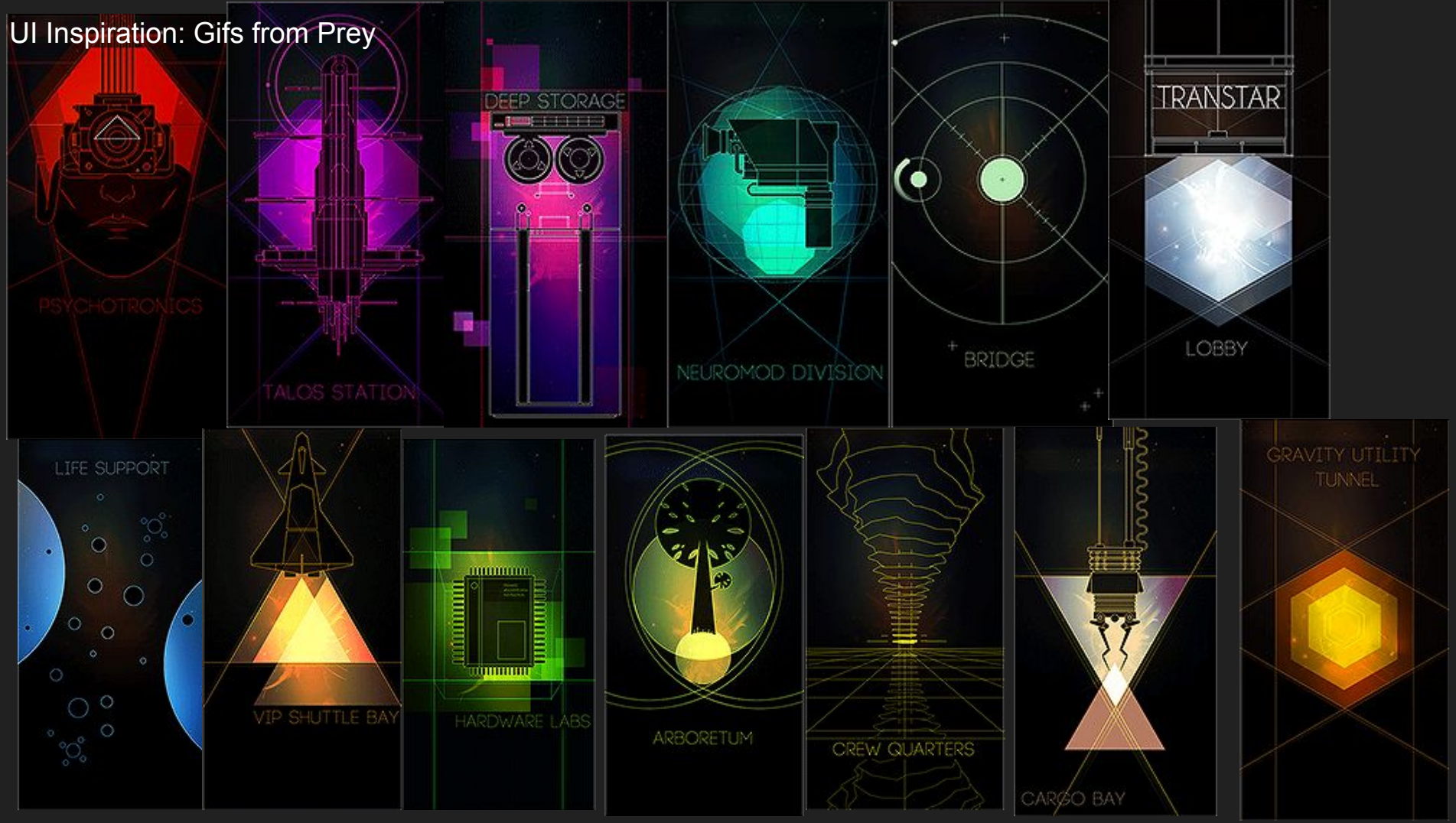
Team Hackerbird

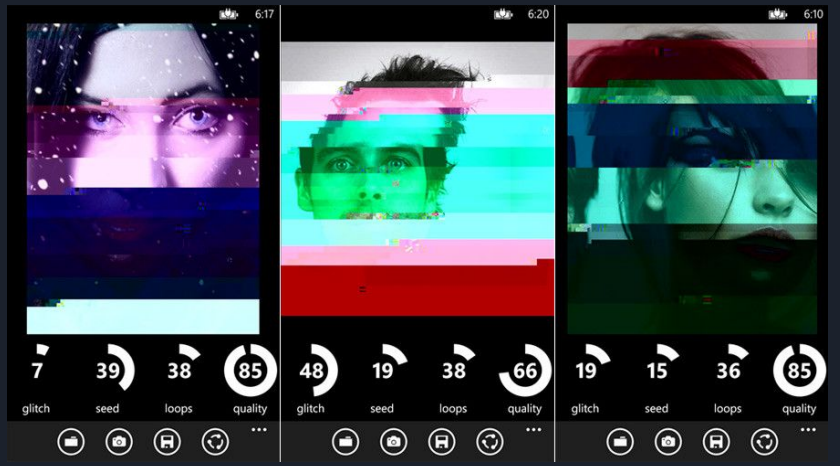
We need someone to help us create a unique and cohesive style for our game.

