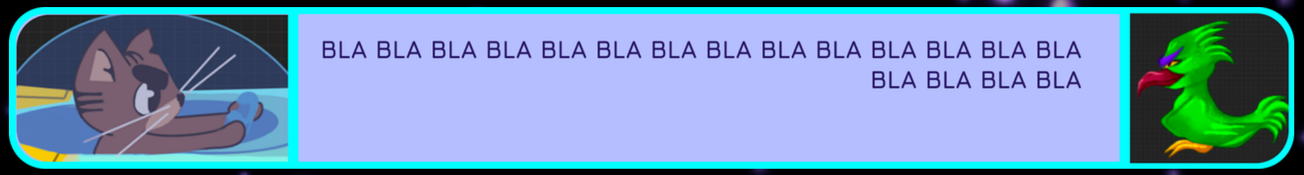


COSMOS STUDIOS

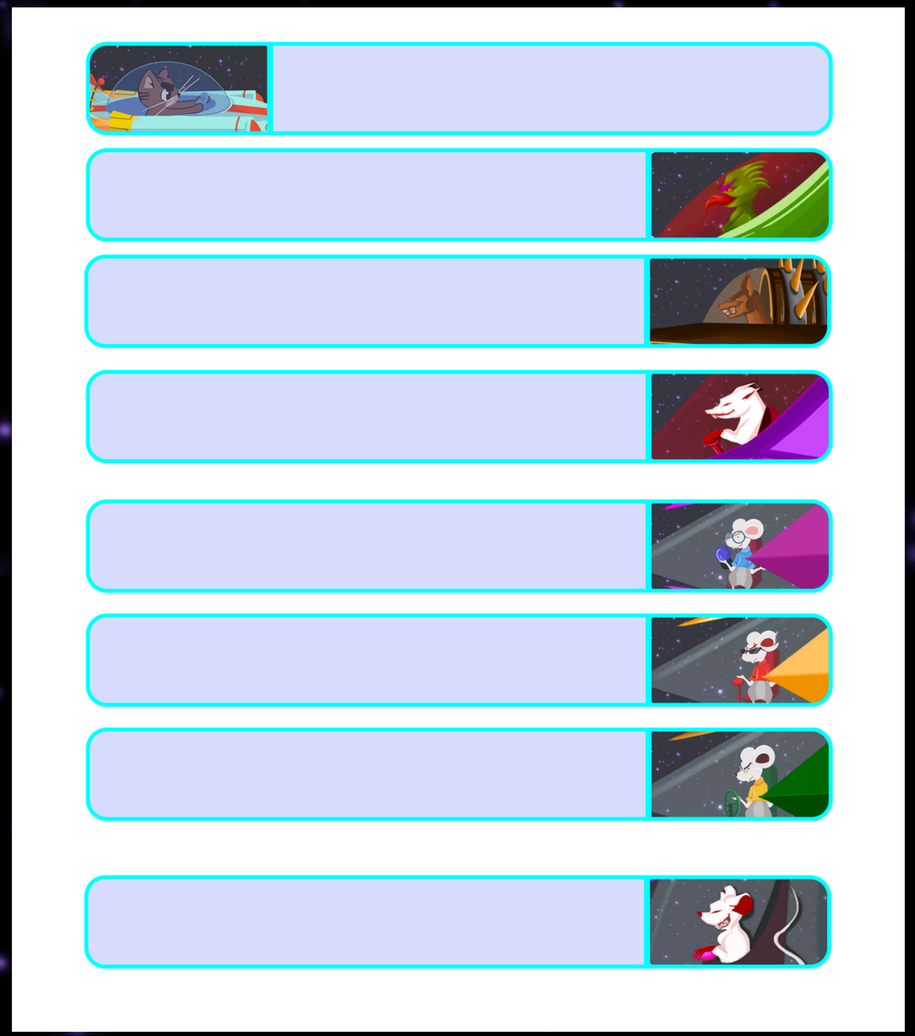
16. UI design

Dialogue

This is the design for the dialogue boxes used for when the player and enemies talk



