

THE ART OF

Oh! Bees



ART DONE BY: COLIN KALLEMEIN & DEMI NEEF

Bumblebee
Games 



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CHARACTERS



CHUBBEE

PAGE 04



WORKER
BUMBLEBEE

PAGE 07



QUEEN
BUMBLEBEE

PAGE 08



MUSHROOM RAT

PAGE 09

MAIN CHARACTER: CHUBBEE



AMMO STATE: POLLEN ON LEGS

DIFFERENT ITERATIONS



ABOUT CHUBBEE

Chubbee is a Bumblebee that is a bit too round to fly around. He rather sleeps around all day on his Bumblebutt then go to work.

His fellow workers are sick of it and decide to put him to work and demand him to pollinate flowers. If Chubbee complete his task he can go back to being a lazy Bumblebee (only for the rest of the day).

SKETCHES



CHUBBEE ANIMATIONS

IDLE ANIMATION



WALK ANIMATION



FLUTTER ANIMATION



MELEE ATTACK ANIMATION



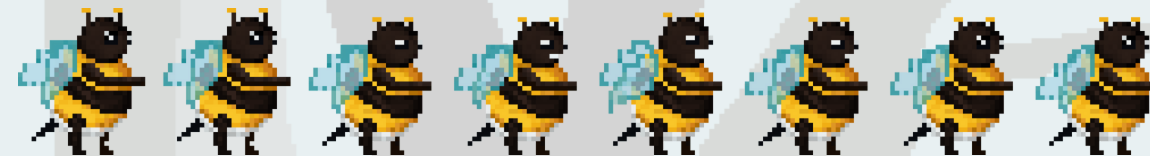
DEATH ANIMATION



FUN FACT

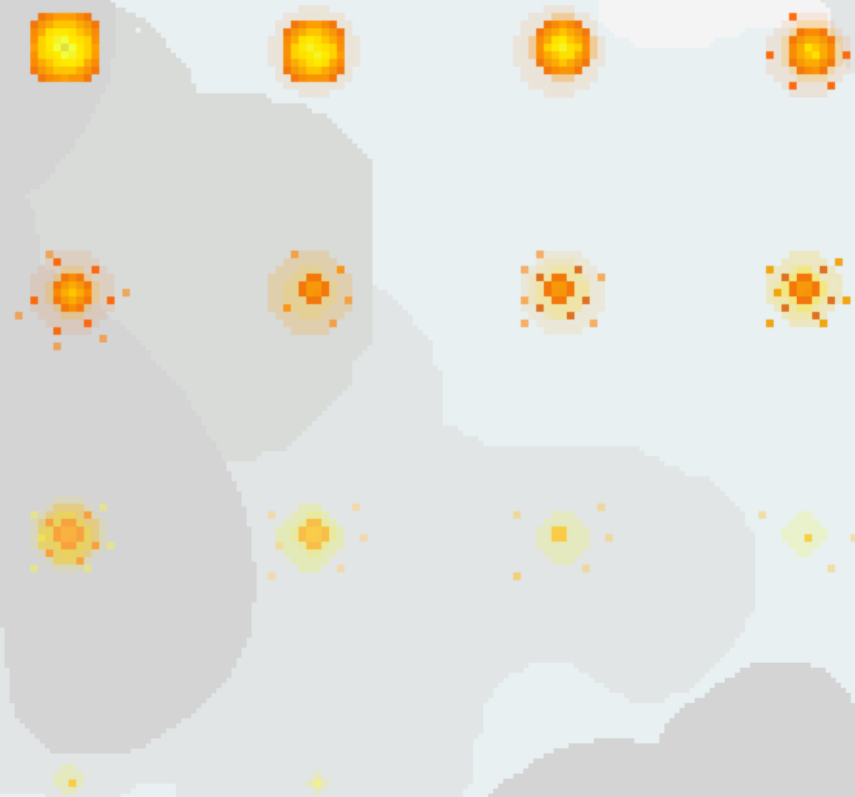
Bumblebees won't die when using their stinger compared to Honey Bees and Wasps! They don't have hooks on their stinger, which makes them able to pull out the stinger with no problem! That's why Chubbee has a melee attack with its stinger!

RANGED ATTACK ANIMATION

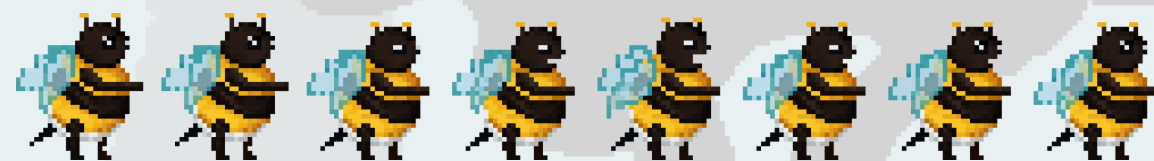


CHUBBEE'S SHOOTING

BULLET ANIMATION



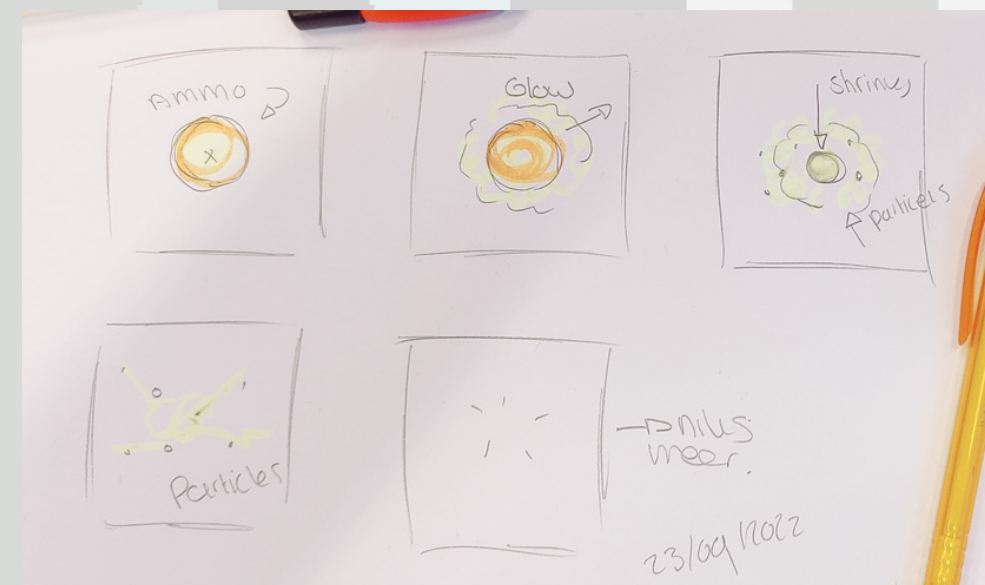
RANGED ATTACK ANIMATION



SCREENSHOTS



STORYBOARD



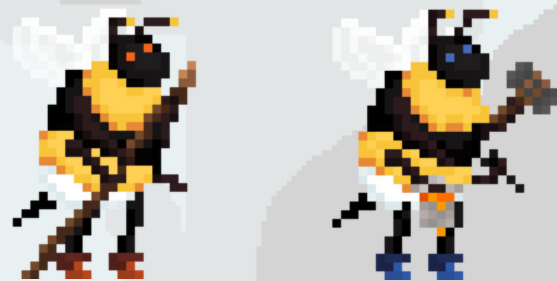
WORKER BUMBLEBEE



ABOUT THE WORKER BUMBLEBEE

The Worker Bumblebee is responsible for putting all the bumblebees in the hive to work, including Chubbee. Unfortunately, Chubbee is a little lazy and the Worker Bee has to resort to kicking him out of the hive to collect pollen. Despite being a bit of a hothead, he is eventually grateful of Chubbee's work outside the hive.

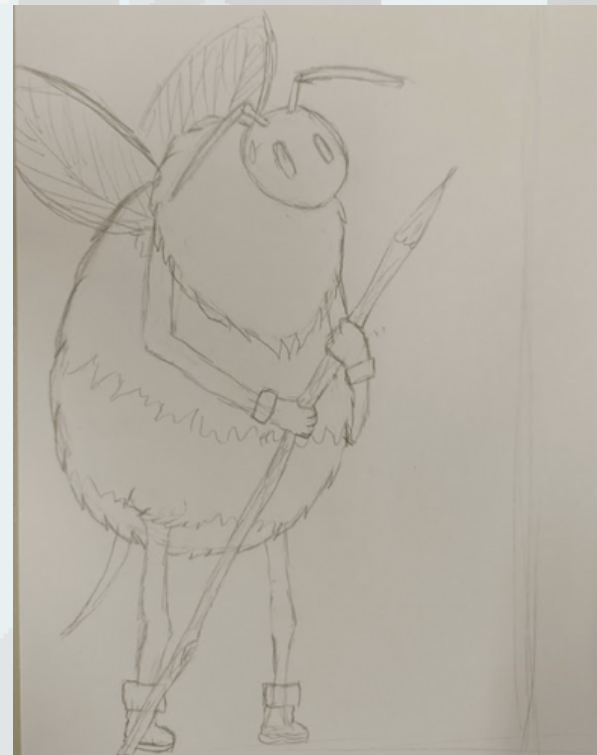
DIFFERENT ITERATIONS



IDLE ANIMATIONS



SKETCH



QUEEN BUMBLEBEE



ABOUT THE QUEEN

The Queen is the most important bumblebee of the hive. She is responsible for the welfare of all the bees and is the one who built the hive from the ground up. She makes sure to personally thank Chubbee for his achievements and with that gift him with something he was missing all along.

IDLE ANIMATIONS



MUSHROOM RAT



ABOUT THE MUSHROOM RAT

This rat has left his home at Rat Soup and decided to explore the world. While exploring, it hears rumours about a bear in the area and decided to hide in a cave, until the danger subsides.

ANIMATION



IN COLLABORATION WITH
TEAM PAPPILOTS



ENEMIES & HAZARDS



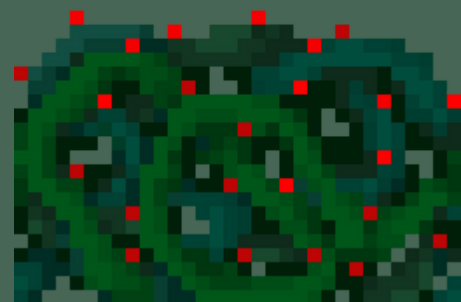
WASP
PAGE 11



SPIDER
PAGE 13



RAIN
PAGE 15



SPIKY BUSHES
PAGE 16

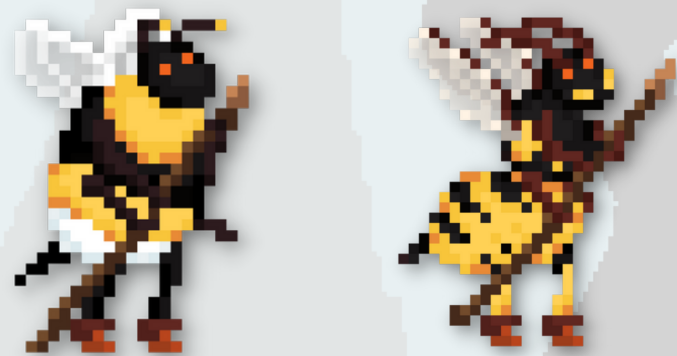


BEAR
PAGE 17

THE WASP



ITERATION



ABOUT THE WASP

The wasp is an intimidating creature to say the least. He strongly dislikes other creatures, especially bumblebees, and actively tries to attack Chubbee whenever he spots him.

