



CONCEPT ART FOR COLLECTIBLE MULTIPLAYER ACTION RPG GAME

JUMP TANKS

ジャンプタンク

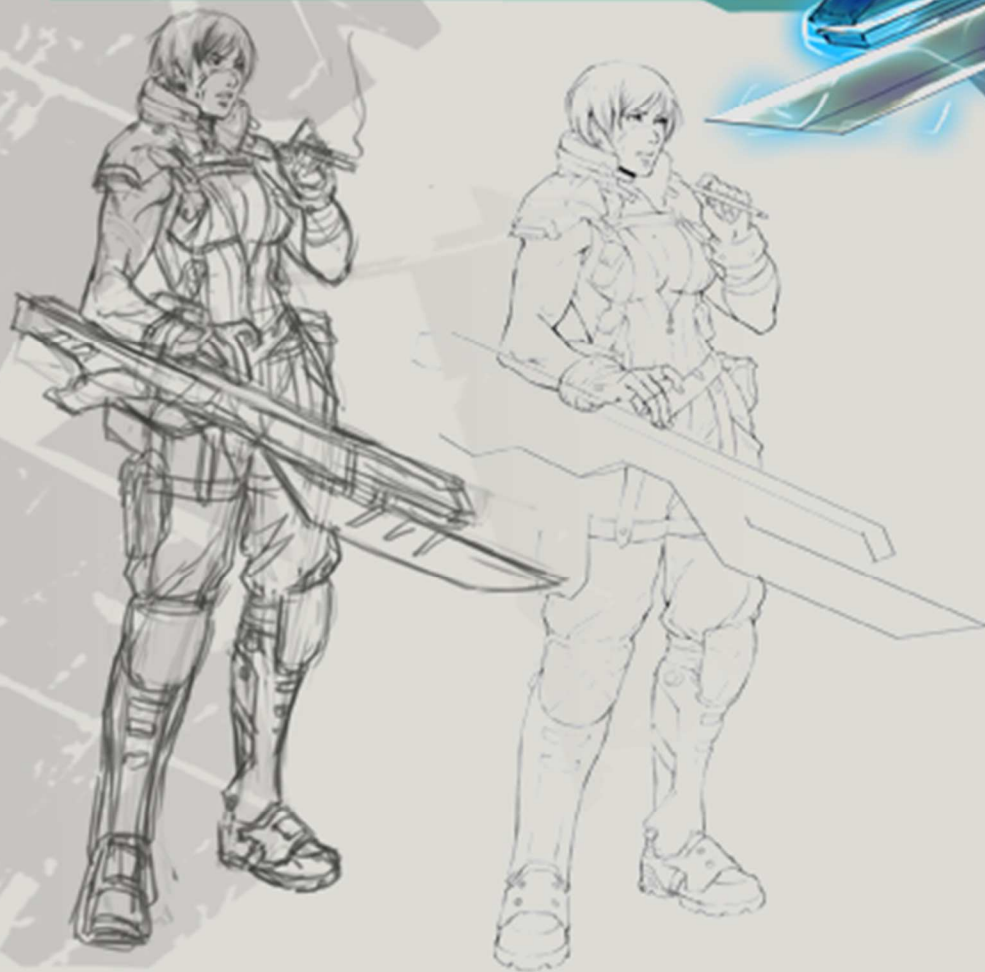


CHARACTERS

AI



Ai was part of an offworld mercenary crew. Rumor is that she was jettisoned back to Earth and left for dead after a failed mission. Her love of combat and money often conflict with her moral compass. Surrounded by danger she always had to rise above the threats around her to protect herself and the ones she loved.



CHARACTERS

ASHA

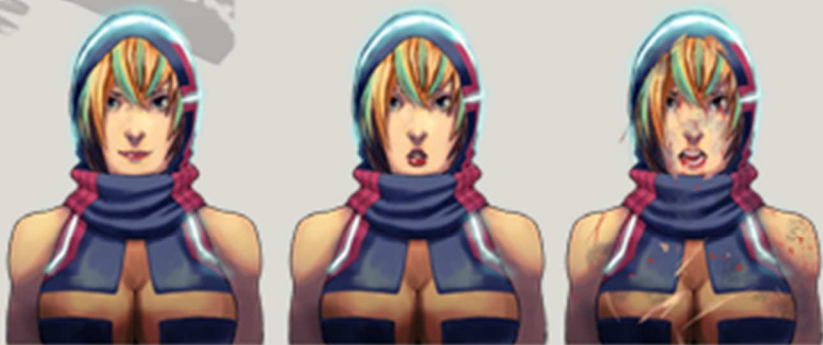


Asha is a princess of a tribe from the East. The tribe is aging and in danger of being decimated by rival tribes. She commands the tank unit for the tribe to inspire the remaining youth and to protect the elders. She is searching for a worthy tribe to ally with and to preserve her tribe's legacy.

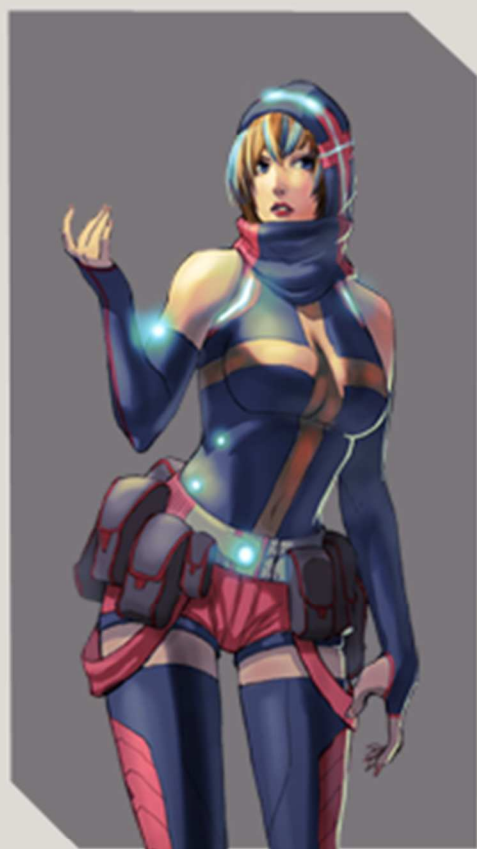


CHARACTERS

CHI



Chi fights out of necessity and not for the love of combat. Her real drive is to heal the wounded and research lost medical knowledge and techniques.



CORBIN



Corbin is rumored to have escaped from captivity from a tribe in the West. His life as a prisoner is visible in the brace he is unable to remove from his neck and the tattoos that mark his arms. He relies on intimidation and slitting throats when challenged. He is a lone operator moving from tribe to tribe as his needs dictate.



CHARACTERS

ENZO



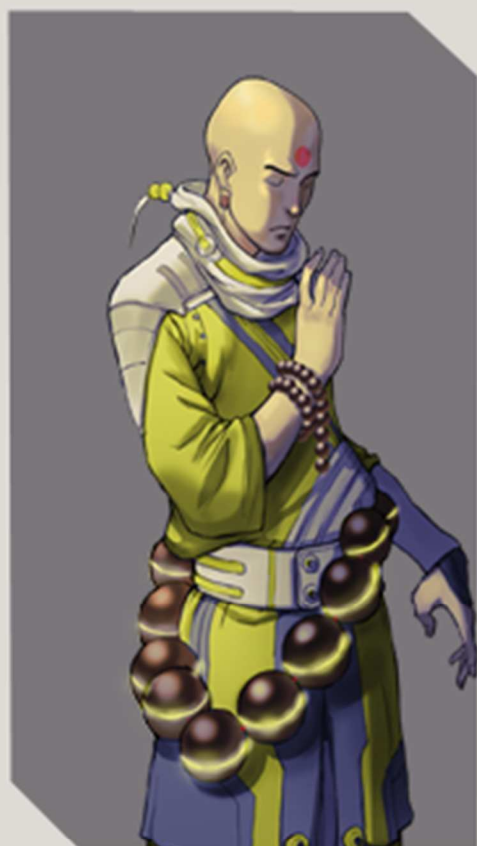
Enzo comes from a tribe of assassins. Due to their line of business they constantly travel from zone to zone. Enzo is the scout of the group which requires him to travel ahead into dangerous territory alone. Although he must work alone, he is always surrounded by friends when back with his clan and is known as a bit of a ladies man.