This is the design for when the Waves of the gameplay are announced



COSMOS STUDIOS

16. UI design

Gear button

Options



Final version



COSMOS STUDIOS

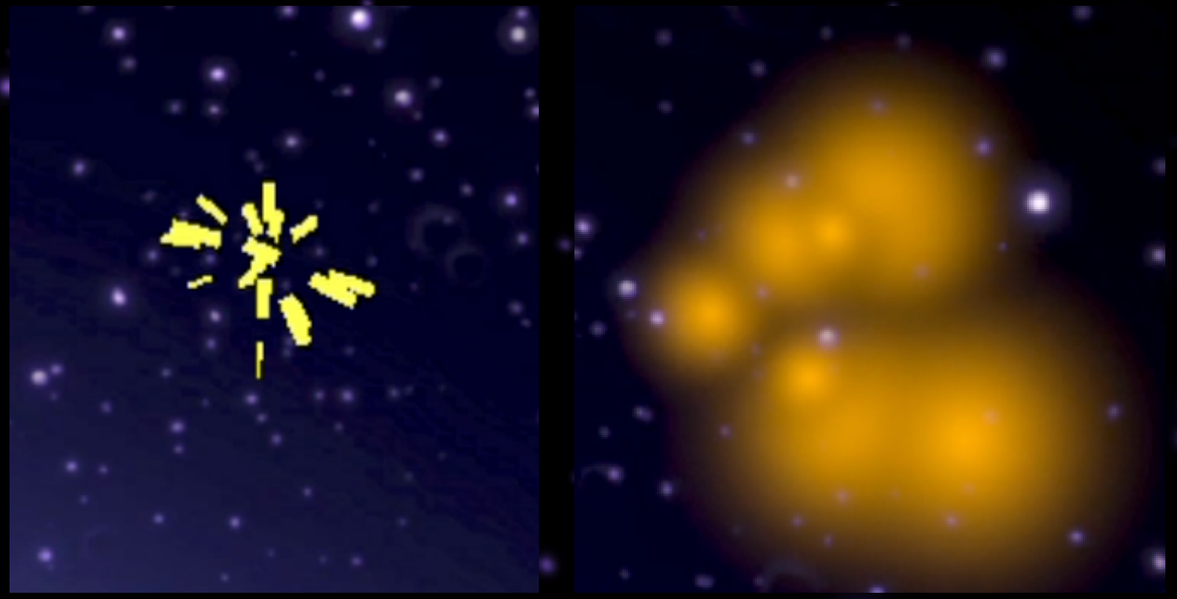
17. Visual Effects

Health powerup



Screenshot from the game

Asteroid explotion



Screenshot from the game

COSMOS STUDIOS

18. Cutscenes

First cutscene introduction to the Nestara universe



Unused designs





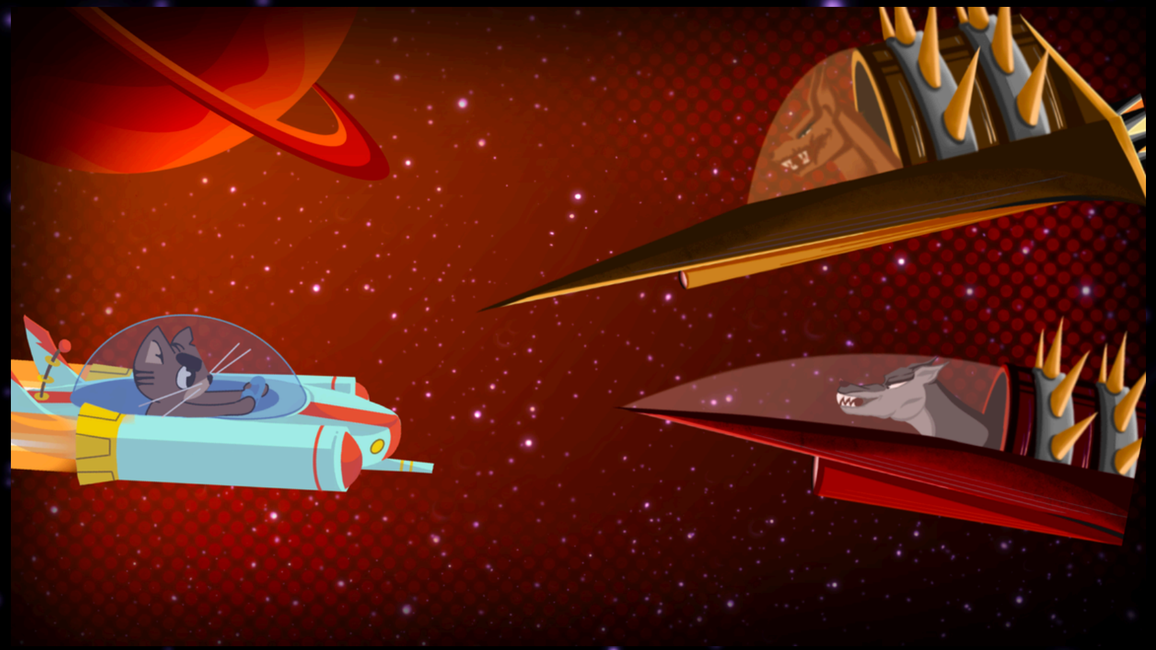


COSMOS STUDIOS

18. Cutscenes

Cutscenes

Introducing Barcuna



Introducing Verminia

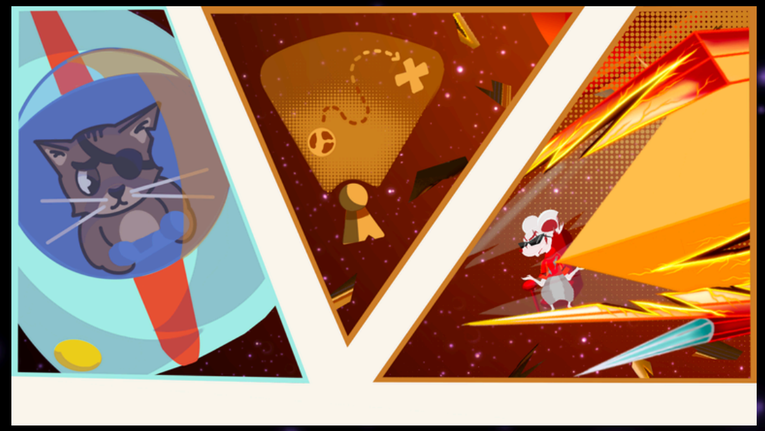


COSMOS STUDIOS

18. Cutscenes

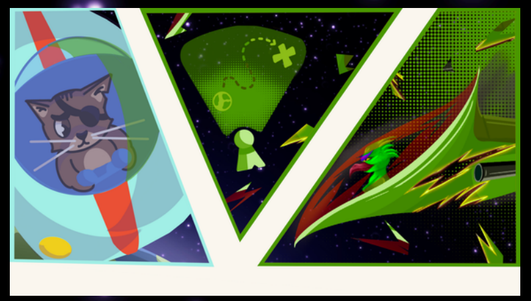
End of galaxies cutscenes