Using a spear made from a sturdy twig, he jabs any creature that stands in his way or dares enter his territory.

WASP ANIMATIONS

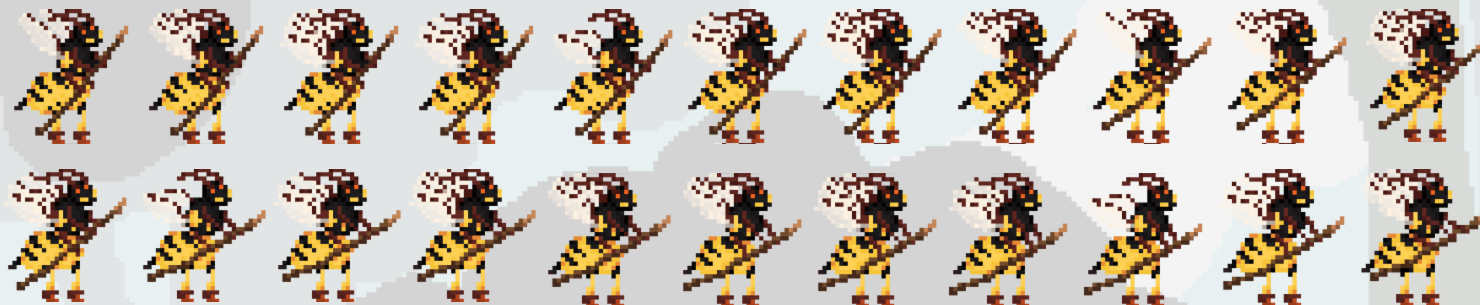
IDLE FLYING



NOTICE CHUBBEE



ATTACK



DYING



FUN FACT

Wasps can lose their stinger due to small spikes along the edge that get stuck under the surface, just like a honeybee. That is why this wasp uses a spear to attack instead of its stinger.

They are also a natural enemy to bees and bumblebees!

THE SPIDER

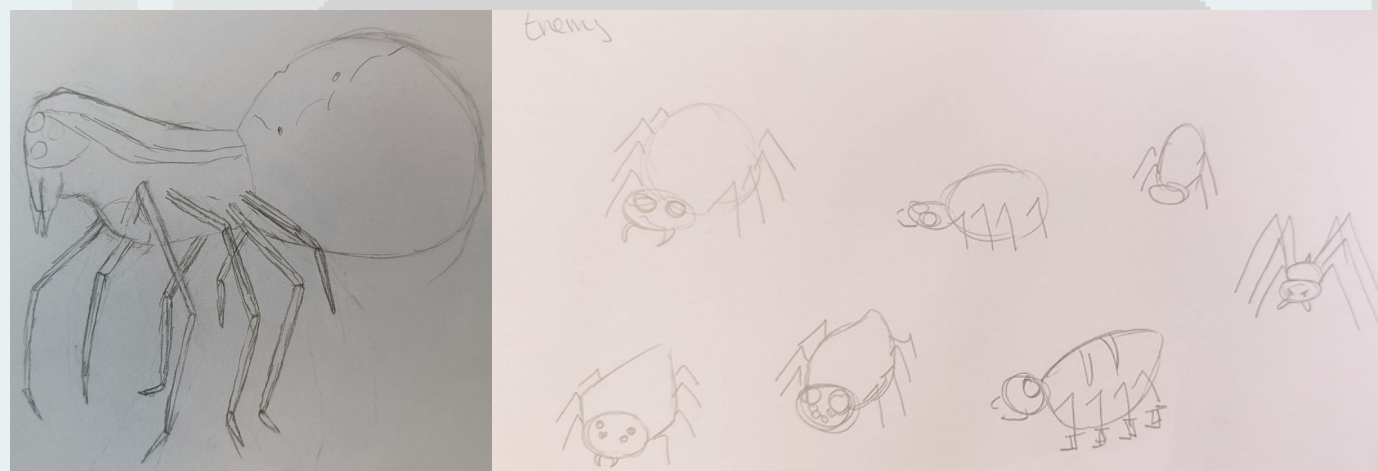


ABOUT THE SPIDER

This is no ordinary spider, but a Golden Crab Spider, a natural enemy to the bumblebee. This spider will hide inside a flower and lie in wait for a bumblebee to fly by.

Recognized by the bright white to yellow coloration, this spider is a feisty one indeed. She will use baby spiders to try and catch Chubbee and can jump like crazy! Tread with caution..

SKETCH



SPIDER ANIMATIONS

IDLE



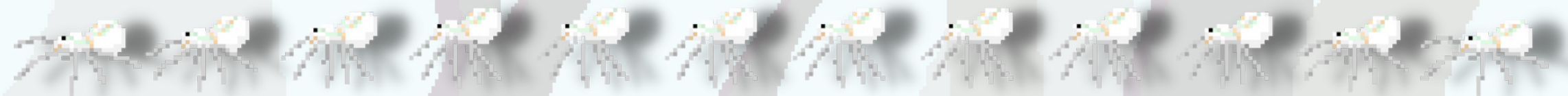
CRAWLING



BITING



JUMPING



DYING



FUN FACT

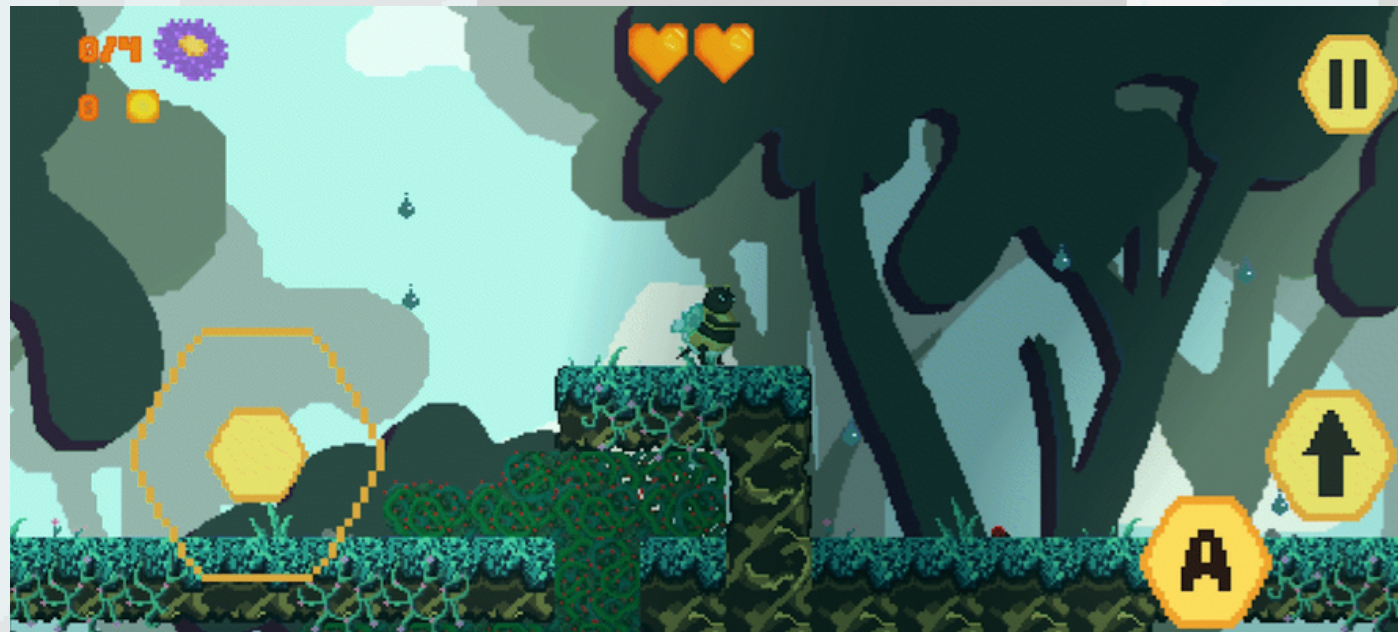
Golden Crab Spiders can slightly change their color between yellow and white to blend in with the color of the flower.

This also gives the spider some unique faded stripes along its body

THE RAIN



IN-GAME SCREENSHOT

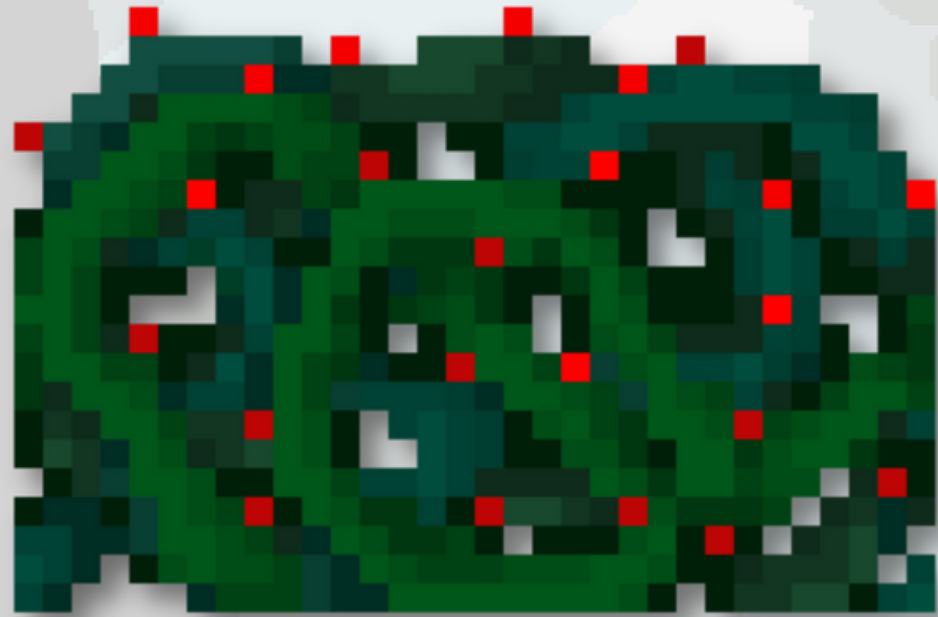


ABOUT THE RAIN

Though the rain may seem harmless and maybe even healthy, bumblebees very much struggle when they're out in the rain. The large drops can stick to their body and make them too heavy to fly or move around, completely exhausting them.

Especially Chubbee struggles with this and will have to take shelter once the skies turn blue and dark..

