

My Dear Friend ♦

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Statement

My goal is to create a fun and calm mobile pet sim that encompasses a nostalgic retro aesthetic while also being different enough from other pet sims that are currently on the market. I also wanted to try to create an interesting and bizarre atmosphere that I think exemplifies myself as an artist.



My Dear Friend (pet sim)

In the wake of the apocalypse, a higher celestial being has gifted mankind with protection in the form of small catlike angel companions. All you need to do to keep them protecting humanity is to provide them with love and care. In my game you're be able to feed, interact, name, and dress up your companion. In return for your care they will fight for you against demons and you will gain protection points, which will keep you safe.



Aesthetic Inspirations



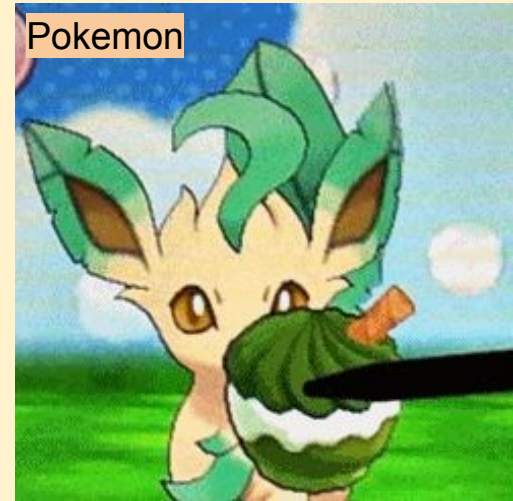
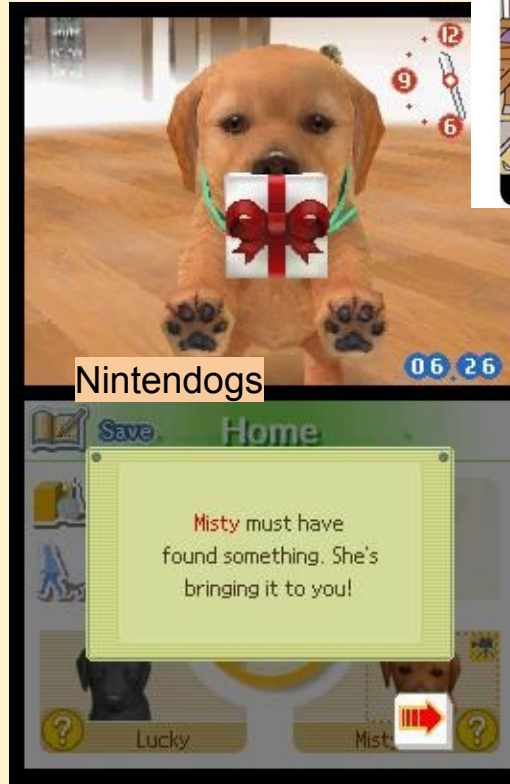
Aesthetic Inspirations



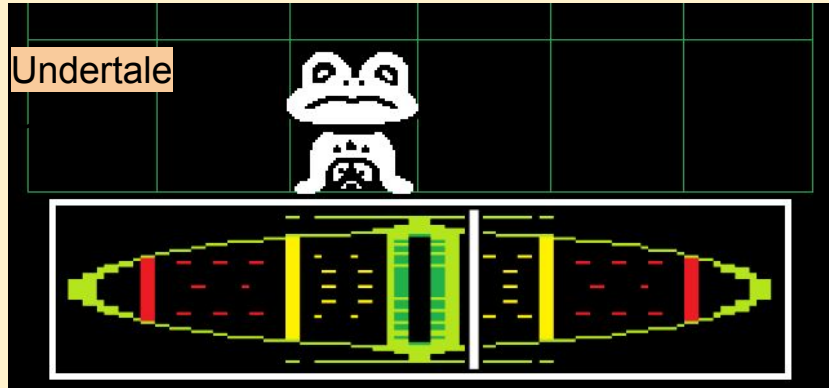
Long ago, two races
ruled over Earth:
HUMANS and MONSTERS.



Mechanics Inspirations



Combat Inspirations



pokemon

Platform and Details

My Dear Friend is a mobile game with a vertical orientation at 1920x1080 resolution. It is being developed using Gamemaker and have a limited color pixel art style. Being a mobile game the controls are touch based, primarily tapping. I chose the art style and resolution it is in to mimic the aesthetics of old school pixel games as they are a big inspiration to me and I think it is a fun style to work in and pleasing to the eye.