Unused design







COSMOS STUDIOS

18. Cutscenes

Minibosses cutscenes

Introducing the minibosses







We didn’t end up using these three designs

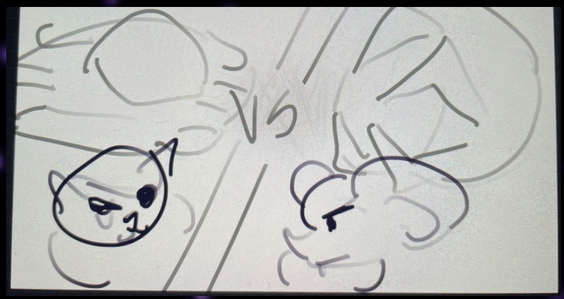
COSMOS STUDIOS

18. Cutscenes

Final boss cutscene







COSMOS STUDIOS

19. Victory screen

When the Rat King has been defeated!



COSMOS STUDIOS

20. Death screen

Final version



Unused designs





COSMOS STUDIOS

21. Main menu screen

Final design



Unused design

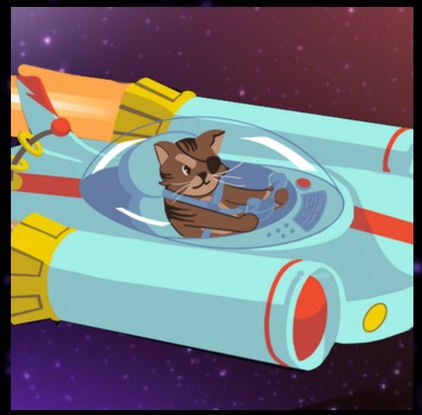


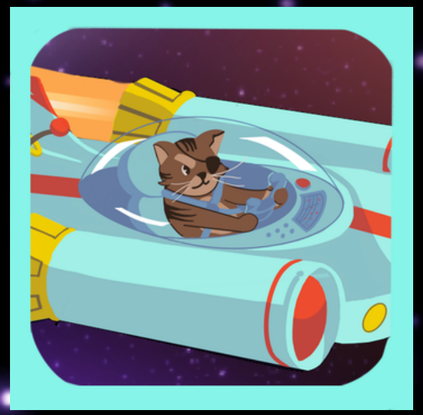
COSMOS STUDIOS

22. Google play

Icon and banner

App icon





Banner



COSMOS STUDIOS

23. Trailer

Youtube link