THE SPIKY BUSHES

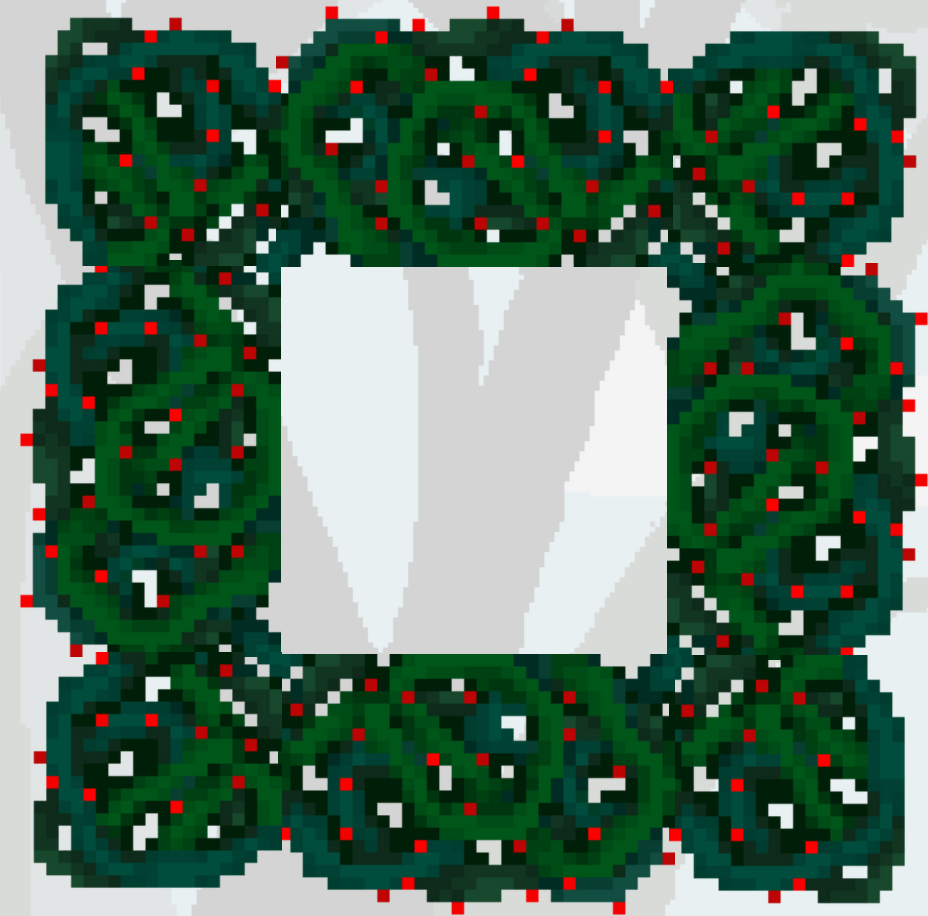
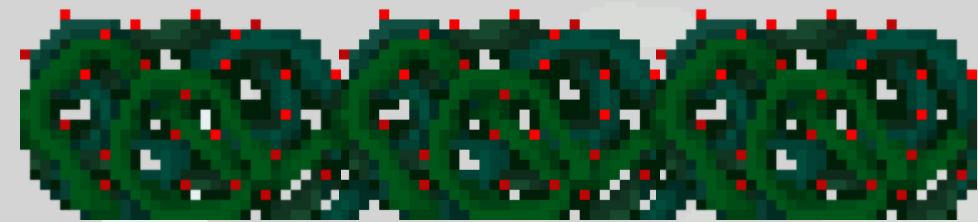


ABOUT THE BUSHES

The dangers of nature can take many forms. Not all plants and flowers are friendly for example. Bumblebees often land on bush flowers, but this bush will trap them in a spiky mess. Ouch!

Chubbee's fluffy fur gives him a disadvantage when touching these spiky bushes. Best to flutter around them and move on.

TILES



THE BEAR



ITERATION



ABOUT THE BEAR

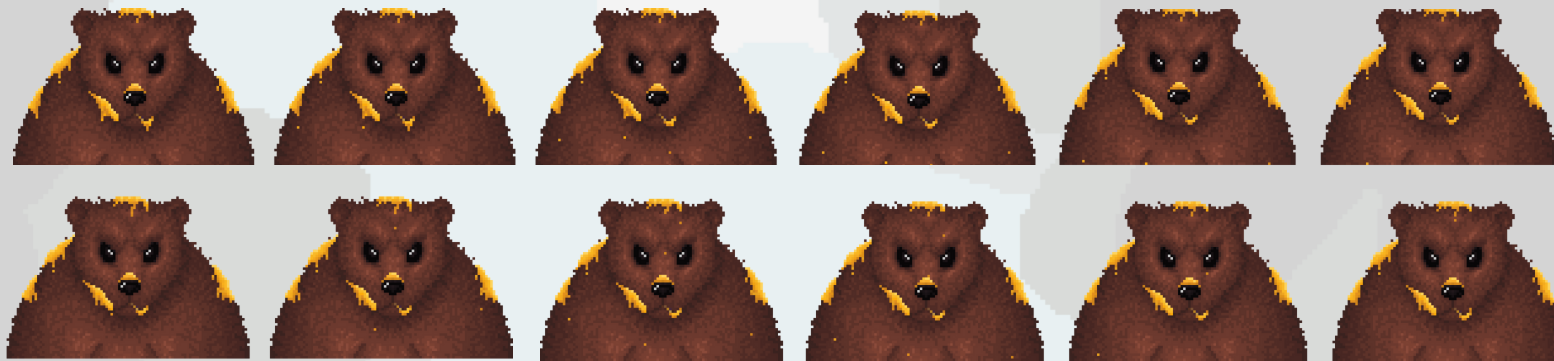
Honey can be a lifesaver for the bumblebees, but too much honey could attract unwanted guests. The bear is probably the largest enemy of the bumblebee, being particularly fond of their honey.

When Chubbee arrives back at the overflowing hive, he is greeted by this menacing creature, with no way of escaping. Time to battle!

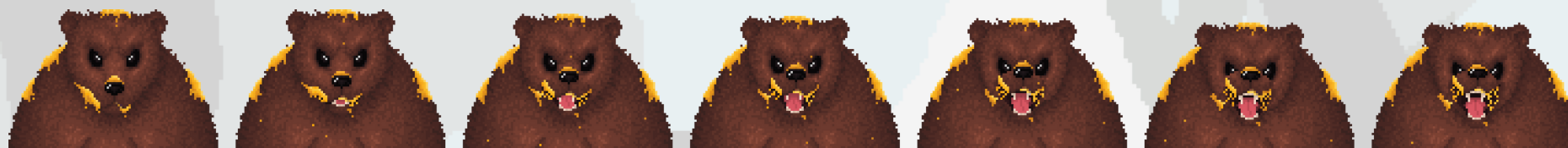


BEAR ANIMATIONS

IDLE HONEY DRIPS



ROARING START



ROARING EXTENDED



DUST CLOUD WHEN SLAMMING CLAWS



FUN FACT

Wasps can lose their stinger due to small spikes along the edge that get stuck under the surface, just like a honeybee. That is why this wasp uses a spear to attack instead of its stinger.

They are also a natural enemy to bees and bumblebees!

