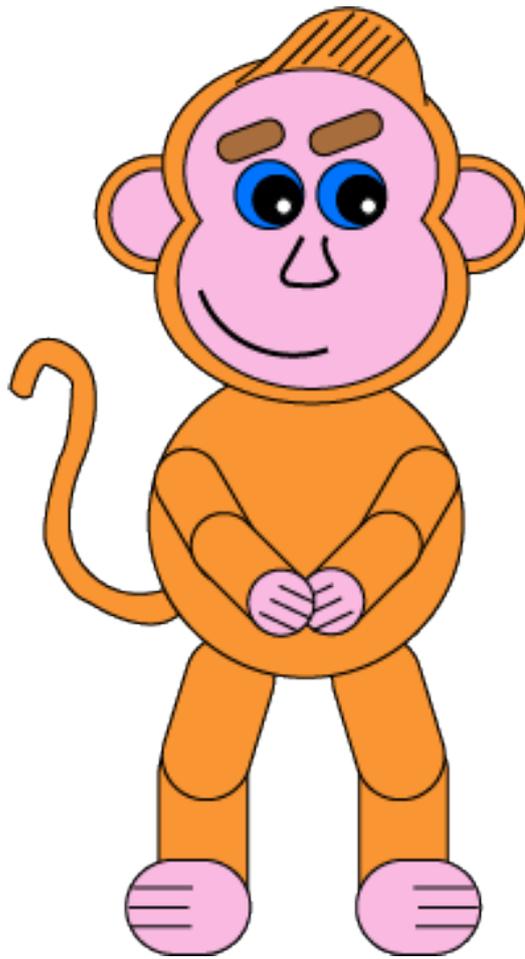


# *Mono Chimp*



## *Name*

Mono Chimp

## *Animation Type*

Mono Chimp is a 2D character.

## *Area of Industry*

Mono Chimp is a character for the game industry, of which the story will be explained within this document.

## *Character Description*

Mono Chimp is a monkey who is a 'Hero' archetype that has a confident but friendly manner. He is very popular with the other monkeys and he has a relaxed appearance highlighted through his quiff hairstyle and slightly misplaced eyebrows as well as his smile. The personality of Mono Chimp is likeable as he is kind and caring as well as approachable. He is admired by many as he protects any friends or family who are in danger. If angered by anyone, Mono Chimp is very diplomatic but if anybody hurts or mistreats his friends or family, he will take action upon those who do. Some of his specialities include the fact that he is very agile, being able to swing through trees at a high speed and he is also very fast at running and avoiding obstacles which are presented to him. However, Mono Chimp's weaknesses include that he isn't as strong as some of the other monkeys and he can soon become tired which means that he has to constantly be given a source of energy to keep him alert.

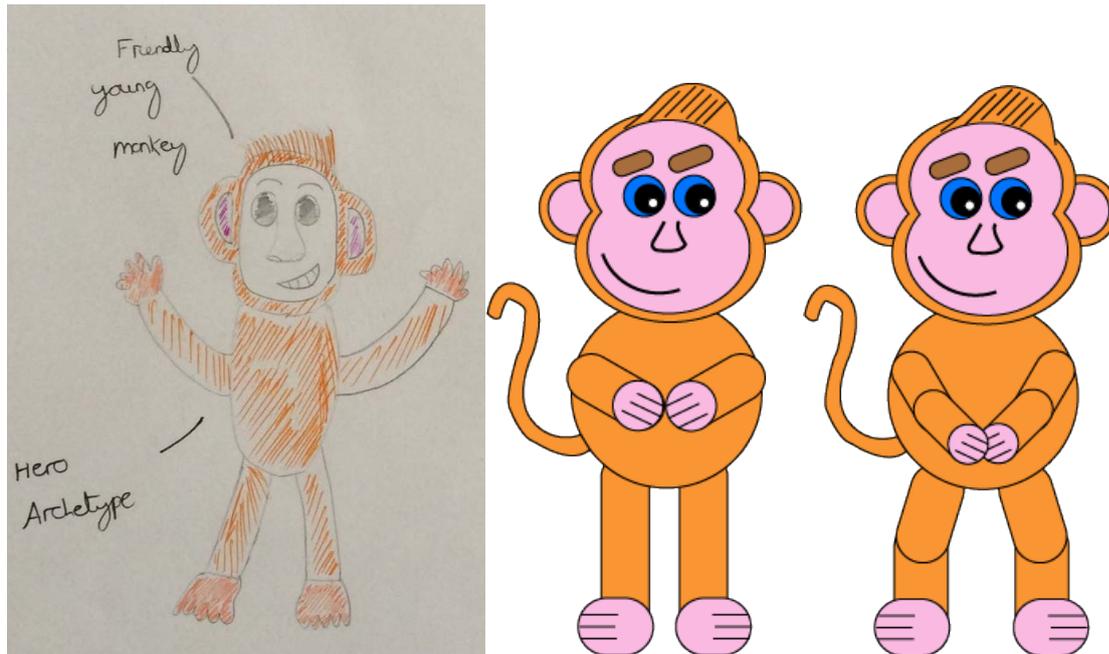
## *Role within the Game Scenario*

As Mono Chimp is the 'Hero' archetype within the game, it will be his task to rescue his friend from some evil monkeys who have captured him. Mono Chimp will have to chase these evil monkeys throughout different game environments ranging from a jungle to a city, each presenting different challenges and obstacles. As well as the challenges and obstacles, there will also be various puzzles he will have to overcome in order to progress to the next stage of the game. After chasing after the evil monkeys through each environment, there will be a final task for Mono Chimp which will be to fight and defeat the evil monkeys in order to save his friend. However, there will be a final puzzle to solve to unlock the padlock on the cage that is holding his friend.

## *Story of the Game*

The story of the game has already been described with the role of Mono Chimp. However, the underlying theme of the game is one of close friendship and loyalty. The challenges that Mono Chimp has to experience and overcome to save his friend emphasises the love and kindness he gives to everyone he meets, showing a different side to his usual confident and strong personality. As well as Mono Chimp, there will be other characters within the game which will be able to help Mono Chimp progress and succeed in certain tasks. These will most certainly become his friends as well and contribute to the final fight at the end of the game. They will be able to provide Mono Chimp with some special abilities to enhance his fighting skills.

## Appearance/Character Model



When initial character ideas were being thought of, one of the characters was a young monkey with a 'hero archetype'. This then inspired the development of Mono Chimp's character. There are some similarities between the sketch and the other character models. The first character model is of Mono Chimp when he didn't have too many joints in his arms and legs. This was soon changed to include more joints due primarily to the reason that it made him animate more fluently rather than being static.

## *Environments*

With regards to the environments for the game, as has been previously mentioned there will be a variety, starting and finishing the game in the jungle world. These environments would include snow, cities/skyscrapers and deserts and they would take inspiration from these images from 'Pinterest'.

