The Art Department Game Design

While checking the schedule for the event I saw that a game studio wanted to showcase the process of the steps they took to design and create their game. Since I want to go into Game Design as my specialization, I decided to do some research with Nomada Studio.

Here are the notes I took during the showcase:

Nomada Studio presents Neva

It took 4 years of a project to create the adventures of Neva

**There are 3 stages of the process:**

Stage 1: Concept Art

2 characters and 4 chapters which are the 4 seasons of the year.

Concept art needed lots of realistic visual art. To create their watercolor with brush strokes in it

They wanted to give more of a hand painted feeling with their art

When you have a long game make sure when 1 part of the map is intense in the art like a forest. Make another level or part of the map have less resources to compensate.
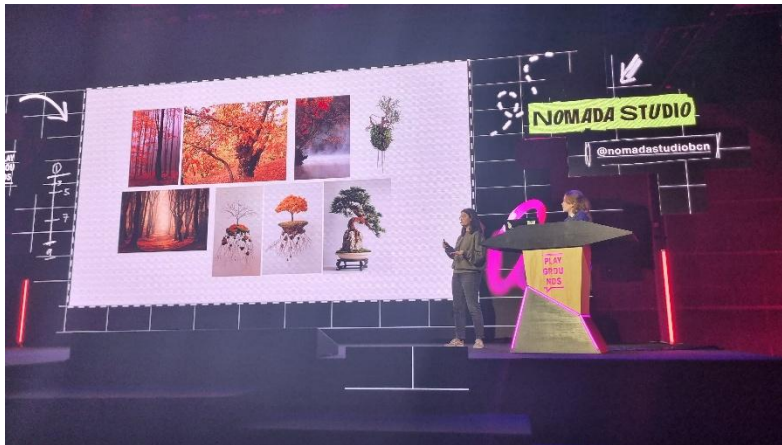
By using actual landscape pictures as concepts for their own style for Neva. They wanted to make the art style somewhat realistic and beautiful but still have a nice sense of it being hand painted with watercolor paint.

Stage 2: Assets

Tree, floor, cloud. Everything in the game is an asset

They made more variants of trees than other games because they wanted to focus more on the art and not have repetition.

For foreground background keep it clean but when during a transition they put more foreground backgrounds to make the player feel more immerse in it.

By having multiple assets, they could reuse in multiple scenes as layering. For that is 1 big object instead of having multiple little assets layering each other they prefer to just make it one big asset to make it easier for the team to use.

Stage 3: Finalize

After having both assets and concept art completed it's up for the map builder to make the playable areas come to life with the all the contents combined.

After attending the Nomada Studio showcase we stumbled upon an arcade machine that has a modded archived game being emulated on a computer that users could play with.

The game was called Super Crate Box

Both a friend of mine (Dylan) and I attempted to beat their highscore of 97 boxes collected.

After a few tried and finally locking in we were able to reach a new highscore of 207.

The workers has noticed our dedication to beat the highscore and offered us an unplanned potential price if we kept the highscore for the rest of the 2 day event.

After the event they eventually contacted us and sent dylan an email:

Hello Dylan,

My name is Willem and I work at the Netherlands Institute for Sound & Vision ([Beeld & Geluid](#)) in Hilversum as the Games Archivist.
Last week we displayed a playable version of the game [Super Crate Box](#) by Vlambeer during The Art Department in Eindhoven.
I remember you and some of your friends or fellows there came in and completely ruined the game for everyone by setting down **an astonishing score of 207!**

On behalf of me and my colleagues, I'd like to congratulate you on this amazing achievement.
We've had the arcades set up for both days of The Art Department and our My First Smartphone Festival afterwards but no other player came even close to beating your score.

We've talked it over and while we didn't have this in mind when we originally set out to show the games, we've decided to present you with **three free tickets** for our [museum at Sound & Vision](#) in Hilversum. You can use the codes in the attachment during checkout on our website to activate the free tickets on any day that fits best for you. The tickets are valid until december 31st 2026. I'd personally recommend visiting us later in the year (between the end of June and October), as there will be a special exhibition on video games which you may find interesting.

Attached we've added a photo of your final high score, taken at the end of the day from the events.

Once again, congratulations on this great score and we hope that you will come visit our museum sometime this year.

Both Dylan and I were excited to see that we won tickets to their museum. We are planning to visit the museum during the April-May vacation or visit them on the months they recommended us to visit so we can learn more about the archived games and do some more researching for Game Design aspects.