TILESETS

OUTSIDE
TILESET
PAGE 20

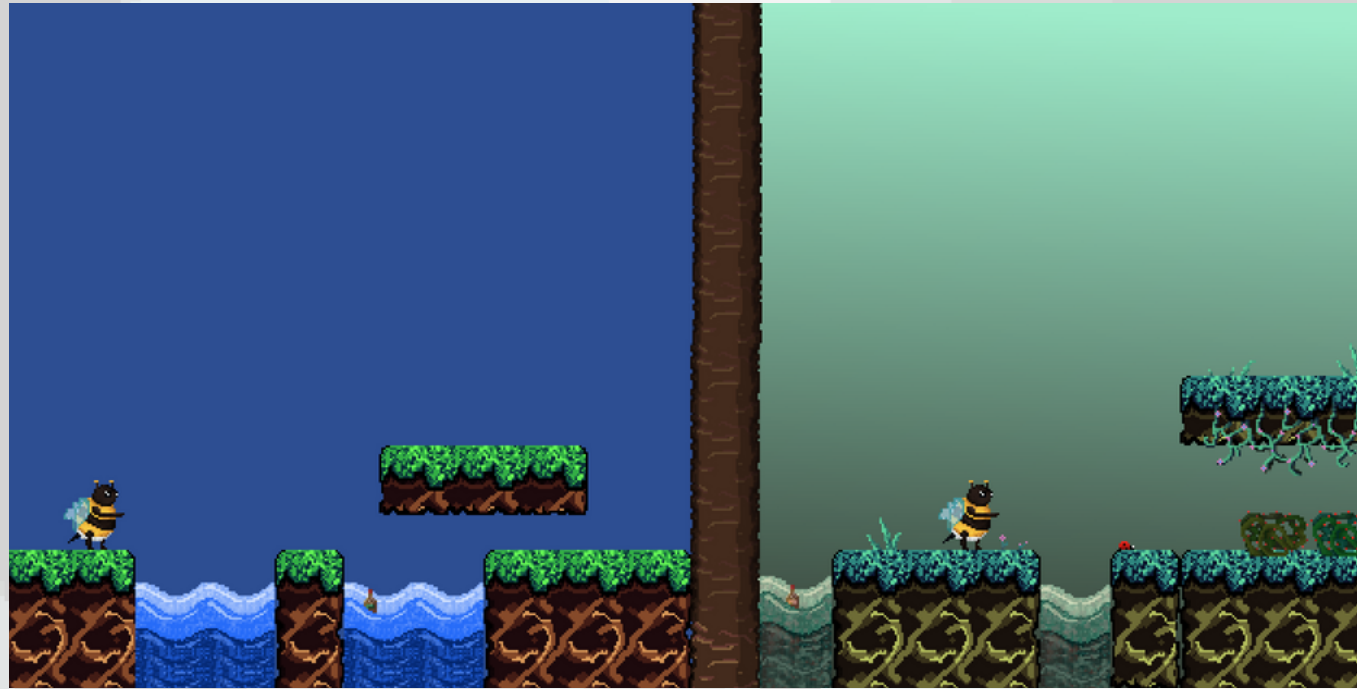
TREE
BORDER
PAGE 21

CAVE
TILESET
PAGE 22

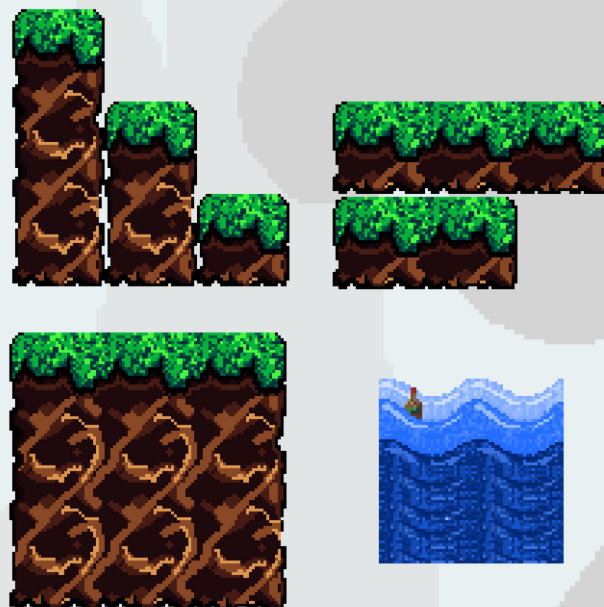


TILESETS OUTSIDE

COLOR TESTING



OLD COLOR SCHEME



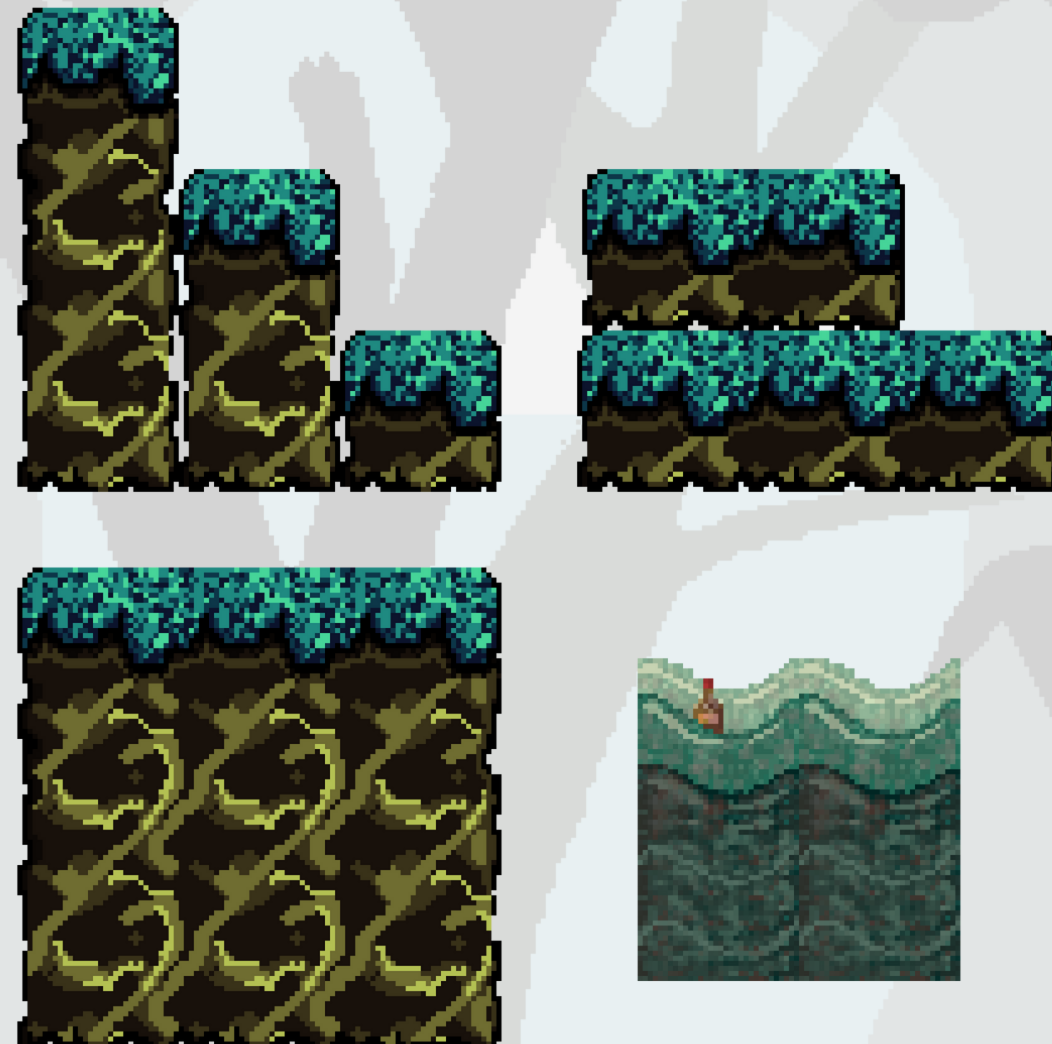
ABOUT

The old color scheme looked more like the Sonic environment and it was too bright. We wanted more of a polluted feel, because it was at first one of our subjects in game. But when the game progressed, we did less with the subject, but the color scheme stayed.

TILES ACCESSORIES

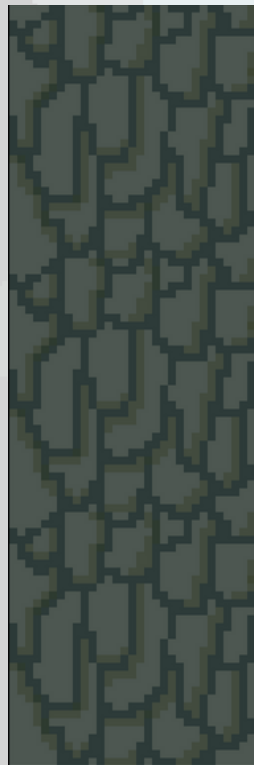


FINAL COLOR SCHEME



TILESETS TREE BORDER

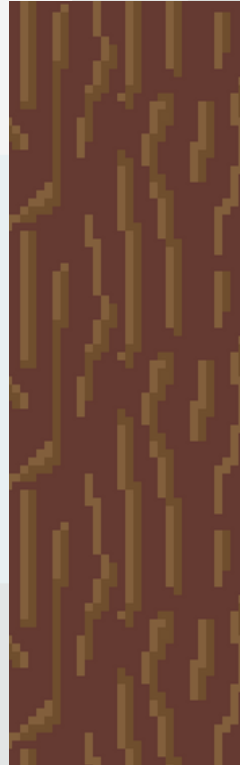
SCALES



FAKE WOOD



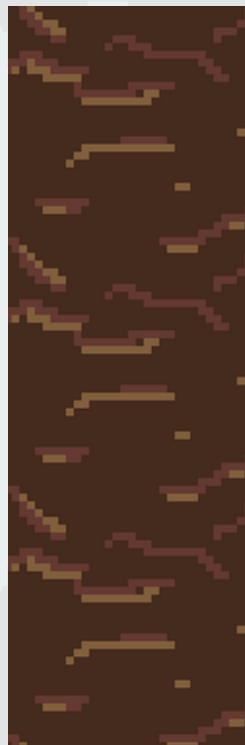
FURROWS



LENTICEL



BROWN LENTICEL VERSIONS



ABOUT

Trees have different type of barks. We researched some of them and made different types!

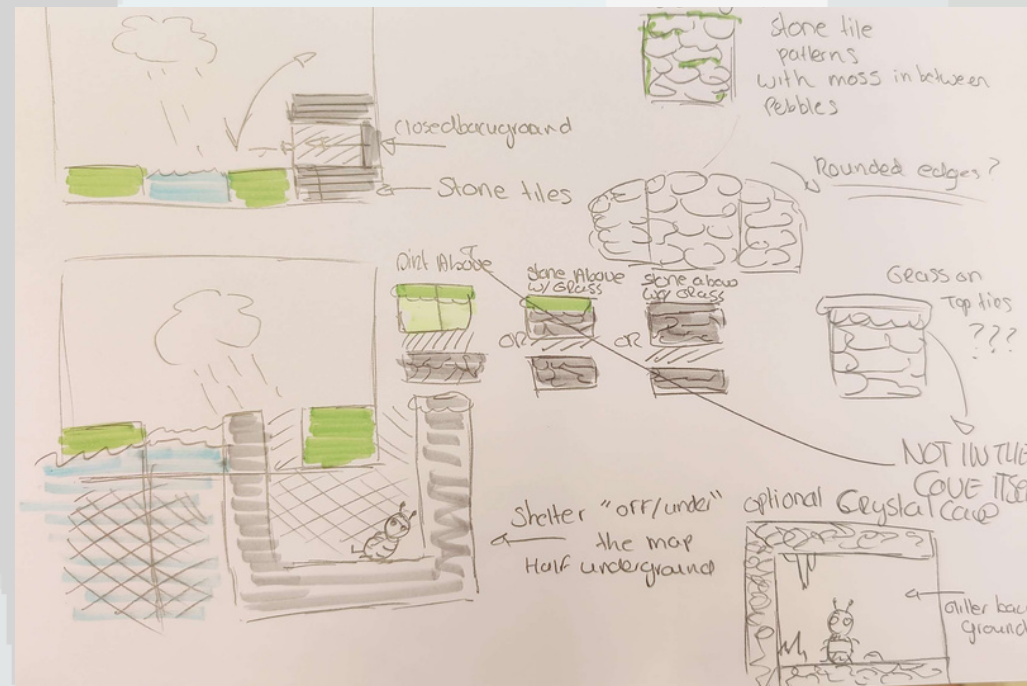
For the final design we chose for a 'Lenticel pattern'. We loved the white version but unfortunately it didn't fit the scenery, so we went for a brown one!

FINAL
TREE BARK!