GAMO



Gamo comes from a long line of warrior monks. They are said to be blind and use their heightened awareness and senses to their advantage. His motivation is to protect the defenseless and preserve the spiritual teachings of the people of Earth. He is actually quite funny and not shy about telling dirty jokes.



CHARACTERS

GAZU



Gauz is a mercenary. His services are bought by the highest bidder. He is efficient and professional and keeps his emotions to himself. He is not a sociopath like some mercs. He usually finds both sides of most conflicts to have merit thus he finds it easy to profit by offering his help to either side.



HANDRO



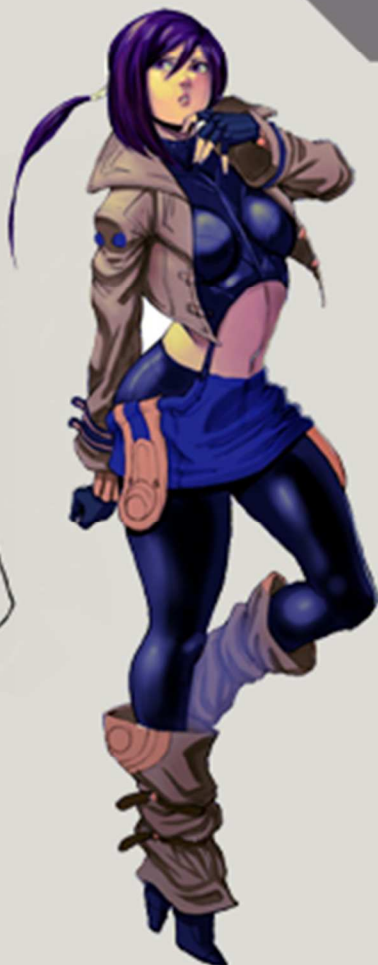
Handro is the captain of a squad of tank pirates. They plunder tribes and travellers across the land and have a high bounty on all of their heads. Handro has avoided several mutinies due to his charm and the loyalty he has earned from his fellow pirates. Anything bad that has ever befallen him has been the result of seeing the bottom of an empty bottle.



ILATIA



Illatia is the singer for a punk band. Her petite size can be deceptive; she can growl like a demon and has been known to kick and spit at rowdy audience members. She always listens to music when driving her tank; she claims it puts her in the zone.



ISHMAEL



Ishmael is a shaman and spirit talker for his tribe. He first began piloting a tank to venture into dangerous zones to retrieve plants and herbs for his ceremonies. Those who have fought along side him cannot deny the supernatural advantage he seems to possess on the battle field.



CHARACTERS

JIJI

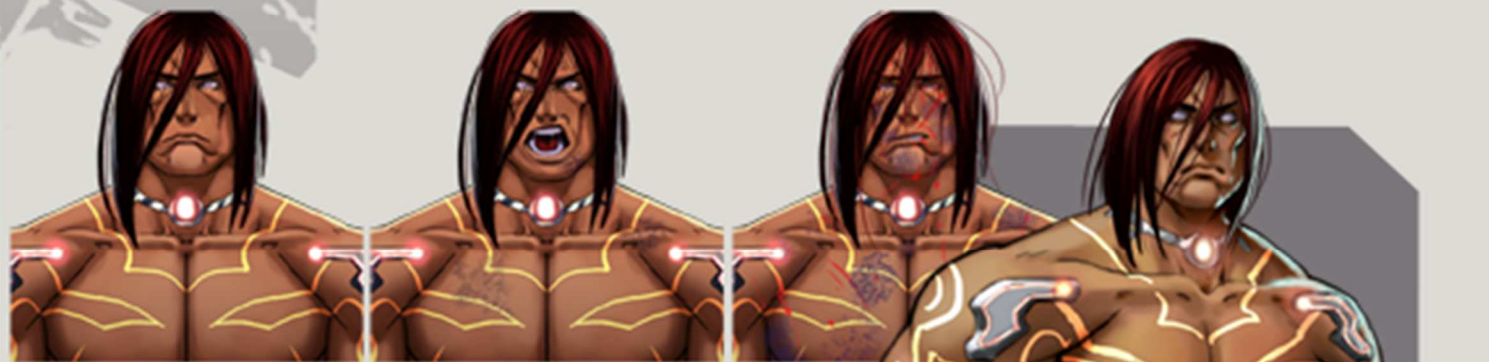


Jiji is the head of the Sabak tribe. His wisdom and cunning has allowed him to protect his people over the years. Although he prefers peace he is quite capable in battle and is quick to retaliate. As a child he earned respect in his tribe for finding rare equipment and parts for the tribe's tanks.



CHARACTERS

JORIN



Jorin is known as a Biosapien. They were engineered by corporations to work in mines around the time humans were building the ships needed to evacuate Earth. After the evacuation they were no longer needed and were systematically killed. Biosapiens obey set behaviours however Jorin mysteriously has free will.



KANE



Known as Kane from the Black Star. Kane's origins are unknown but tales of his brutality in battle are not. He pledges allegiance to no one however he always mysteriously chooses a side in battle. Some speculate that he is not of human descent and when he not fighting he haunts the wastes searching for a craft to leave the planet.



CHARACTERS

KATO



Kato was bullied by the other teenagers in his tribe. Although he has few friends and suffered an injury as a child resulting in the loss of his legs he remains positive and confident. He was chosen at a young age to help protect the tribe because of his high intellect and natural piloting ability.



KAZU



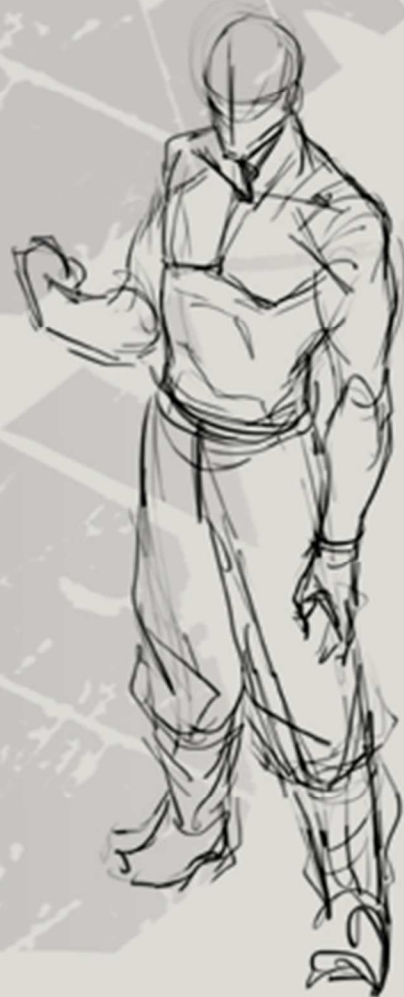
Kazu is the leader of a street gang that exists outside of typical tribe structure. He is viewed as a bandit and is hated and feared by most. Although he lacks a tribe, he has strong allies in the underworld. Kazu is punk and chaotic and while his motivations may not always be clear, they are often actually quite intelligent and have kept him and most of his gang alive.



LAWBSTA



Lawbsta earned his name for his accent and the strength at which he can squeeze necks to get what he wants. The role he serves is somewhere between a cop and a gangster and is capable of manipulating those around him to ensure he comes out on top. He appears to fight for the common good but does not have qualms about the tactics he uses or with whom he associates.



CHARACTERS

MARI



Mari and her family trekked across the dunes to the larger cities when she was a child. Along the journey she had to learn to shoot and fight to protect her wounded father and young sister. During one attack, her sister was stolen from her care and she has vowed to find her. Mari is loyal and will fight with you to the end if you are under her protection.



CHARACTERS

MELZEK



Melzek is known as a prankster and brilliant artist among his tribe. He brings pride and a warrior spirit to his comrades by painting their tanks before battle.