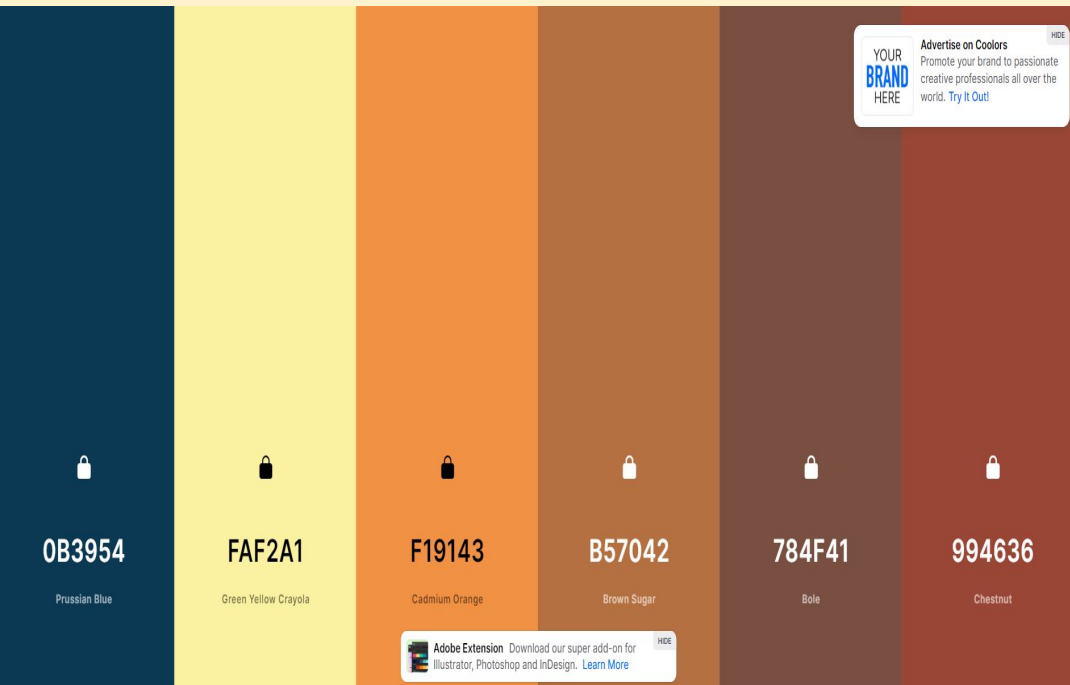
possible palette



MANTICORE/LION
inspired



