



Backstory:

After a vicious battle, Goku has been killed by Cell and as **Gohan** you must collect golden senzu beans in order to recuperate after nearly dying as well. After collecting the golden senzu beans, you will merge/eat them to spawn the 7 Dragon Balls and use those to power up Gohan to ultimately kill the perfect cell. After killing Cell, we find out Goku was alive as he was put under a curse by Cell, and never died!

Horror-like genre →trying to escape / hide from Perfect Cell until the opportunity for vengeance presents itself

Character designs

Perfect Cell

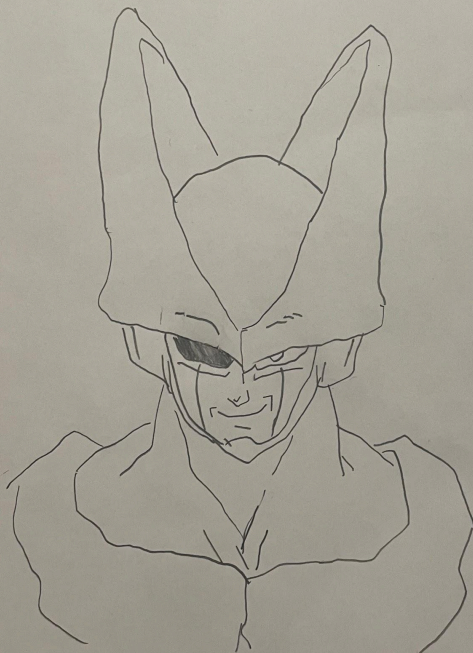


Cell Junior

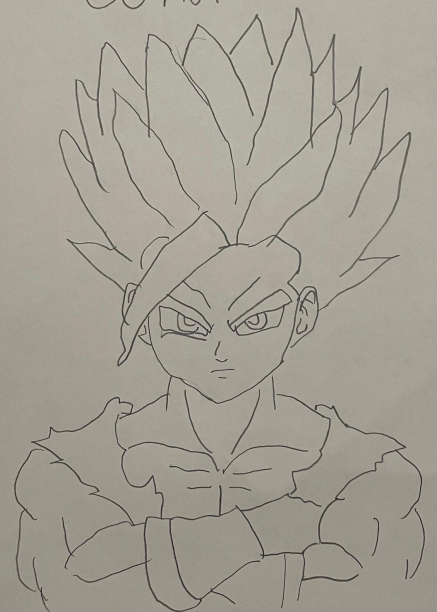


Concept Art

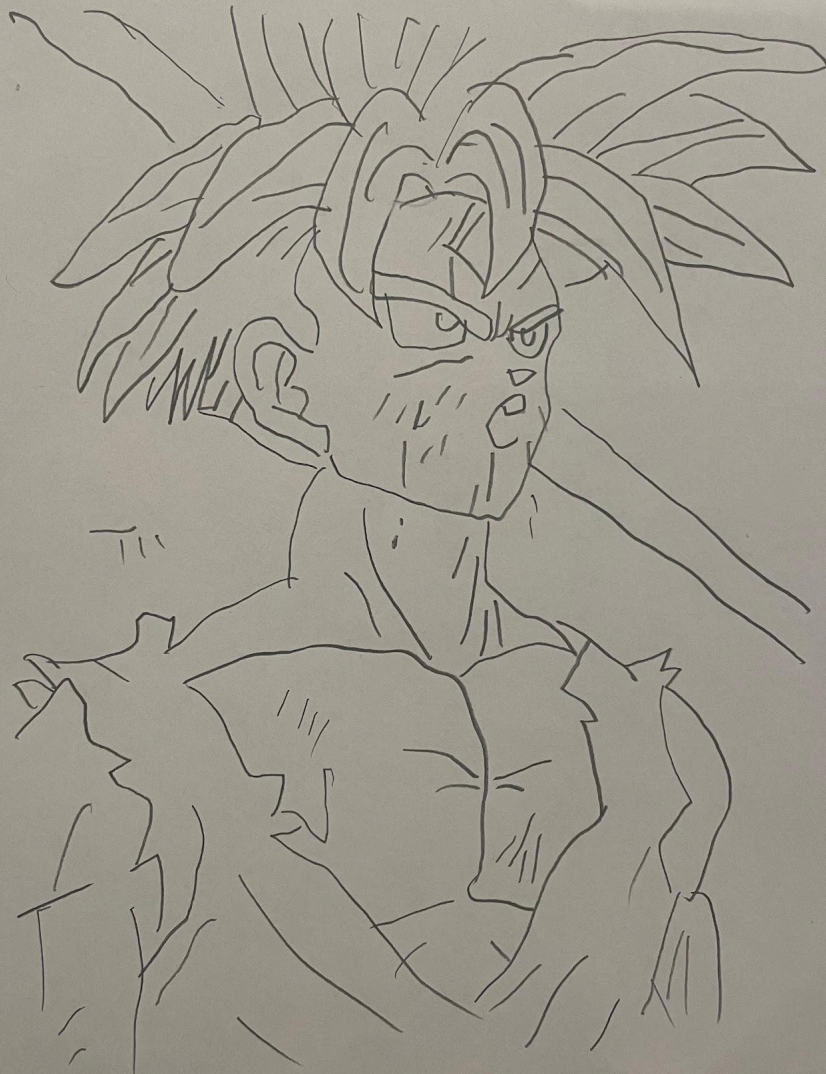
perfect
cell



SSJ
Gohan



Injured Gohan



Level designs

- Different forms of cell
- Defeat him
- Have other DBZ bosses

Possibly one level / stage where you're hiding across the map

Main OST theme

Using Flat, we attempted to replicate Cell's theme from the anime

<https://flat.io/score/6a3aa1cdf6ee43a08bbf7ff2-cell-s-theme?sharingKey=aa3afe2e3c4c65f149d96bf5ccb86a40fa844e4338ac6a8557618deccbe818942c23aa8eb2b73fce8eabbbff65ae71b1c88ca0b50bd052c3fa290a3e87bb4f082>

Game mechanics (a diagram; or maybe a single-page demo)



-Potential minion mechanic



Collecting golden senzu beans (7)

-Perhaps a change in difficulty requires you to collect more or less than 7

Hype (poster/advertising; packaging)