CHARACTERS

NALA

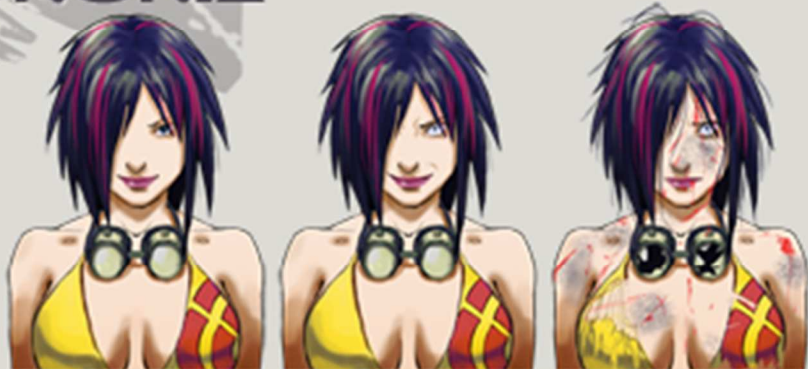


Nala is a dancer at heart. She longs for a peace so she can focus more on her passion. She has been practicing and training her whole life and it shows in her movements inside and outside of a tank. She fights primarily to protect her younger friends in her dance crew.

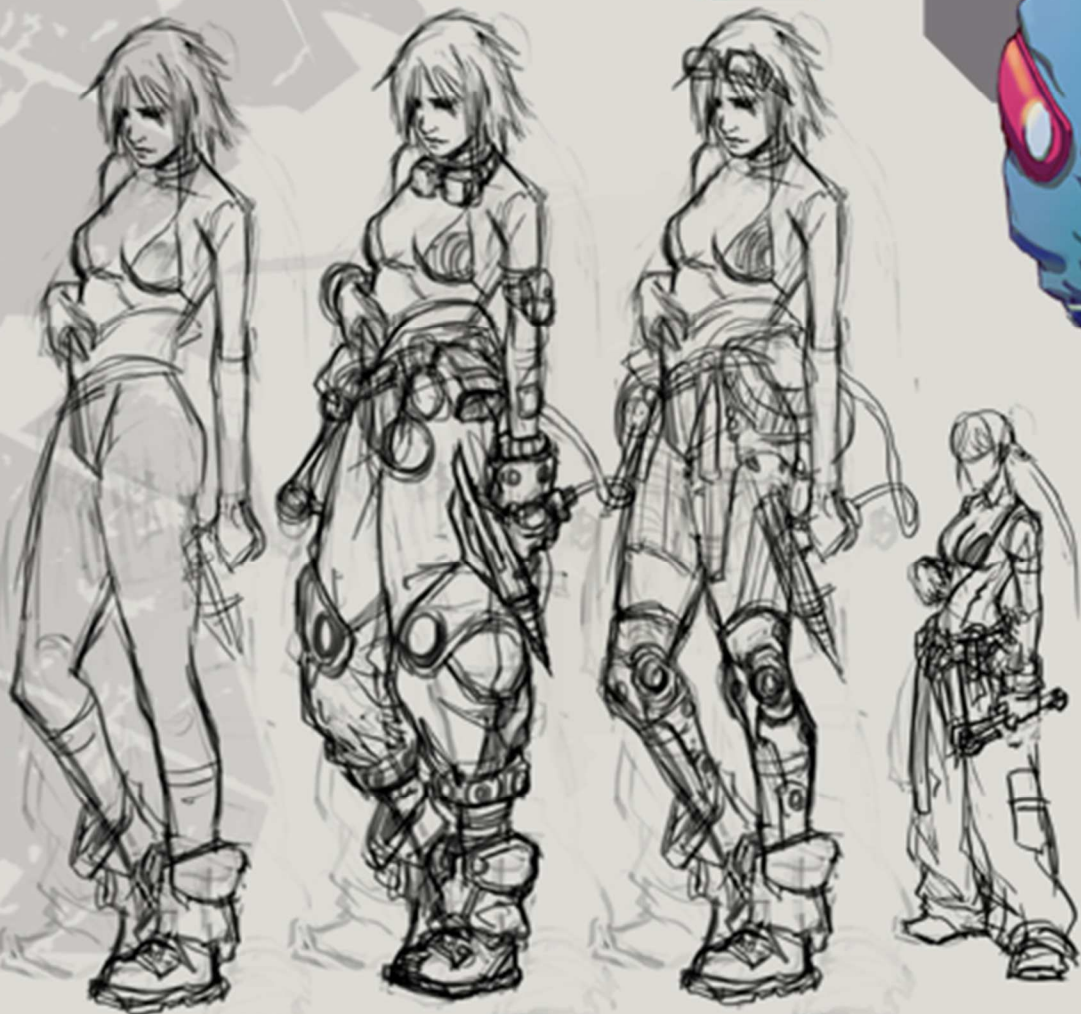


CHARACTERS

NONA



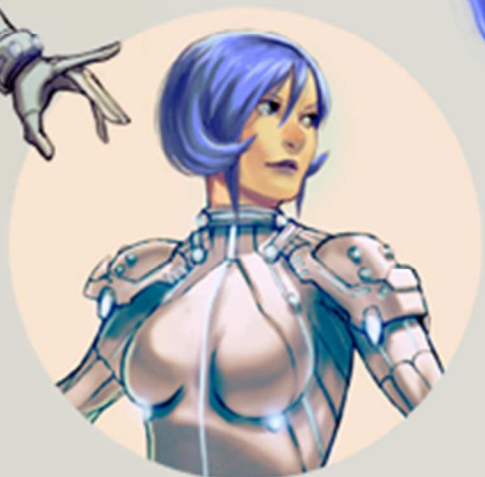
Nona says her ancestors helped build the ships that were used to evacuate Earth long ago. Her family was left behind during the evacuation which has made her distrustful of authority figures and scornful of inequality. When not in the garage, she can be found swimming among the buildings of the flooded cities.



PONZU



Ponzu got her start as tank racer. Her ability to focus is so intense that nothing whatsoever can distract her. She loves to compete and hates losing more than anything. She is rumored to have a bit of a gambling problem as well.



CHARACTERS

RETINA



Retina is a robotist and inventor. She works tirelessly to recreate the machines that helped humanity before the collapse of the environment. She prefers to use her brain for good and to restore nature however she has built some heavy weapons to defend her tribe.



CHARACTERS

RIN



Rin is known as a lone wolf. She is confident and self-reliant. She is a master with a blade and this skill translates to her style when piloting her tank. She prefers to let her opinions be known through her actions rather than engage in long discussions. Her few friends earned her trust while training with her as a child and would die to defend her.