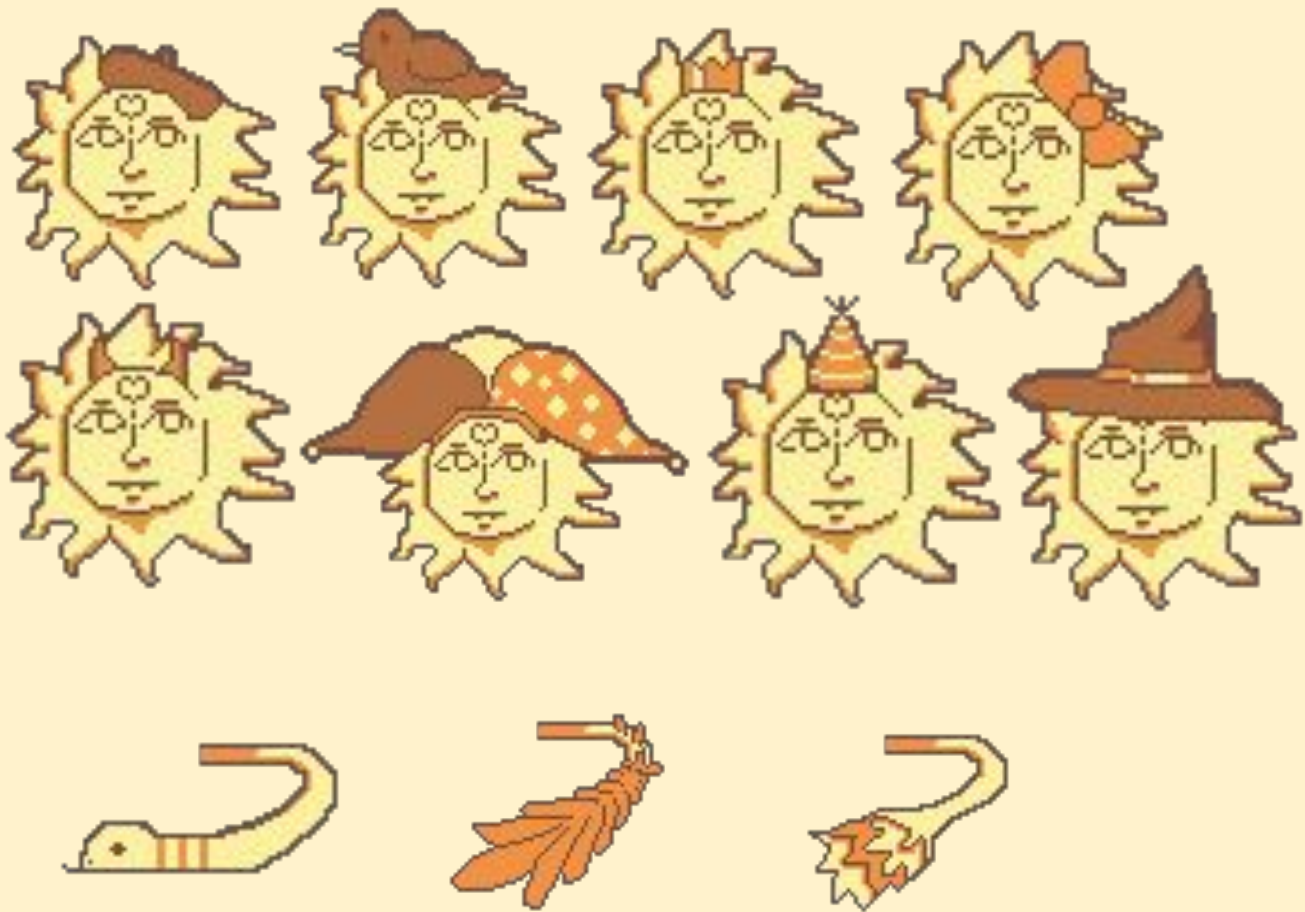




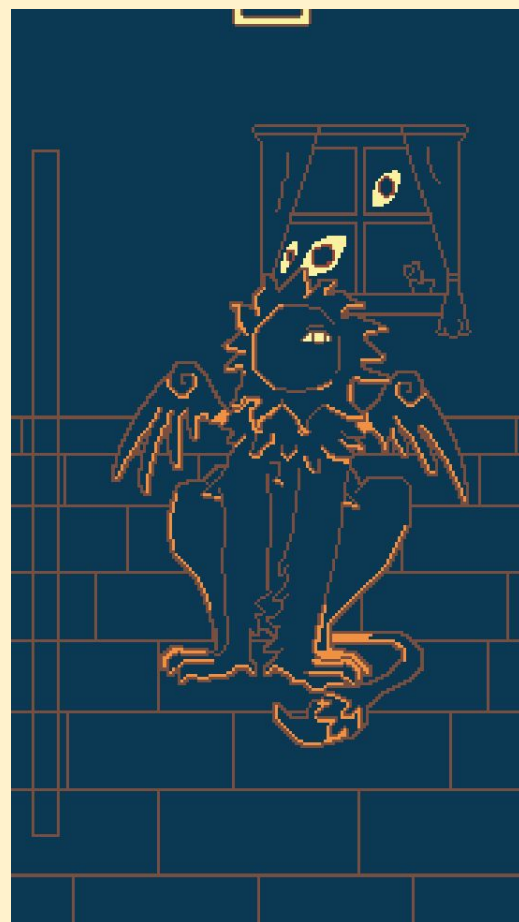
Final Pet Designs