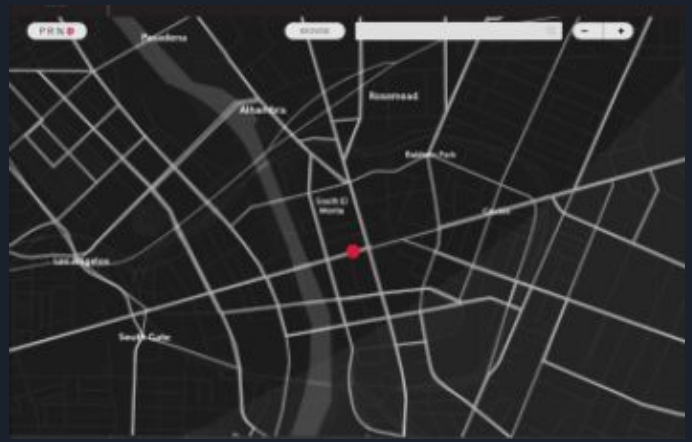
Art Director Needed

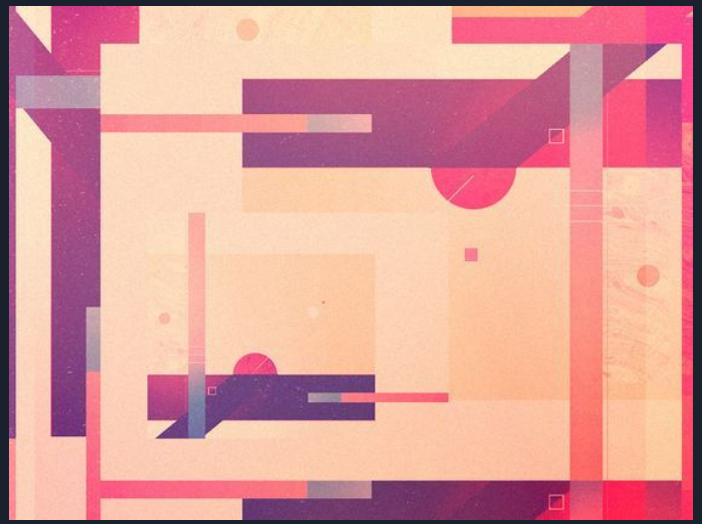
UI Inspiration: Gifs from Prey



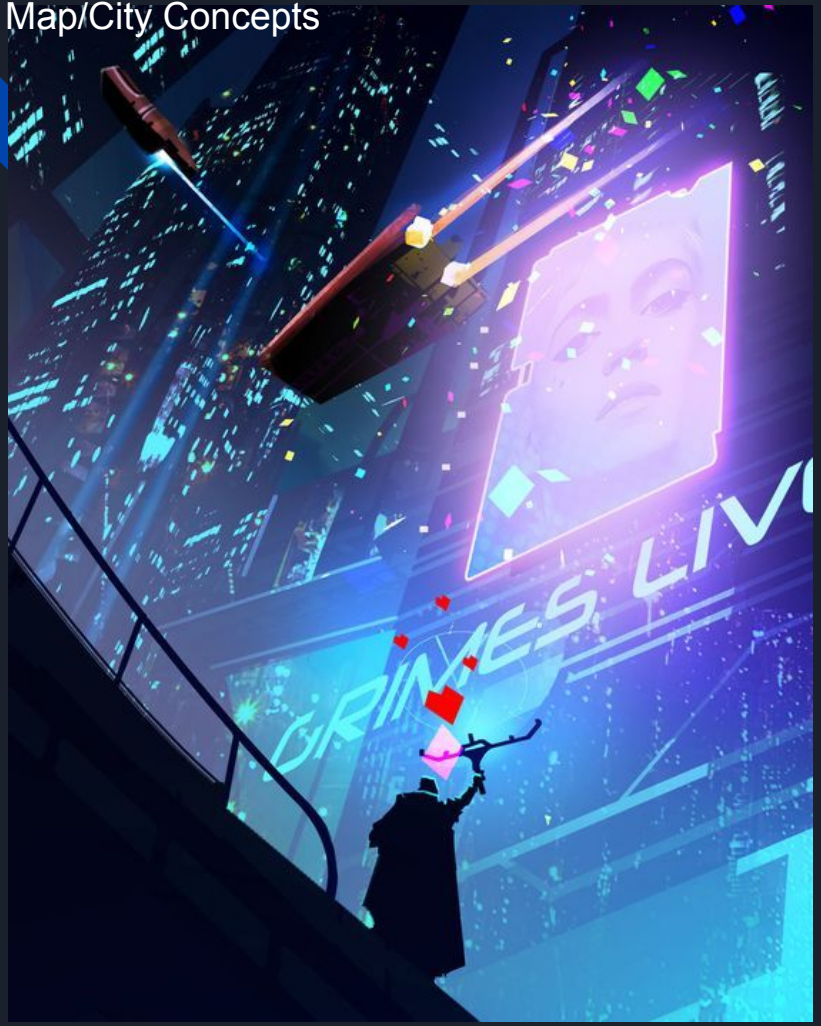