CHARACTERS

RYO



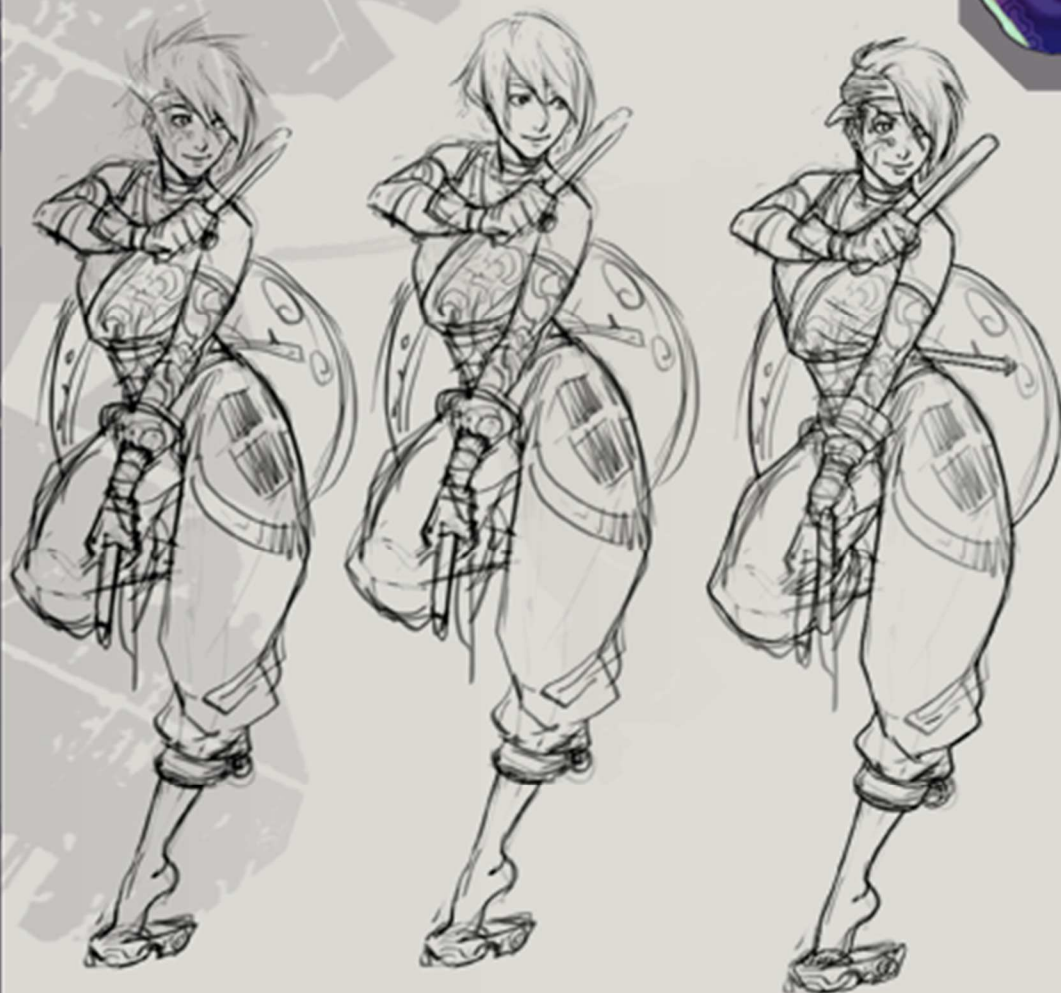
Ryo was raised in a crime family. He was trained to be a bookkeeper and numbers man. He is not particularly strong however he is daft and crafty and that comes through in his fighting style. He is a ladies man but loses his game after 3 drinks.



SACHIX



Sachix has a sweet heart and a passion for preserving the traditions of her people. She has been playing drums since she was small and it has given her a strong core strength and coordination. She is able to speak multiple languages and helps negotiate for her tribe. She is a fierce fighter when talking is no longer an option.



CHARACTERS

SGT. GRAVES



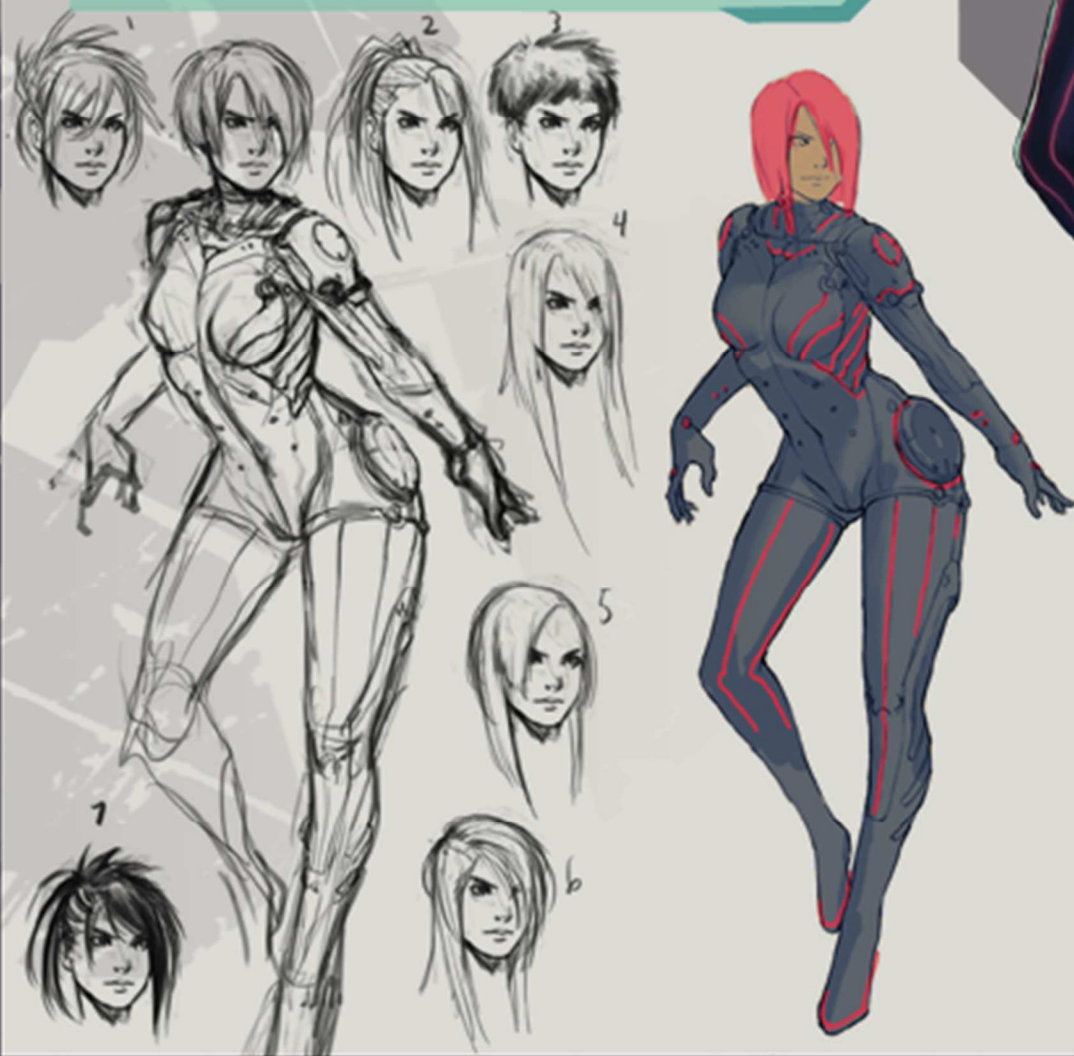
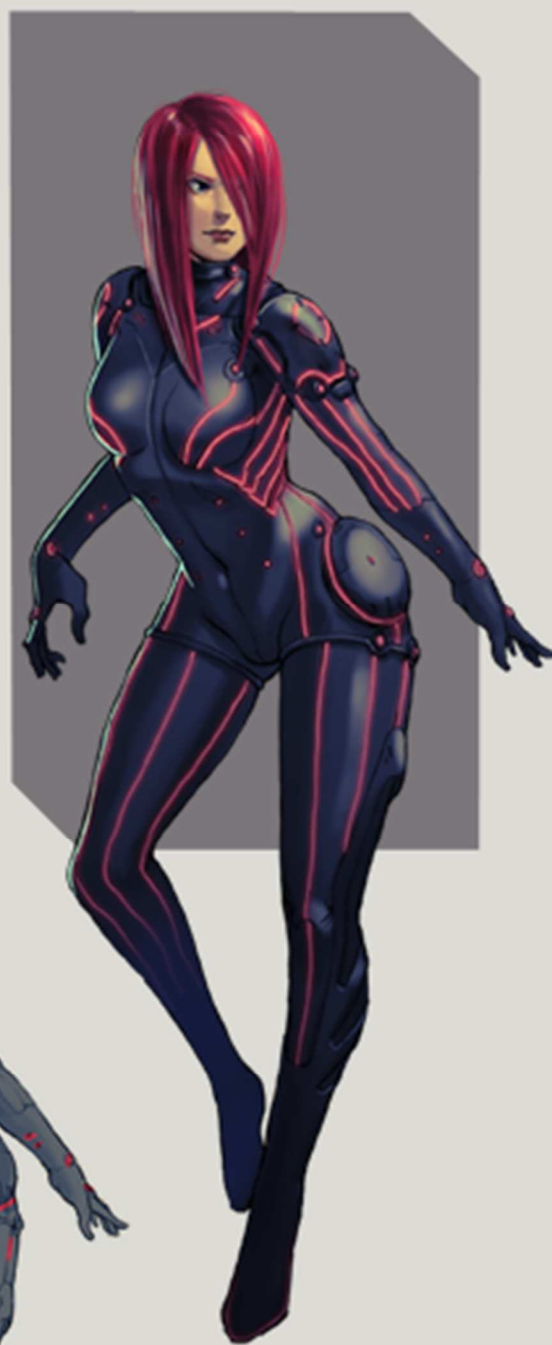
Sgt. Graves was a soldier that was born and raised in an off-world colony. He was sent to Earth as punishment for aiding rebels during a planetary conquest. His freedom fighting spirit has found a purpose and home on Earth. He does not talk about his past life and the violence he was forced to commit which makes him quiet at parties.