Dressup Accessories

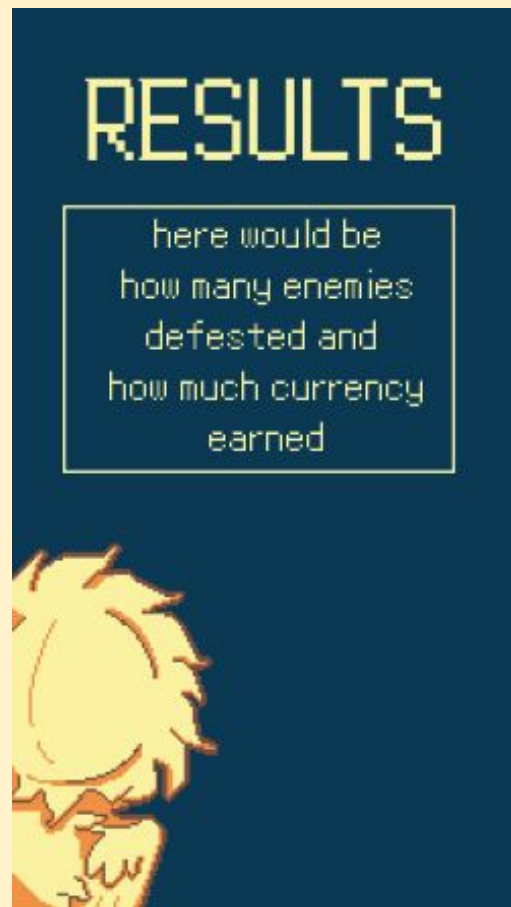
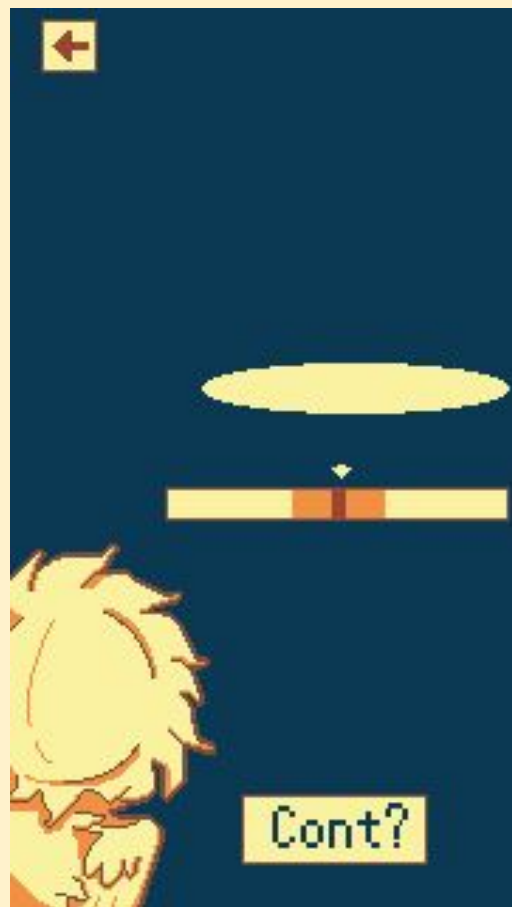


