

#06 Iconic Game objects

GENRE
3rd Person Brawler



Using bullet points, describe an **EXISTING GAME ITEM** in detail. Pay specific attention to the way the object functions, and how it relates to the player's goals.

Scroll down for
Matt's thoughts

[Ctrlpaint.com/concept-art-playbook](https://ctrlpaint.com/concept-art-playbook)

Some things to consider while working on this challenge:



Does the object animate? Game objects are generally in one of three categories: passive, 'press button' interactive, or fully interactive. Each type confers a different experience for the player. These details are great to file away for when you're designing your own objects in future assignments.

What is the object's scale? Is it realistic? Extra large? Games often manipulate scale in order to direct the player's focus.

Does the object have a sound effect? Sound has a huge impact on the way we relate to game objects.