TOGARASHI



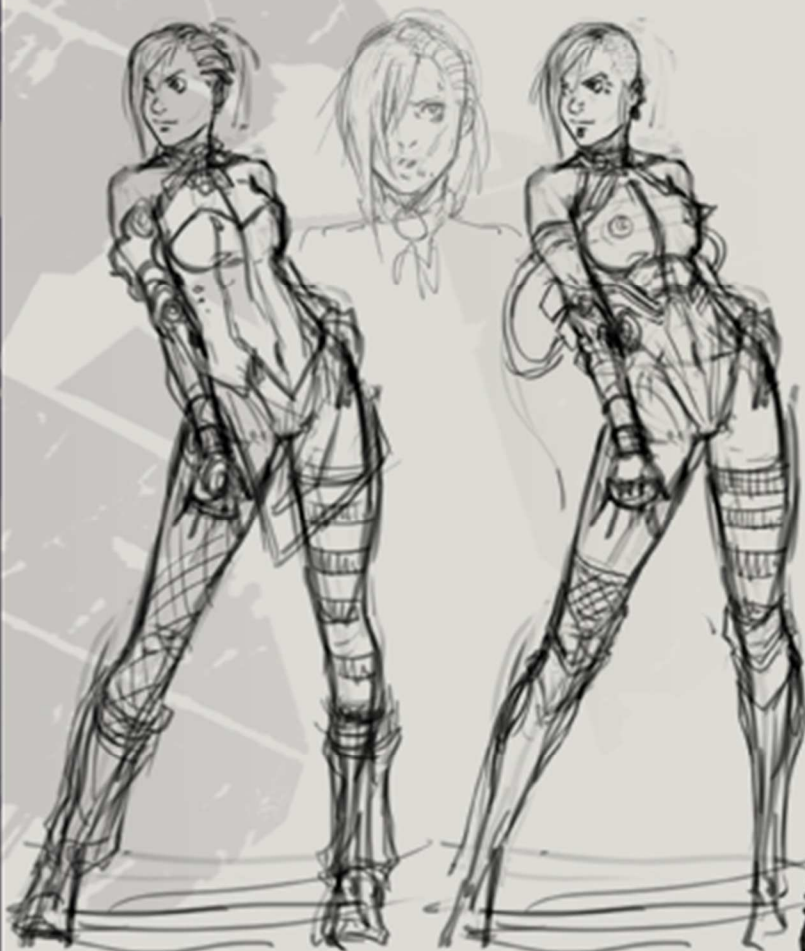
Togarashi is a true tank pilot. She was raised in a tribe that had access to a battle simulator which shows in her grace and cool head in combat. She is a good pilot and knows it and this can lead to conflicts with pilots she deems incompetent. Her goal is to find a worthy adversary and crush them.



VERTILINE



Vertiline was found living alone in her deceased brother's tank. Her all black attire makes her look more melancholy than she is deep down. She is well-versed in pre-evacuation data and is happiest alone and reading. She has a dark sense of humor but is still shocked by the sight of blood or gore.

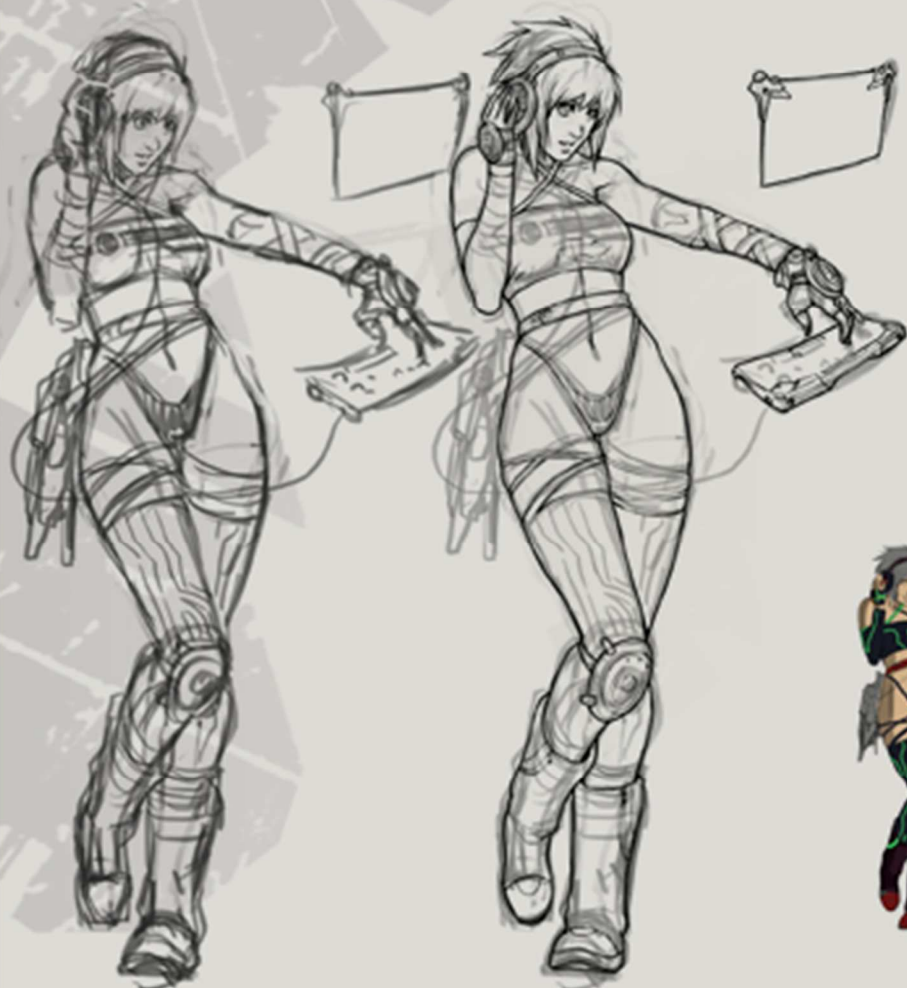


CHARACTERS

WREN



Wren is highly analytical and able to look at people for how they will help the resistance and not their personality flaws. She mastered programming at a young age and is able to enhance her tank with her custom programmed operating commands. She may come across cold but is actually quite passionate if she allows herself to show it.