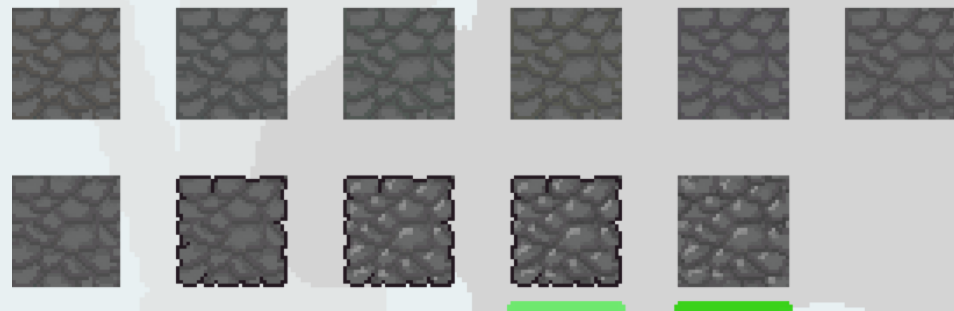


TILESETS CAVE

ITERATION



PROCESS



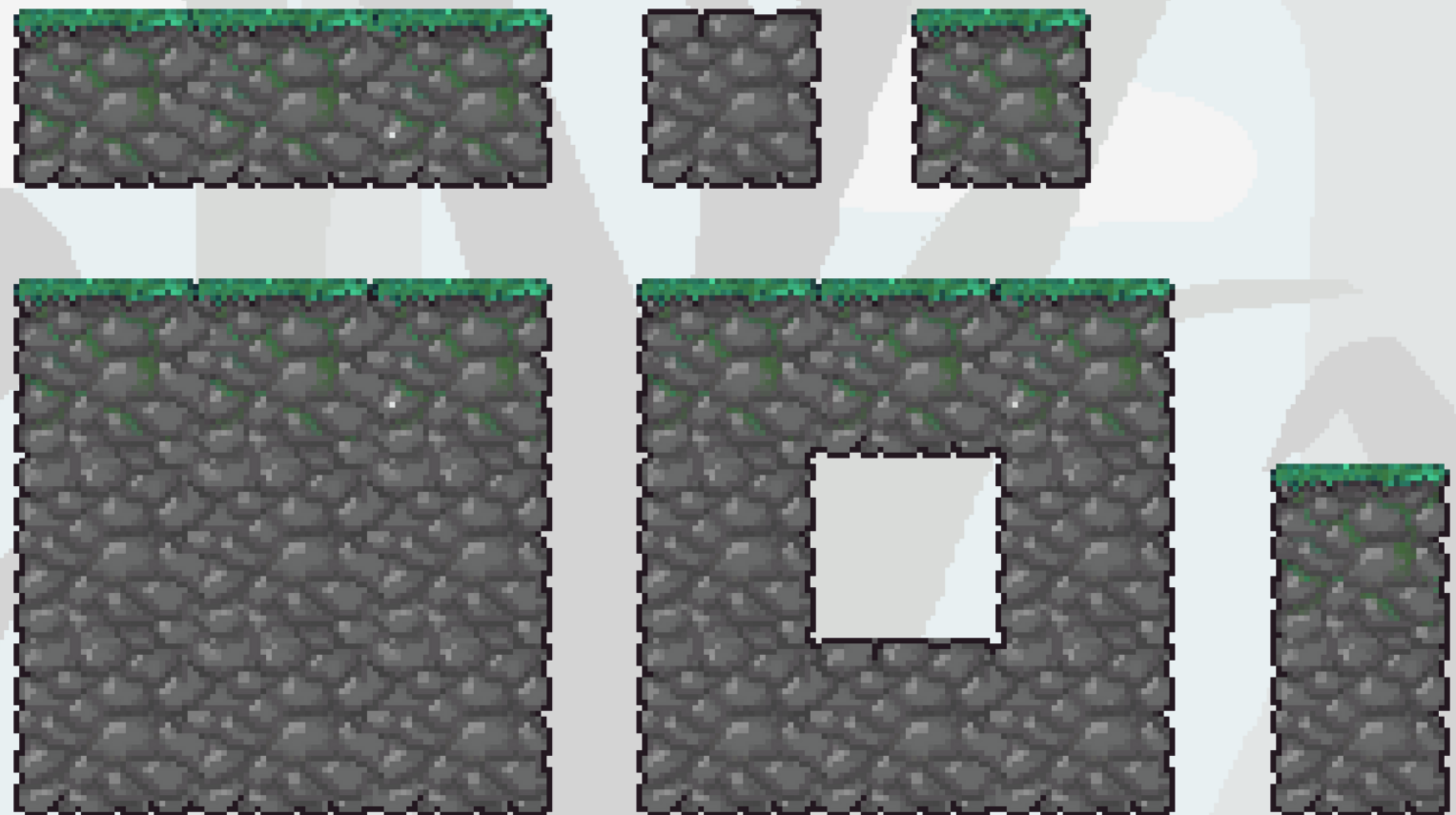
BACKGROUND TILES



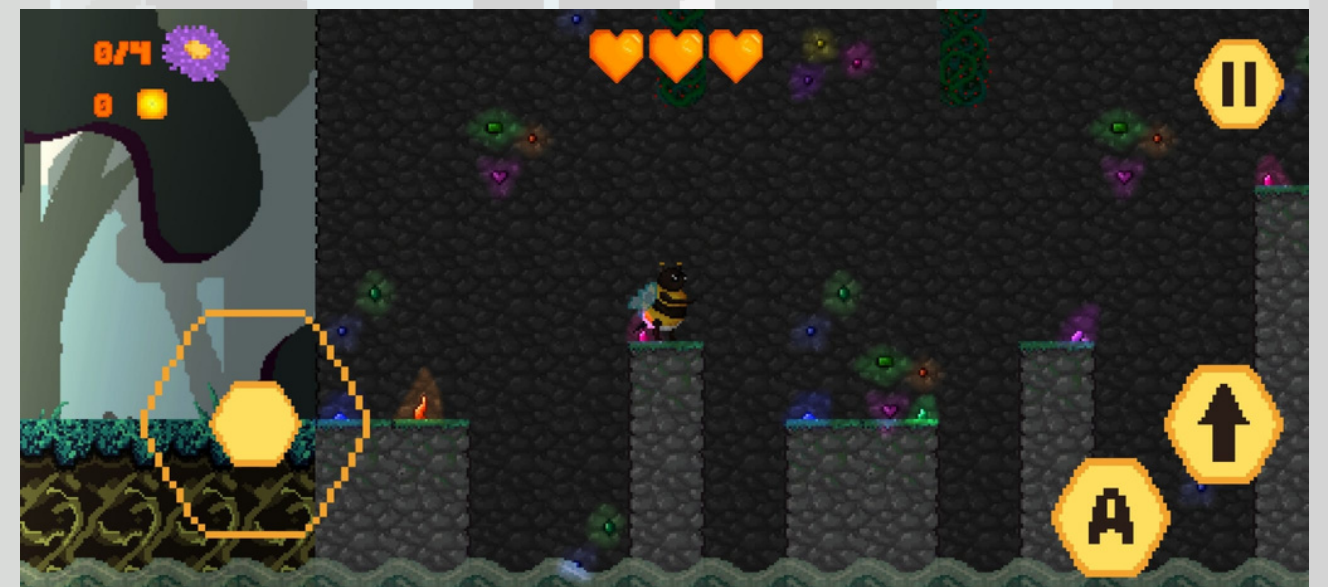
CRYSTALS ACCESSORIES



TILESET CAVE ENVIREMENT



SCREENSHOTS



USER INTERFACE

MENU UI

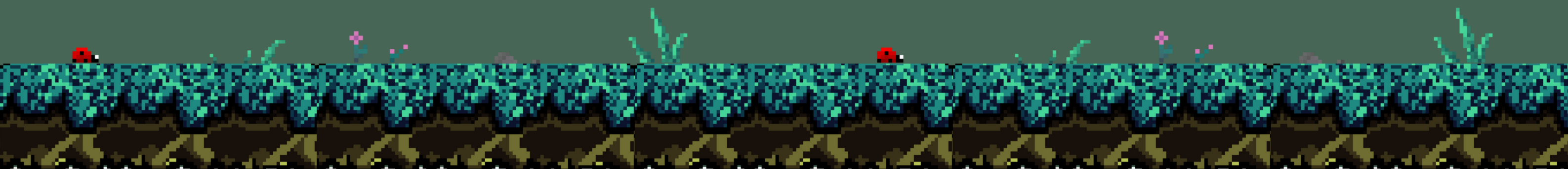
PAGE 25

IN GAME UI

PAGE 26

DIALOGUE

PAGE 27



MENU UI



For the design for the UI, we chose to apply honeycomb shapes to all the icons in both the menu and in-game elements to give the UI a unique bee theme. The icons themselves are displayed as a dark color so they easily stand out in the frame.

The honeycombs have a largely orange and yellow color so it's easily distinguishable from the rest of the screen and easy to spot. This style is also applied to other elements to keep a consistent color theme.



ITERATIONS



TITLE FONTS

Dungeon Chunk

IN-GAME UI



As mentioned before, the honeycomb design also applies to in-game UI buttons. The honeycomb design has also been adjusted to create a digital joystick for gameplay.

The attack button has 2 variations, one with the honeycomb design, and one for when Chubbee has picked up a flower to indicate that the player has ammo. This changes back to the honeycomb design once the ammo runs out.

Aside from the buttons, we also made a honey heart to display Chubbee's health. This choice was made to indicate that honey is very important to the bumblebees.

DIALOGUE



We added a resizable dialogue box, replacing the previous white speech cloud. This one can be displayed directly on screen, rather than having to place it on each on-screen character. It also gives space for character portraits, as inspired by Celeste and Stardew Valley.

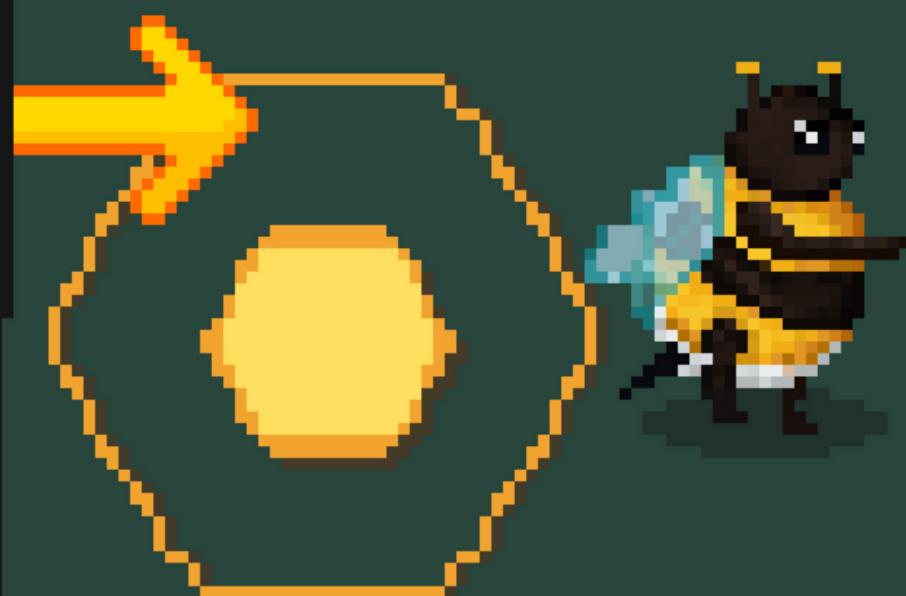
ITERATION



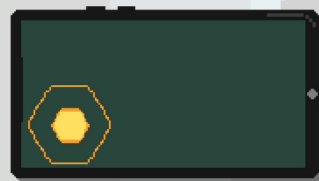
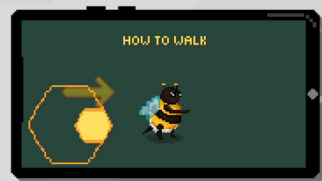
With these portraits, it was easy to give a specific character an expressed emotion while talking about different situations. The new dialogue box also allowed Chubbee to easily display some dialogue