UI Inspiration

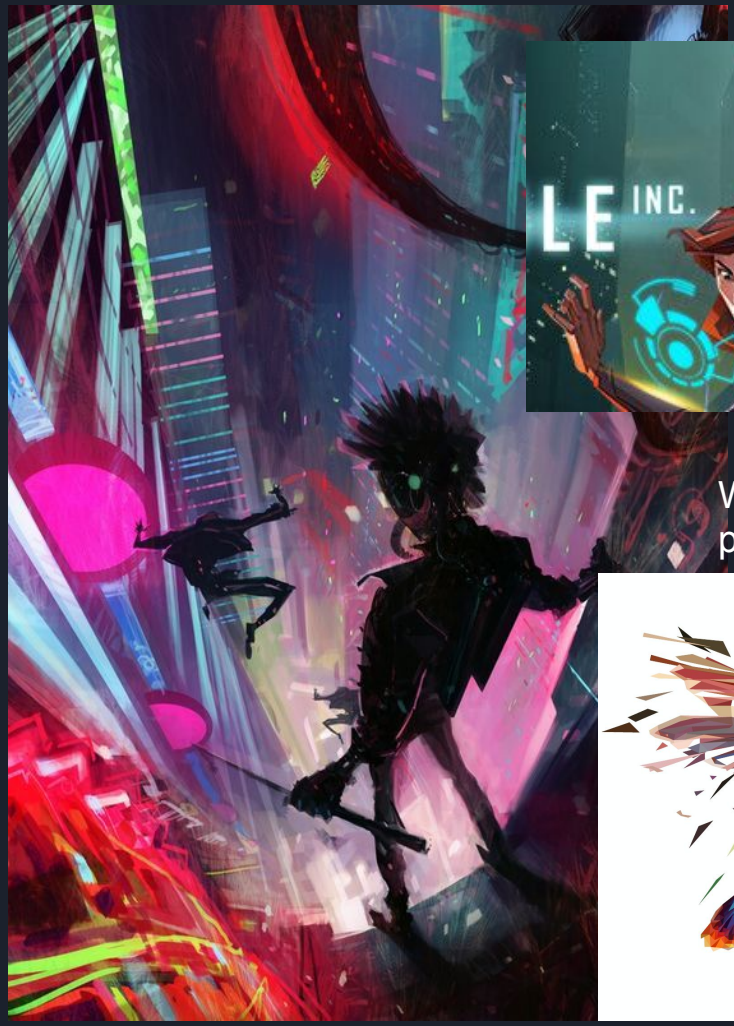






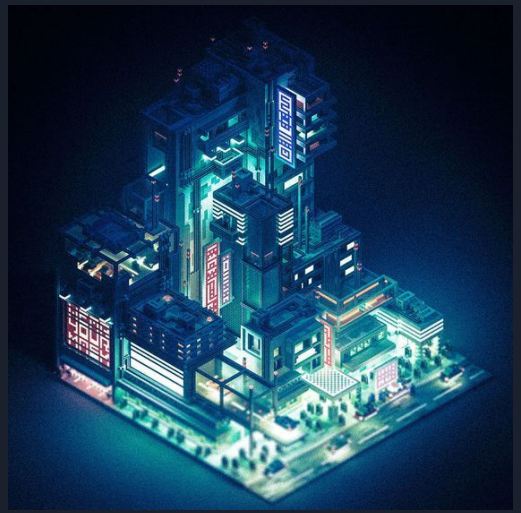
Map/City Concepts





We really want a polygonal polish