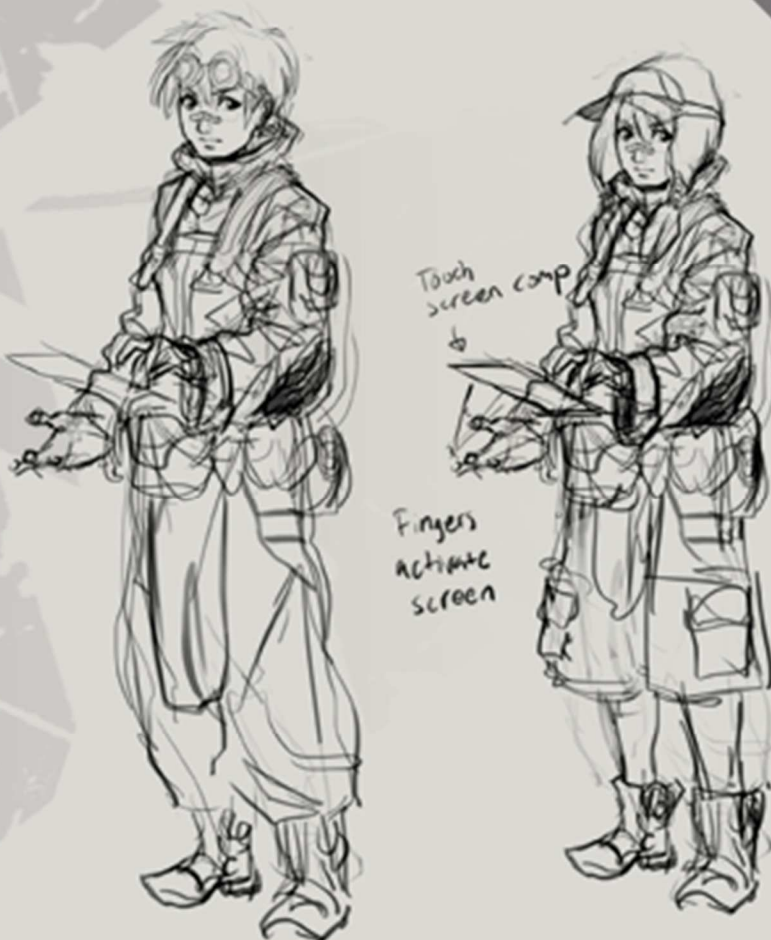


CHARACTERS

YUKI



Yuki snuck into a tank to defend her small tribe as child. Like most people on Earth post-evacuation Yuki did not have a childhood. She has proven to be a prodigy of the battlefield and the elders of her tribe respect and value her opinions.



TANKS

CHASSIS



TANKS

GUNS



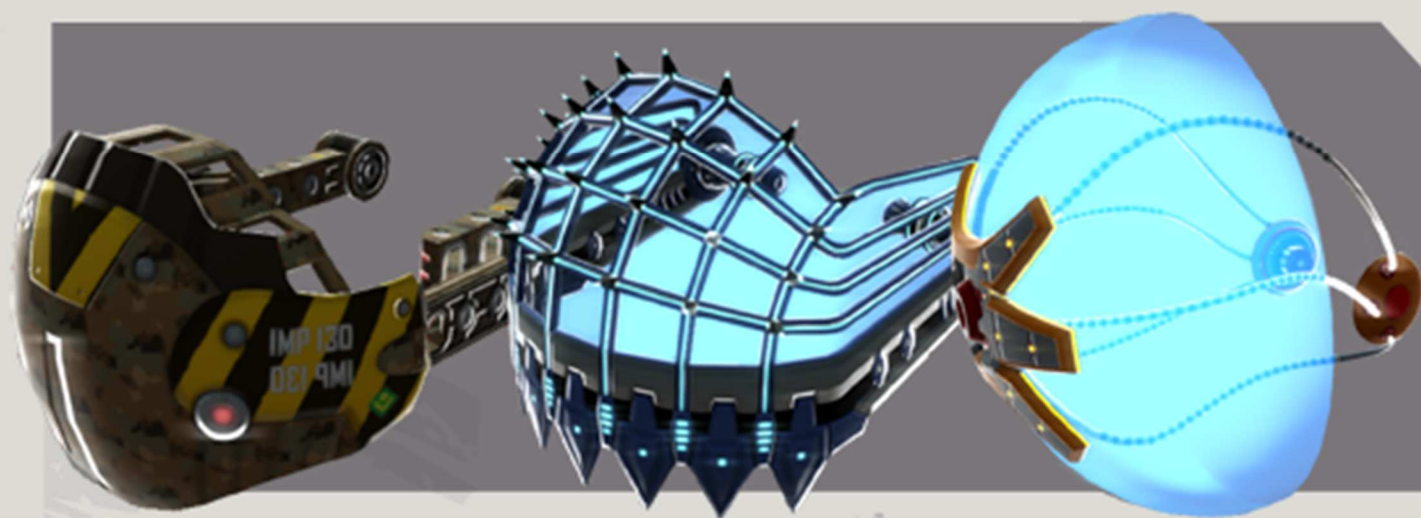
TANKS

LEGS

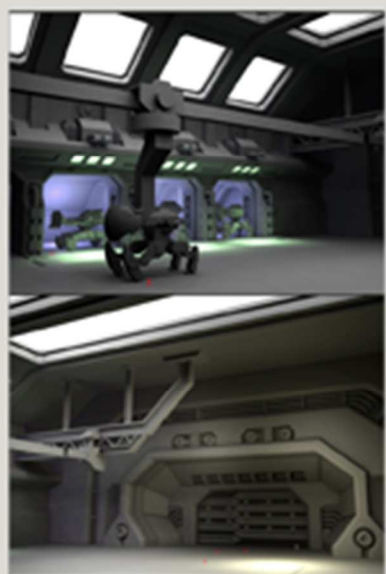
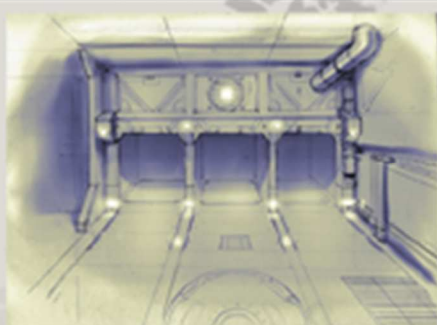


TANKS

SHIELDS



THE GARAGE

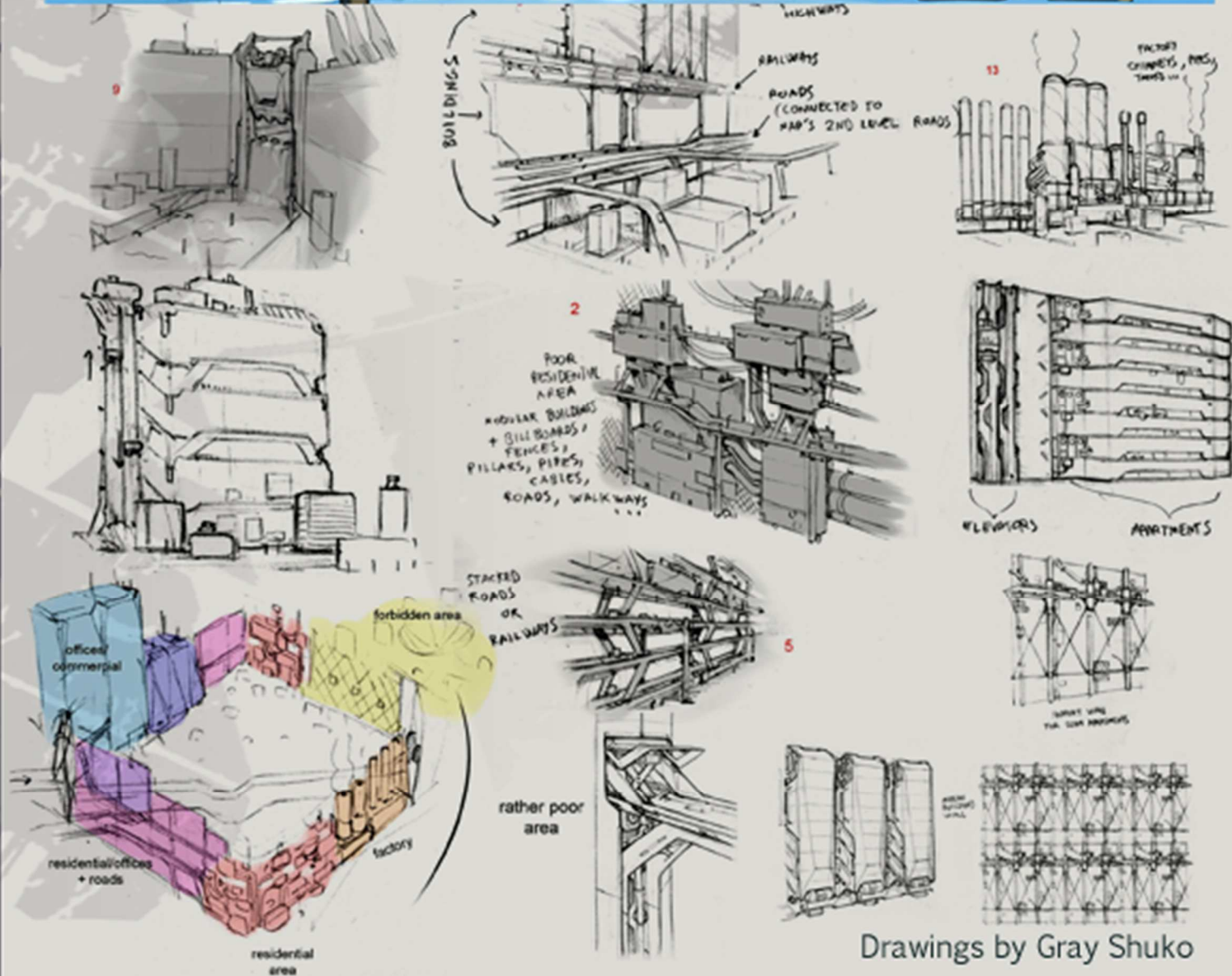


The Garage is one of the first scene I mocked up. The bays are designed to modular, so the player could have more than 3 tanks setup at once.