TUTORIALS

HOW TO WALK



HOW TO WALK TUTORIAL



HOW TO JUMP TUTORIAL



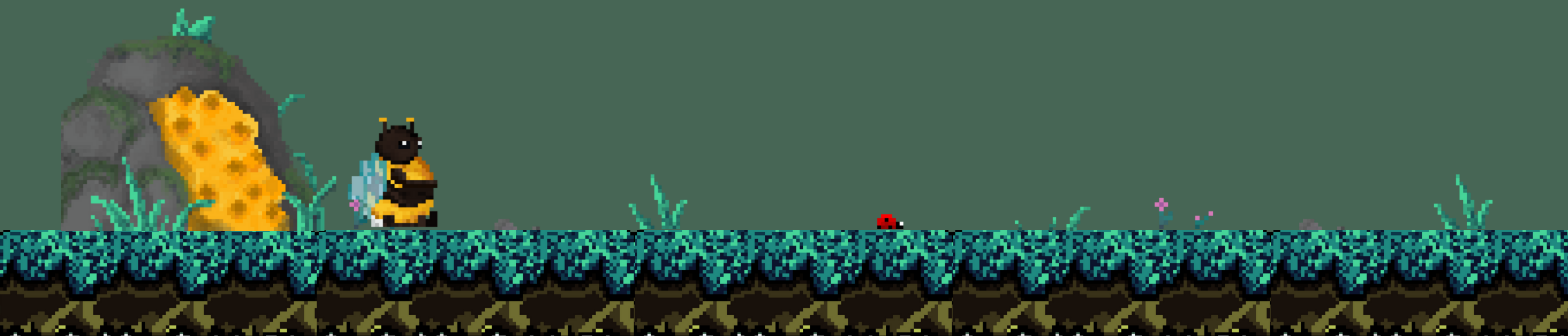
HOW TO USE RANGED ATTACK TUTORIAL



HOW TO USE MELEE ATTACK TUTORIAL



ASSETS



FLOWER



IDLE ANIMATION



FLOWER CLOSING AFTER POLINATION

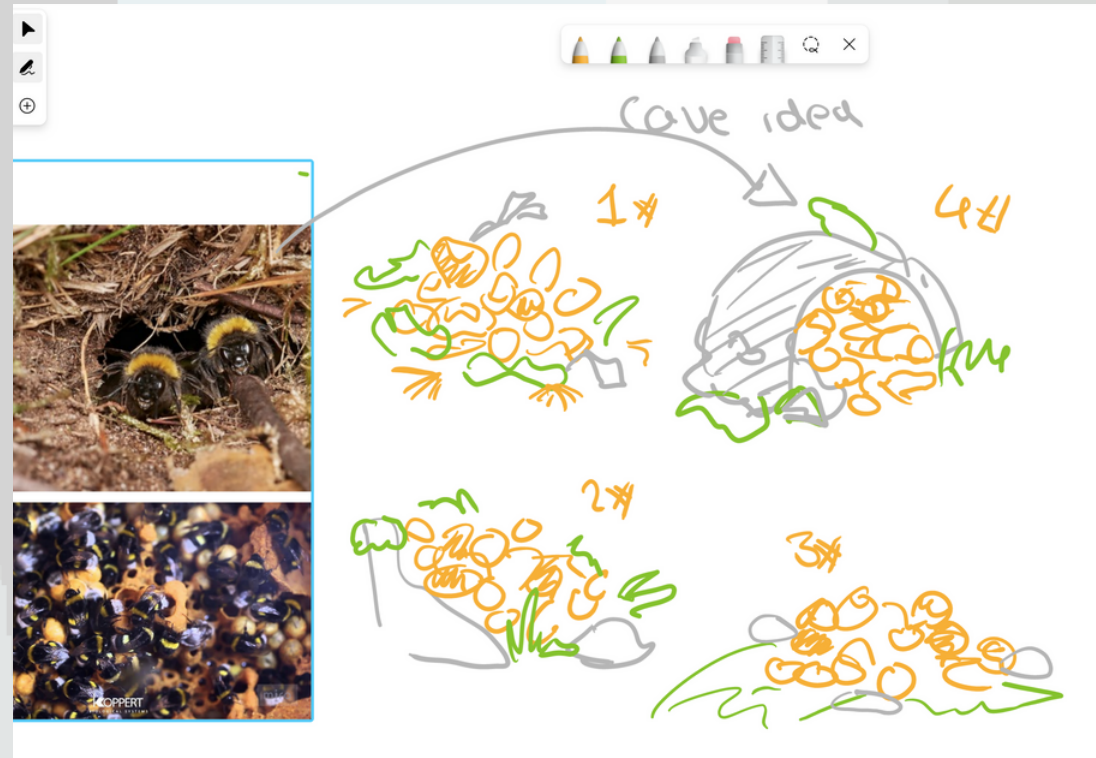


ABOUT THE FLOWER

This flower is an Aster and is well liked by Bumblebees. They often attract attention from Bumblebees to be pollinated. The most common colour is purple, but they also come in a variety of colours.

BEEHIVE

SKETCH



ABOUT

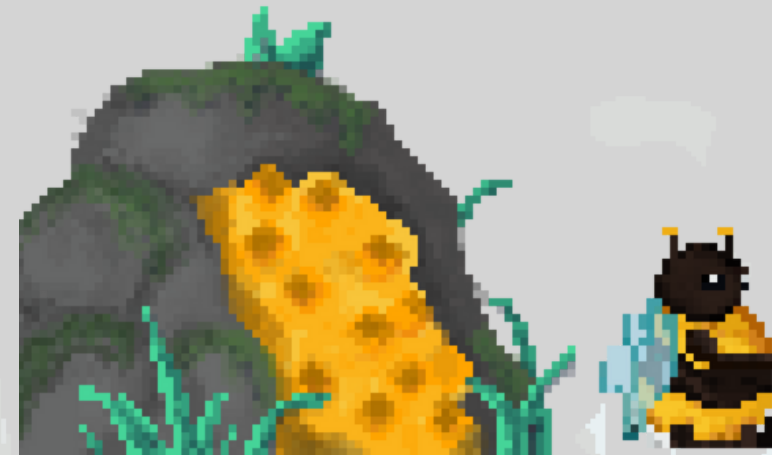
Instead of the well-known beehive with the honeycomb, we used the real life reference of a Bumblebee hive.

The hive of a Bumblebee is placed in the ground between soil, rock and plants instead of in the air like a honeybee.

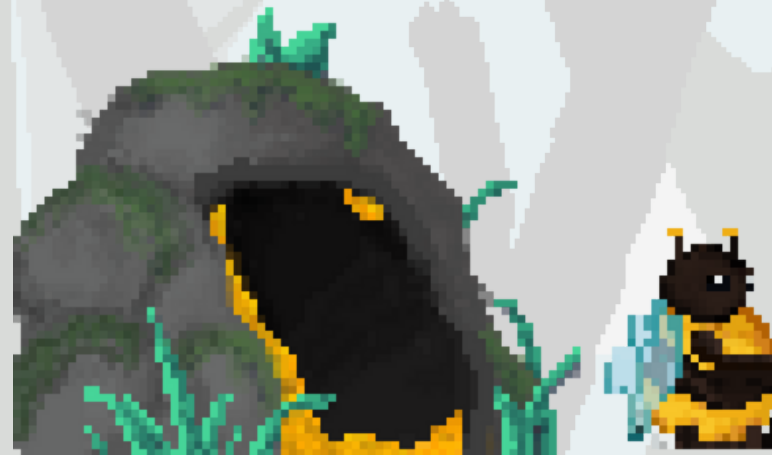
We chose for a cave like design, because you get a better idea of depth for an entrance to the hive.

FINAL DESIGN

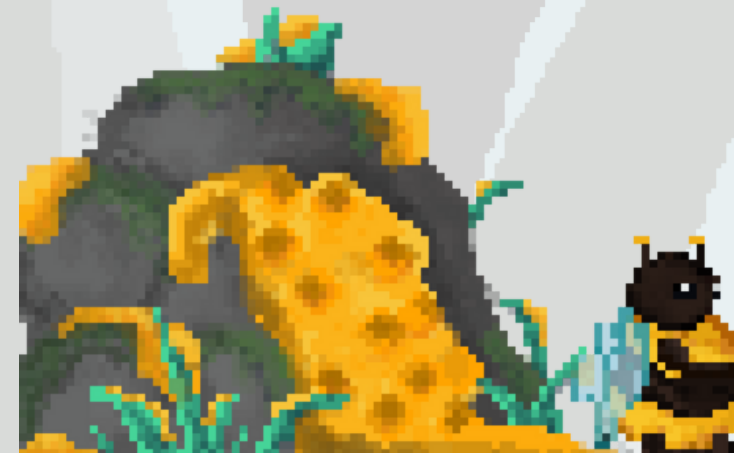
LEVEL 2 NORMAL HIVE



LEVEL 3 ALMOST EMPTY HIVE

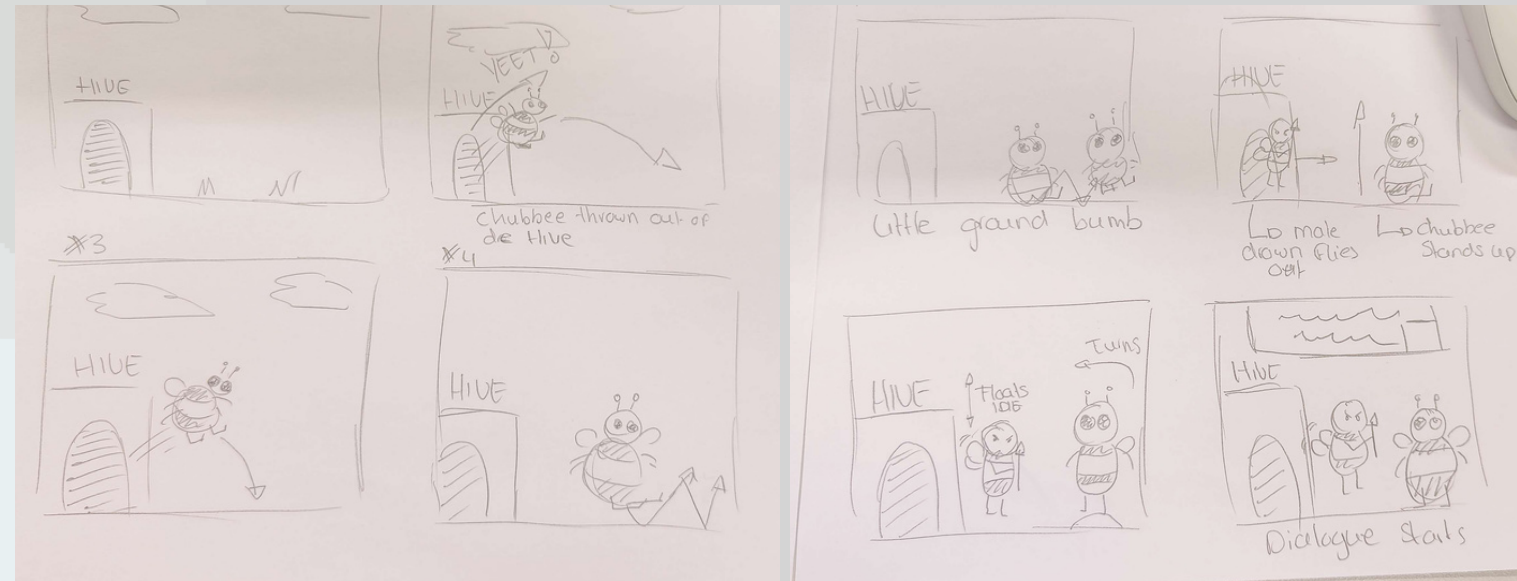


LEVEL 4 OVERFLOWING HIVE



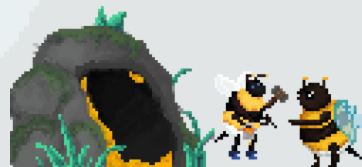
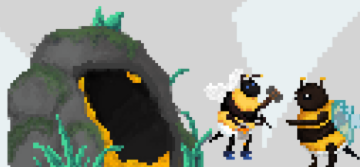
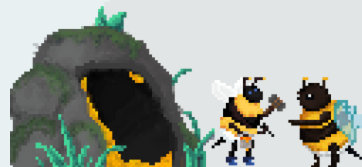
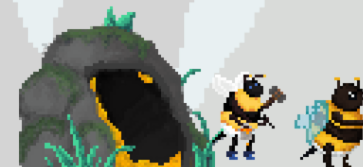
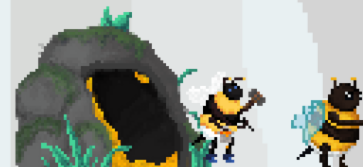
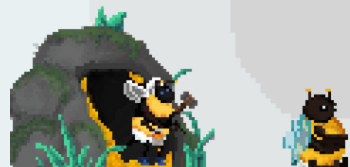
HIVE CUTSCENE'S

LEVEL 2 NORMAL HIVE



HIVE CUTSCENE'S

LEVEL 3 ALMOST EMPTY HIVE

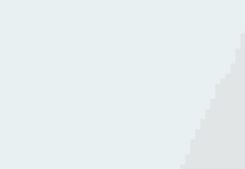
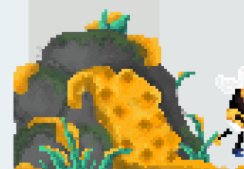
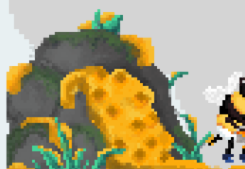
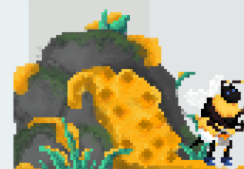
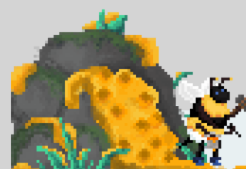
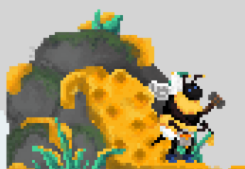
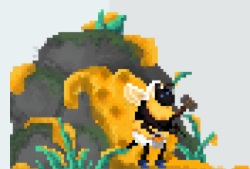


ABOUT

The Bumblebee's are in a crisis, they have a shortage of honey. Chubbee get kicked out of the hive once again to help and fill up the shortage of honey.