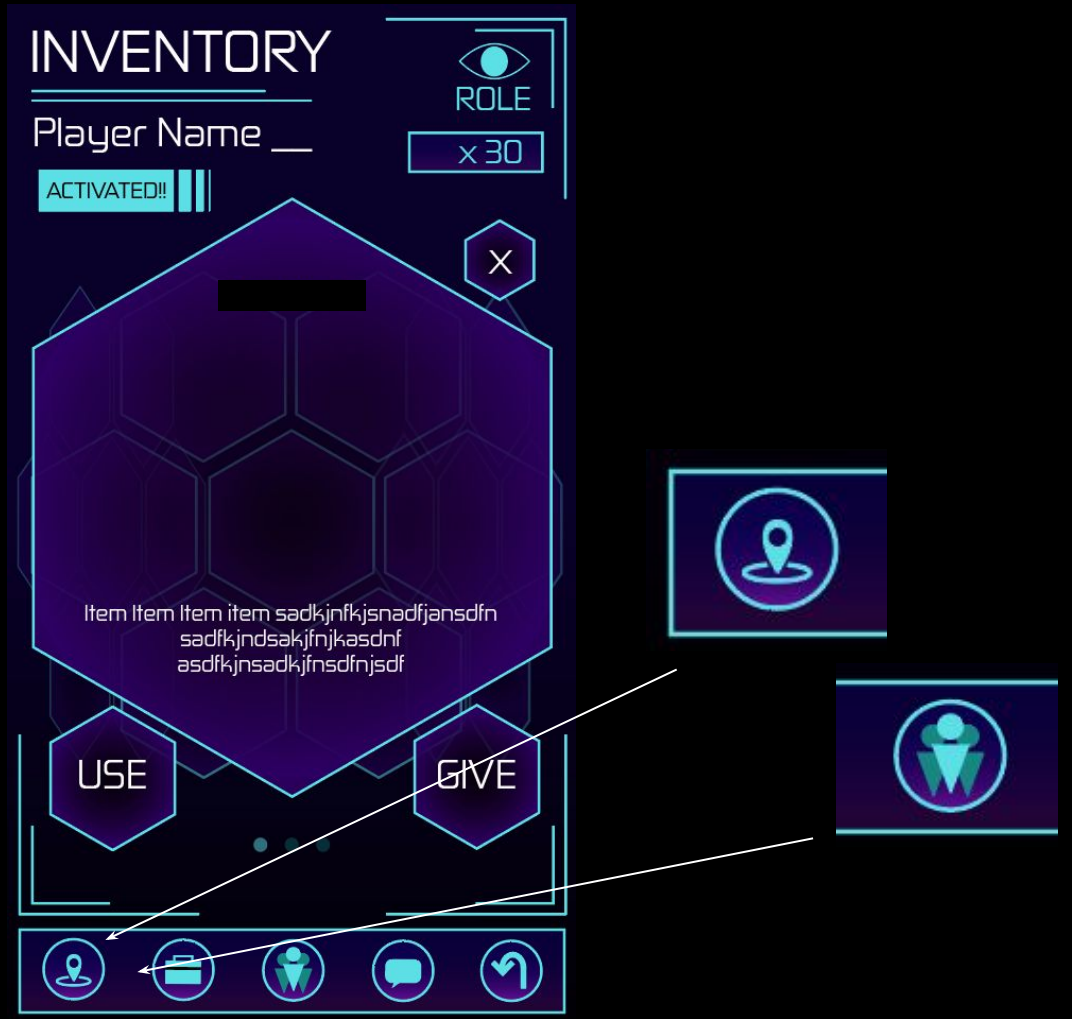
Map/City Concepts



Current Polished Art:

Art director can differ, change, or improve on this style!