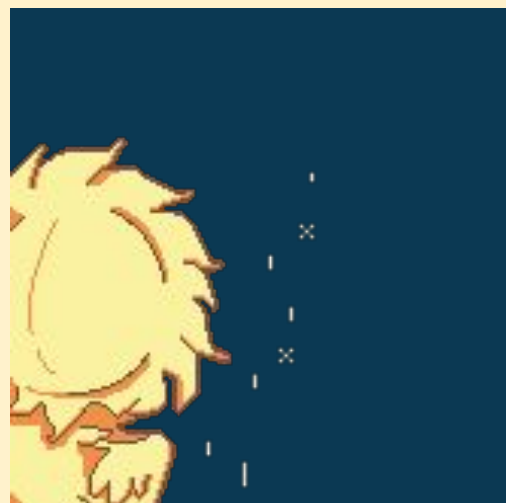


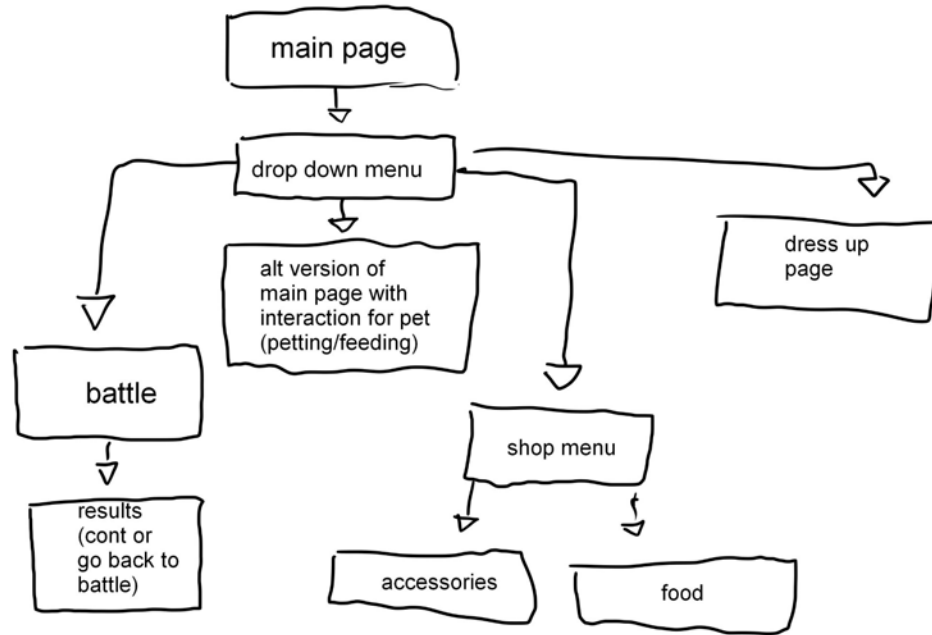
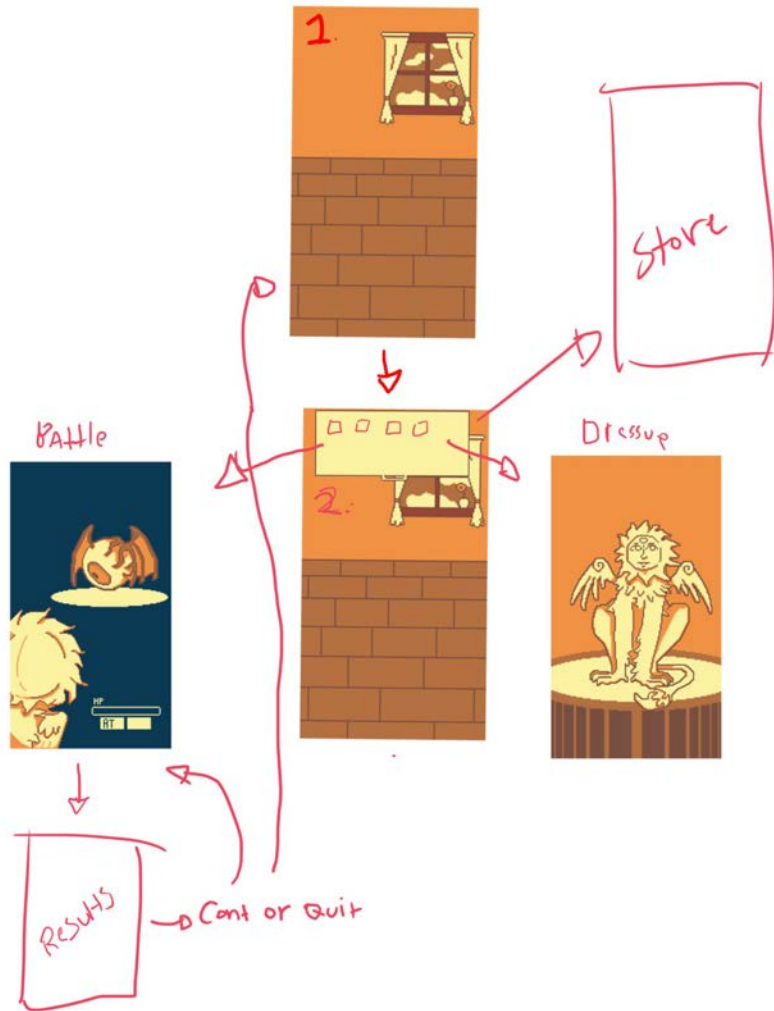












What Comes Next?

I hope to develop My Dear Friend into a fully playable app game in the near future, but for now, here are my main goals

- Finish and polish the combat system
- Implement Dressup System
- Add music and sound



Thanks for listening!

Any questions?