HIVE CUTSCENE'S

LEVEL 4 OVERFLOWING HIVE



ABOUT

Chubbee worked very hard to fill the hive back-up with honey. Only did Chubbee work a bit too hard this time... There is so much honey that the Worker Bumblebee's have no idea what to do with this much honey. They have to kick Chubbee out once again, so the workers can sort out this mess.

OPENING SEQUENCE

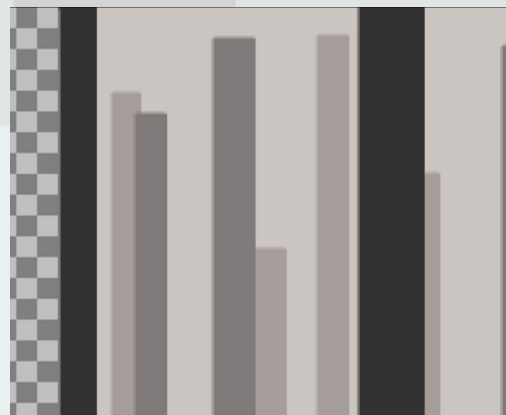
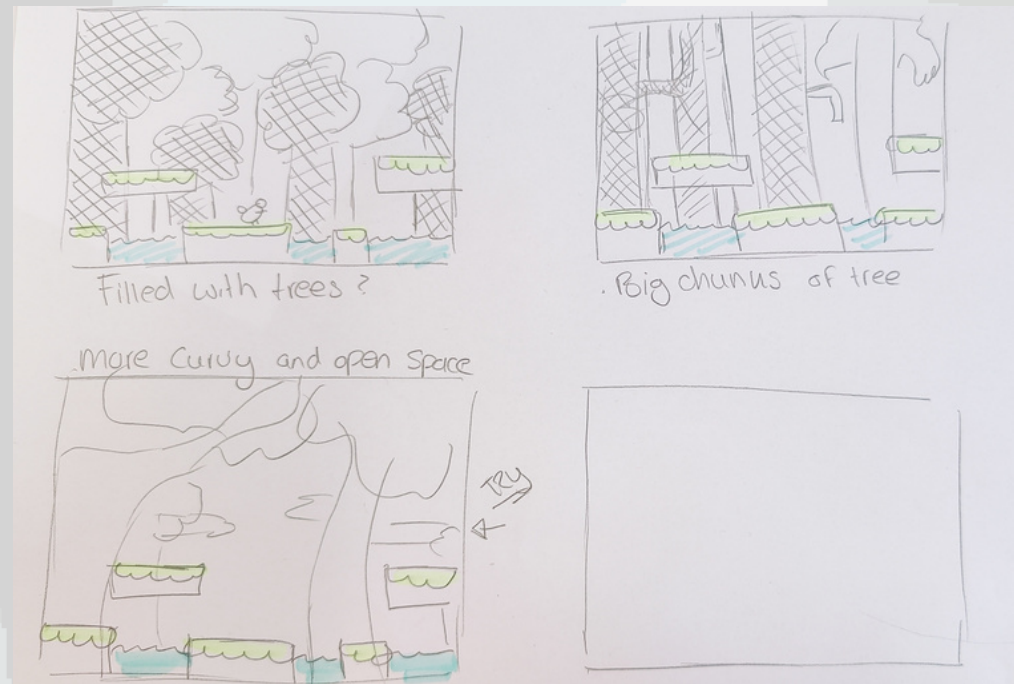