The shop has a turntable with 3 inset discs which can hold booster crates. The entire disc can rotate to show the player the crate.

ENVIRONMENTS

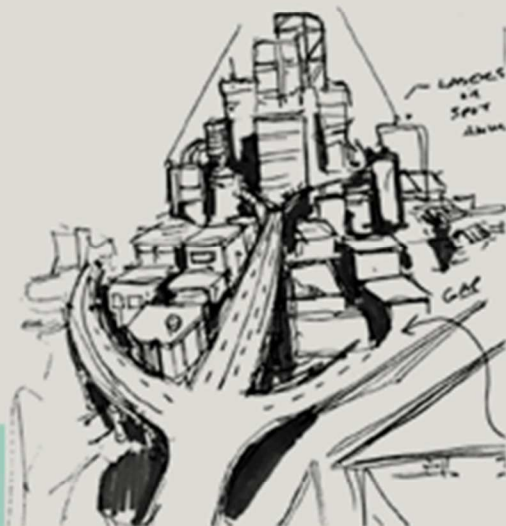
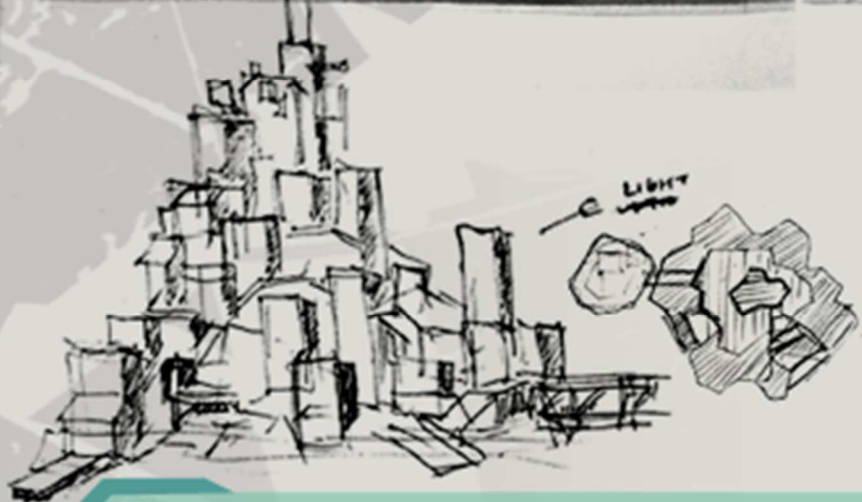
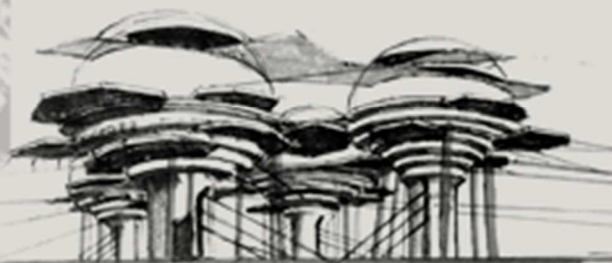
JO-KOMACHI



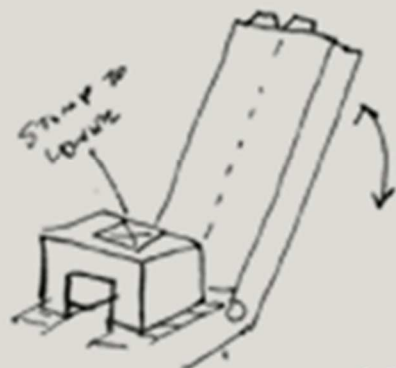
Drawings by Gray Shuko

ENVIRONMENTS

NEO-YOKOHAMA

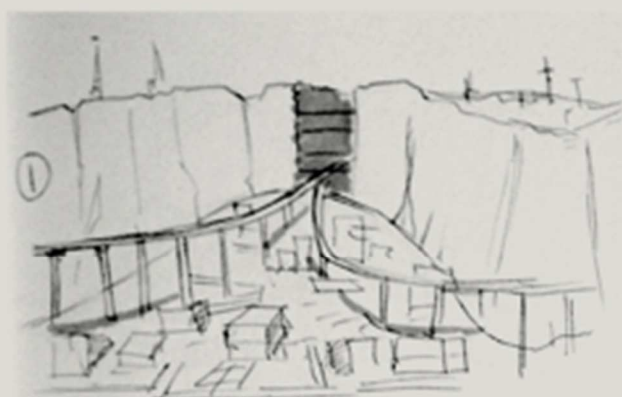
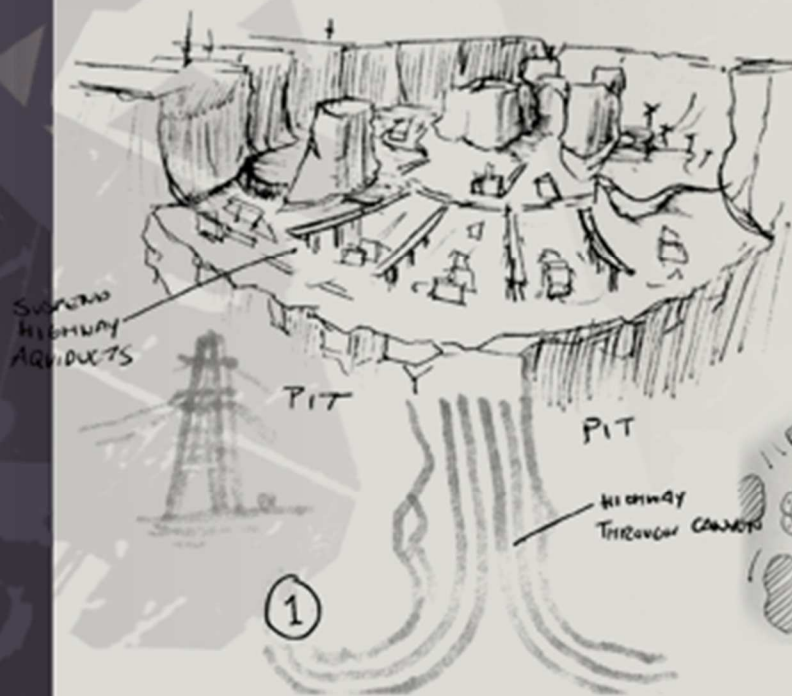
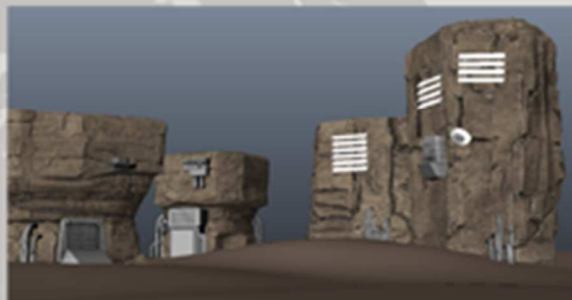
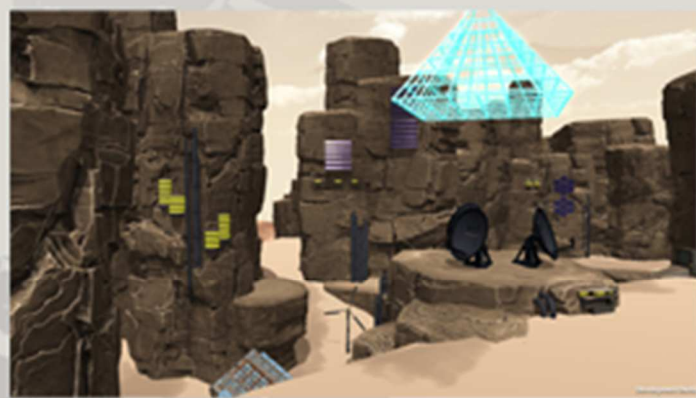
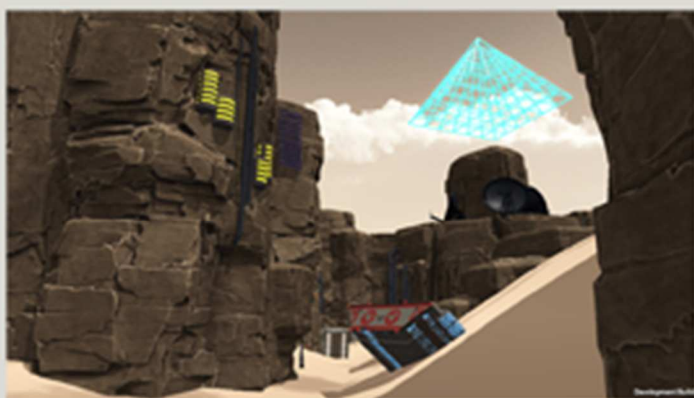