Blue Color



What is our Game?

Live-Action
Secret-Identity
Player Elimination

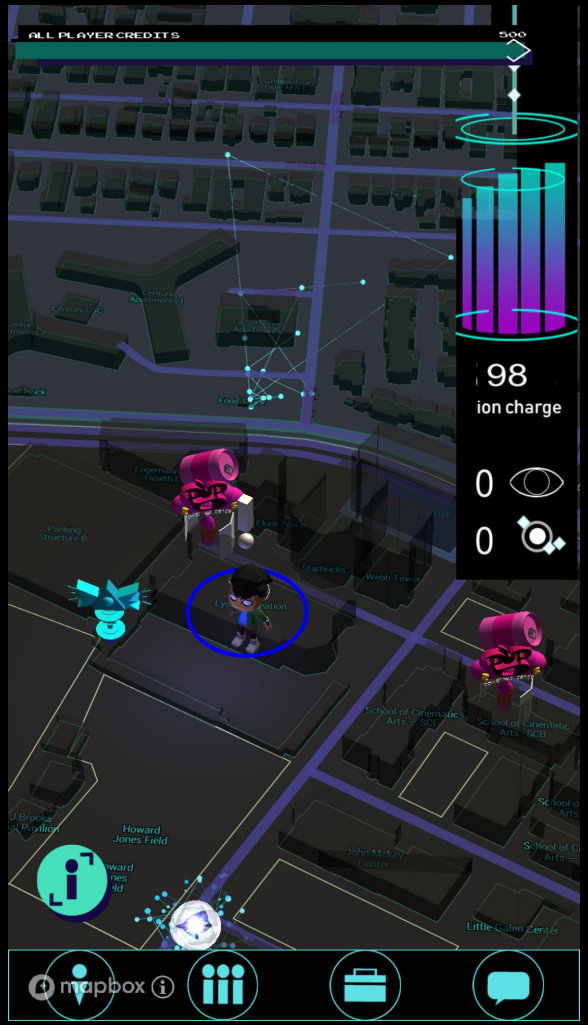
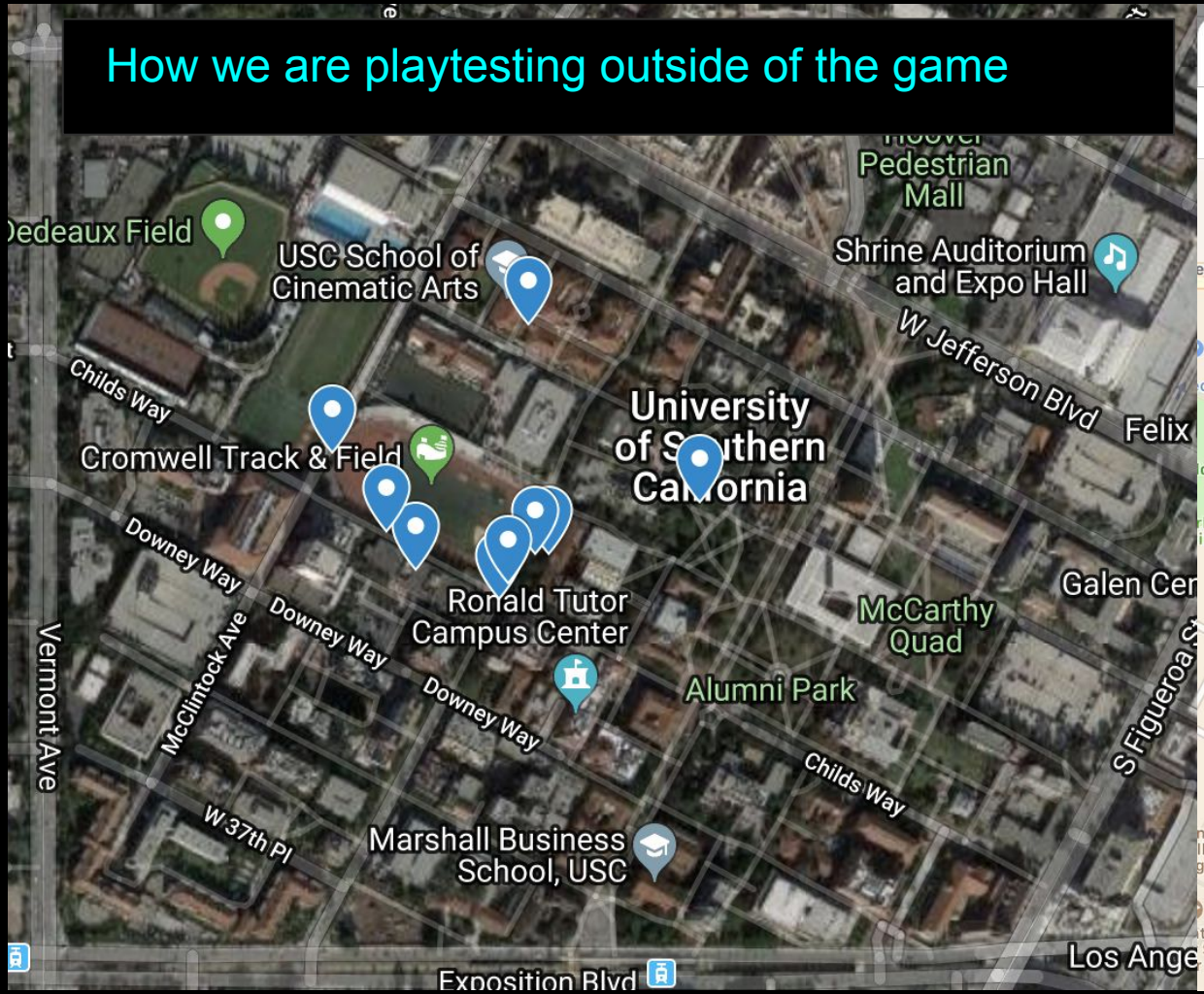
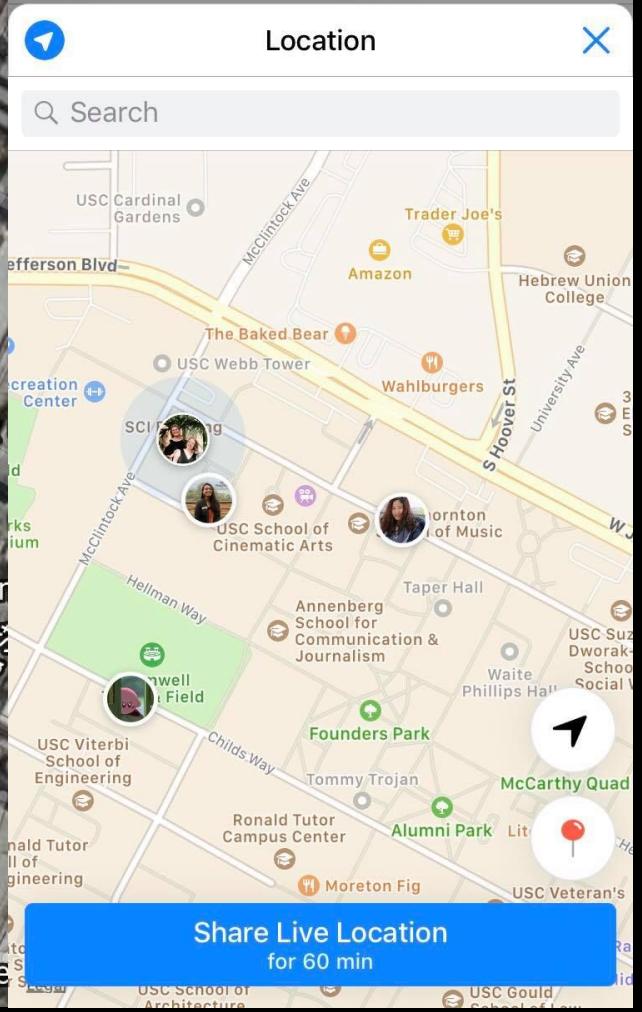
Mobile-game on your college campus

(6+ players)

Team Blind Deathmatch
Two teams of Hackers

The team that scores more elimination points win.

But… you don’t know who is on your team.



How we are playtesting outside of the game