SKETCHES



BACKGROUND

SKETCHES



FINAL DESIGN

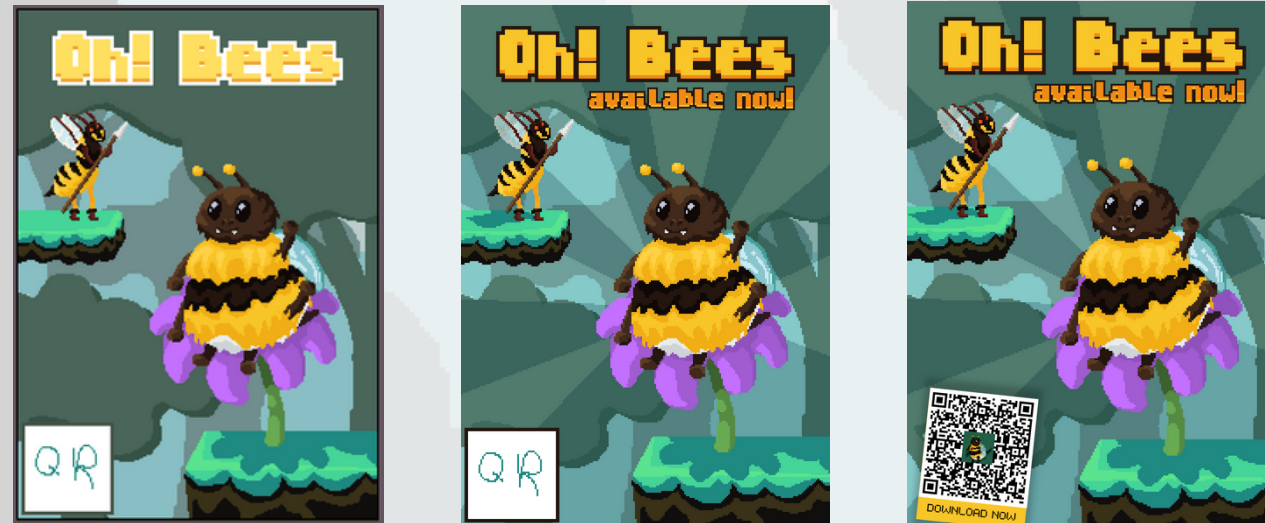


PROMOTIONAL CONTENT

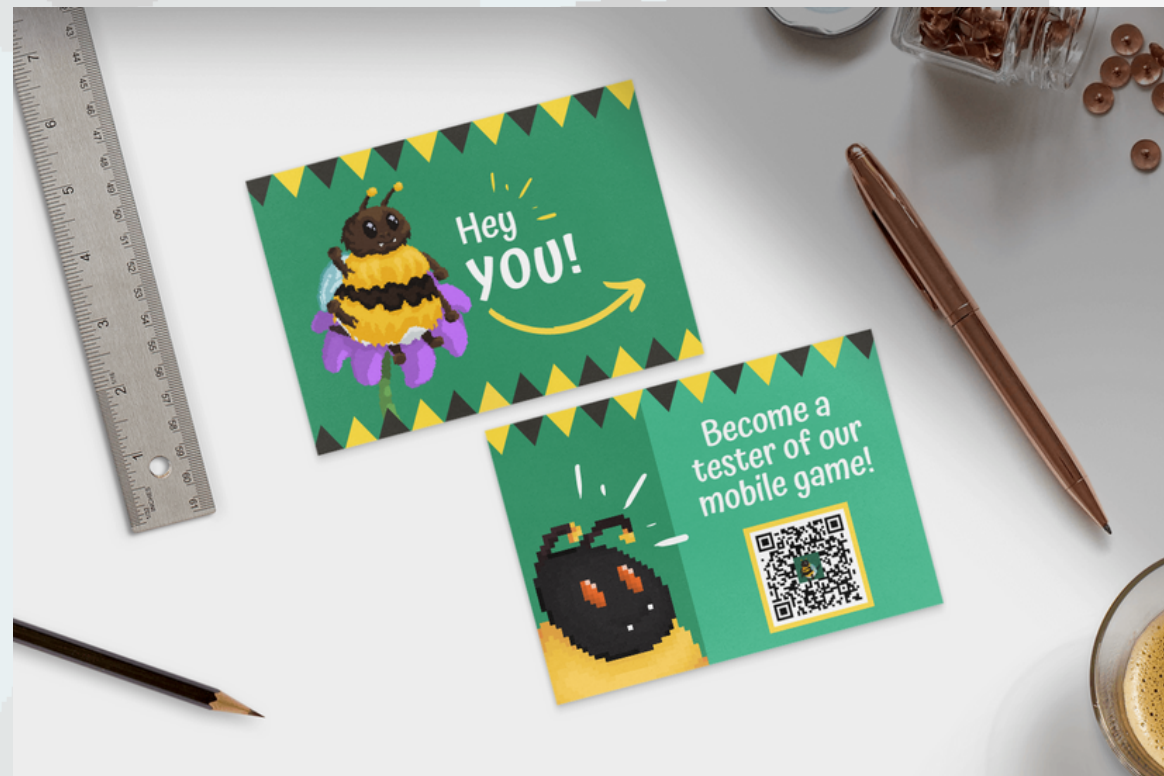
CREATED BY IRES VERKERK

POSTERS AND CARDS

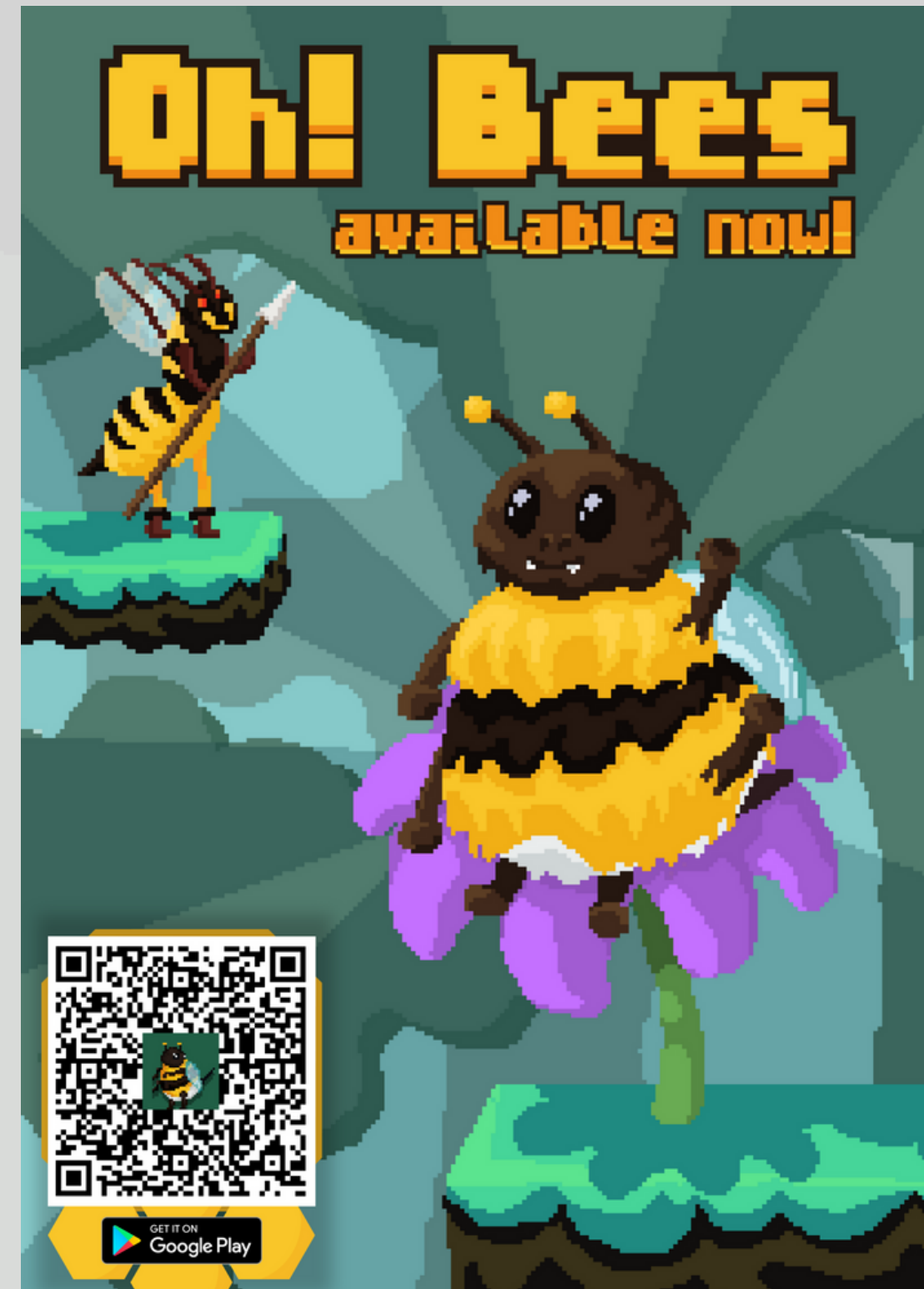
POSTER ITERATIONS



CARDS TO RECRUIT TESTERS



FINAL POSTER



RATSOUP COLLAB



UNUSED CONTENT

ACHIEVEMENTS

LEVEL COMPLETION ACHIEVEMENTS



LEVEL 1
COMPLETE



LEVEL 2
COMPLETE



LEVEL 3
COMPLETE



LEVEL 4
COMPLETE



BOSS
COMPLETE

TIME ACHIEVEMENT



LEVEL 1
ON-TIME



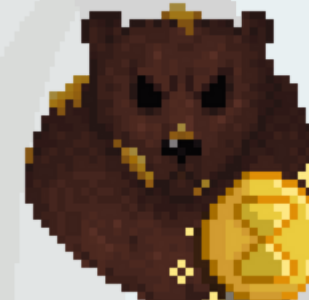
LEVEL 2
ON-TIME



LEVEL 3
ON-TIME

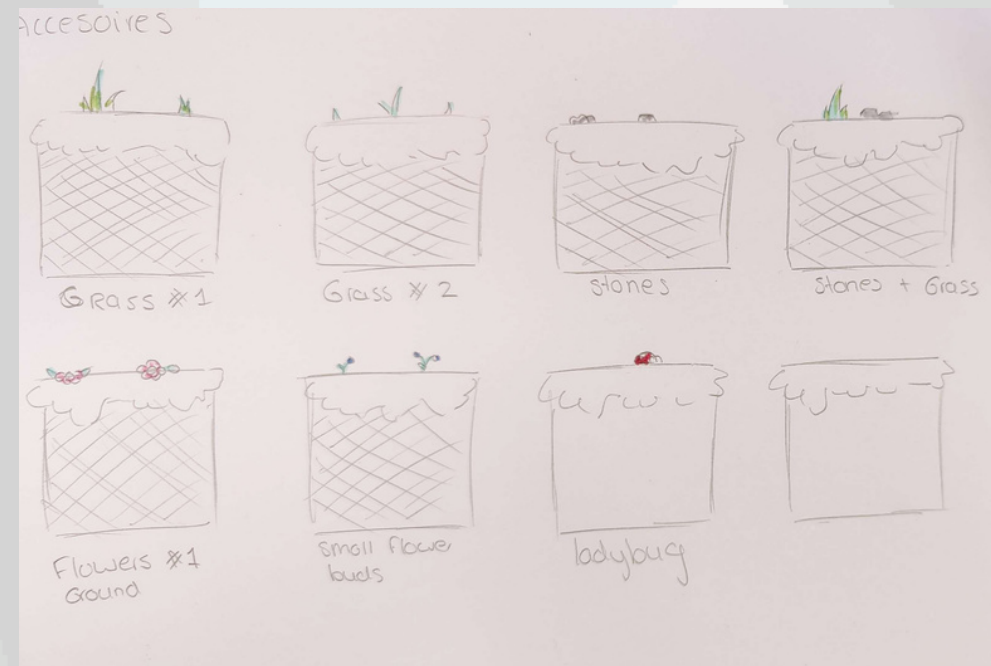


LEVEL 4
ON-TIME

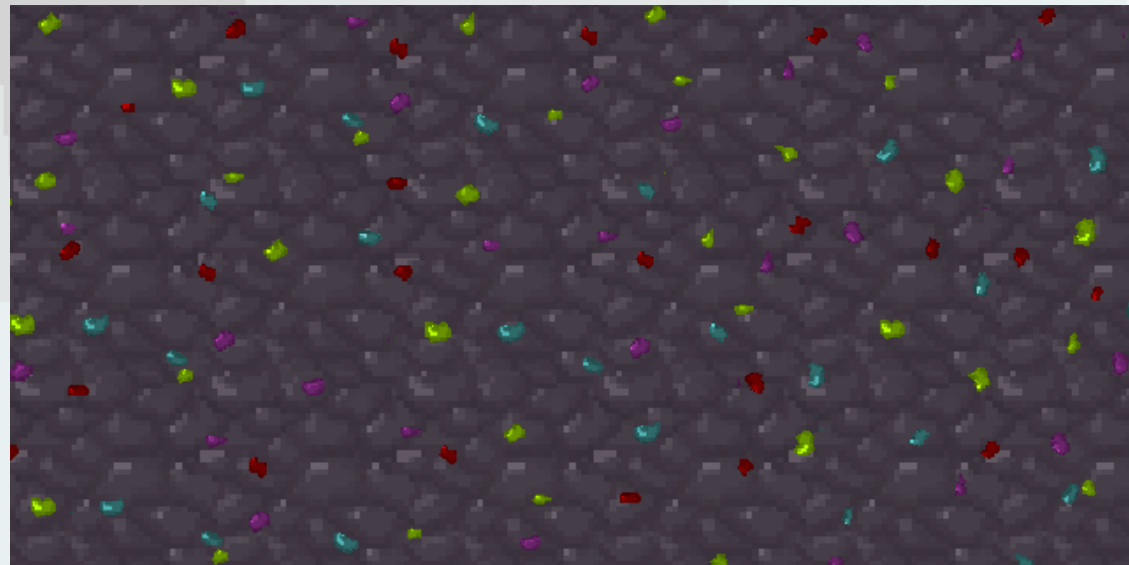
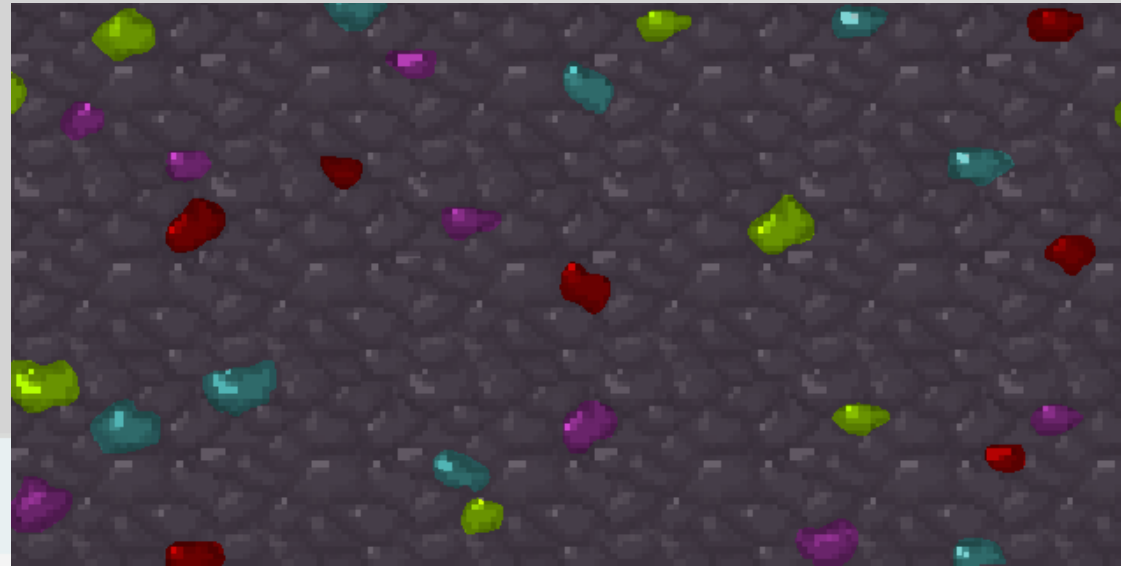
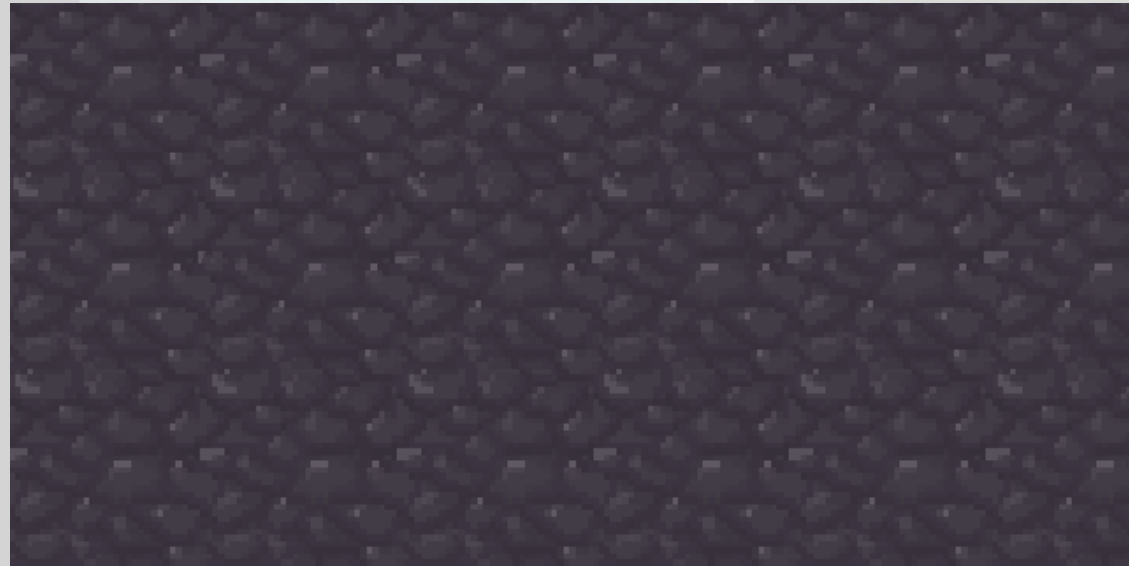


BOSS
ON-TIME

UNUSED EXTRA'S



BACKGROUND CAVE



THE TEAM

BUMBLEBEE GAMES