Neo-Yokohama was the original prototype map for the game. It was built and rebuilt several times as we nailed down the core player metrics and scale of the world. Since the level was designed as a test bed for the game, it has several elements. The key features on the map are barges and the large construction cranes.



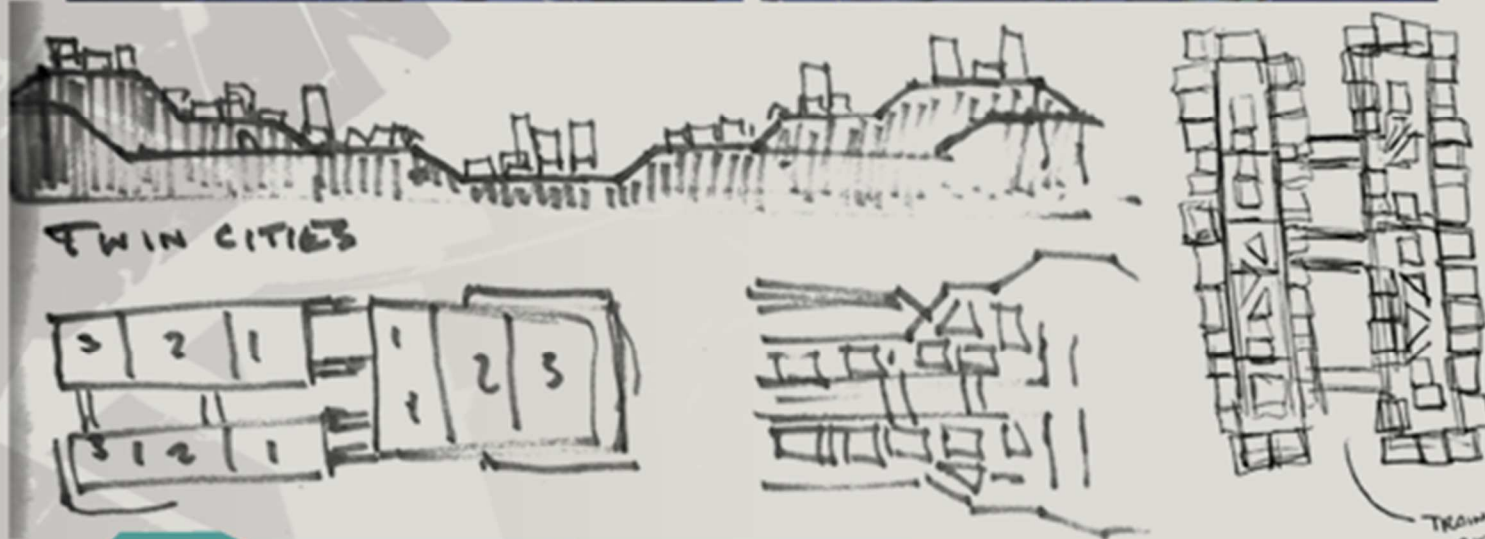
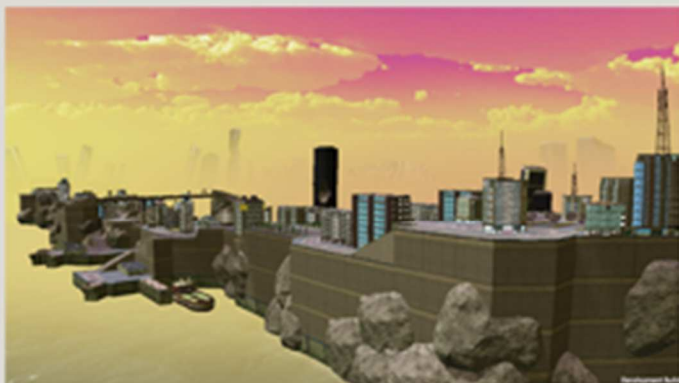
ENVIRONMENTS

SABAK JIGOKU



ENVIRONMENTS

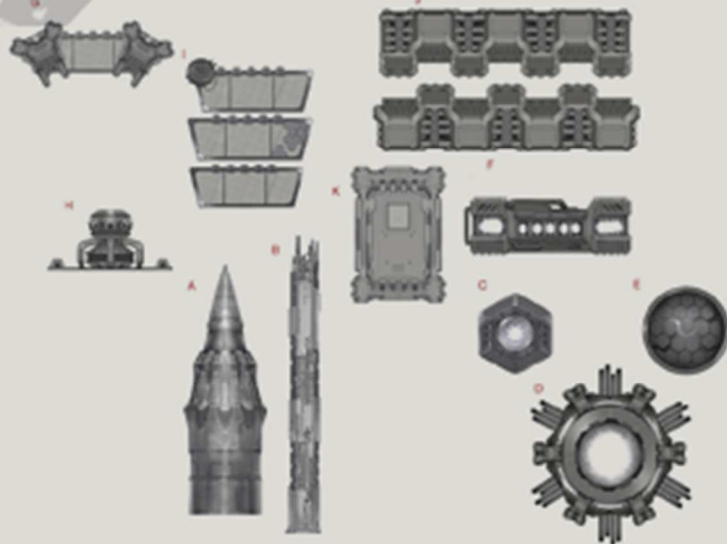
SEA FORTRESS SEBONE



The level was designed around changing the water level each time you play. Sometimes the map will be flooded, making it more dangerous to navigate and other times, the water level is low and you can reach new areas. The imagery of a flooded city with sky scrapers sticking out of the water is also striking.

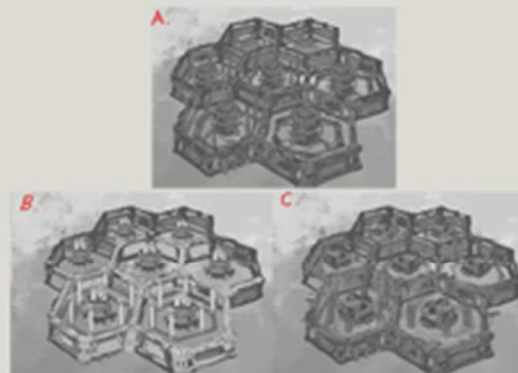
ENVIRONMENTS

USS EXODUS



USS Exodus is one of the rocket bays humans used when evacuating Earth. It is a massive structure comprised of multiple rocket bays.

This level was designed to have the contents of each rocket bay be randomized each match to make it feel fresh and unique every game.



LOGO DESIGN



JUMP TANKS JUMP TANKS JUMP TANKS JUMP TANKS



JUMP TANKS

We wanted to make the logo look flashy and reminiscent of Japanese action game logos from Sega and Capcom. It was important to make sure the logo would work in-game and in promotional materials in a vertical or horizontal layout and with limited colors. The tank silhouette ended up being too busy to use in the final design.