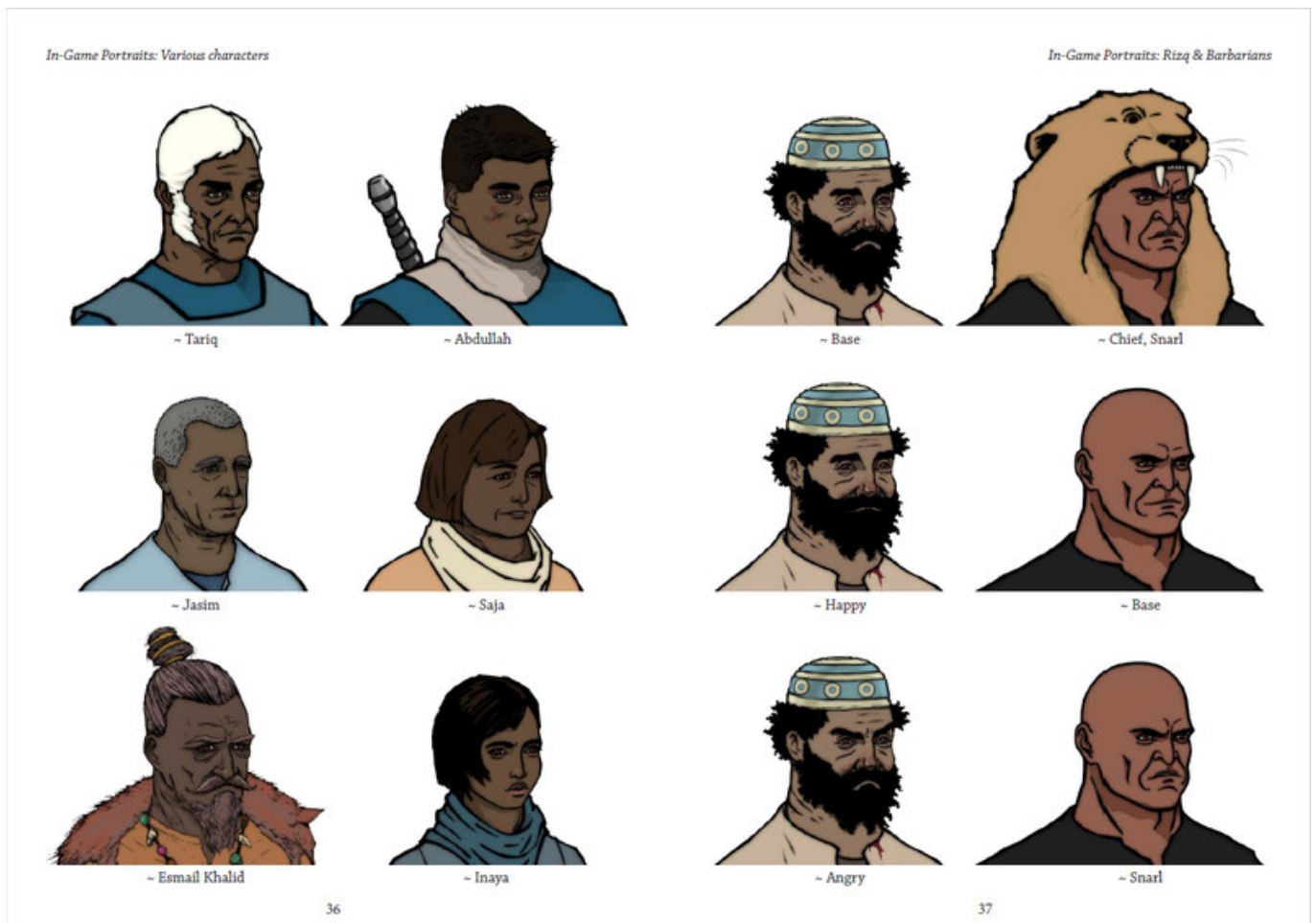

The Art Of Tahira Xforce Keygen



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About This Content

Included in this DLC package:

Art Book - The beautiful 88 page art book, **The Art of Tahira**, which includes detailed stories from development, explains how Tahira came to be and features bundles of never before seen artwork. The art book is in 150 DPI PDF format.

World Map - A high resolution printable image of **Tahira's World Map**.

Title: The Art of Tahira
Genre: Adventure, Indie, RPG, Strategy
Developer:
Whale Hammer Games
Publisher:
Whale Hammer Games
Release Date: 15 Nov, 2016

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Minimum:

Storage: 100 MB available space

Additional Notes: Artbook is in PDF format.

English

Interface

It was a challenge to produce a combat user interface (UI) that was easy to navigate, easy to see but still in harmony with the environments. All of those factors are usually in conflict with each other to some degree, but I think we reached a good balance. Peter was instrumental in the development of the combat UI. He developed the fundamental structure of it, all I did was tweak elements here-and-there as new features were added.



The combat UI with all panels hidden: We managed to limit the minimum space to the bottom center.

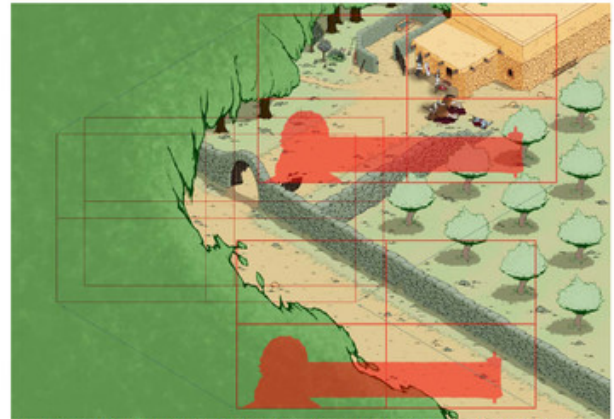


An expanded example of the combat UI: Despite all of the elements, the environment still dominates.

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Character dialogue portrait with dialogue scroll. As a dialogue panel the scroll made sense and it has an old fashioned feel which fits nicely into the game's aesthetic.



As an environment was being developed, HD sized frame placement was simulated to make sure that it was suitable for the various events that would take place. Many of the combat environments doubled as free roam environments as well.

83

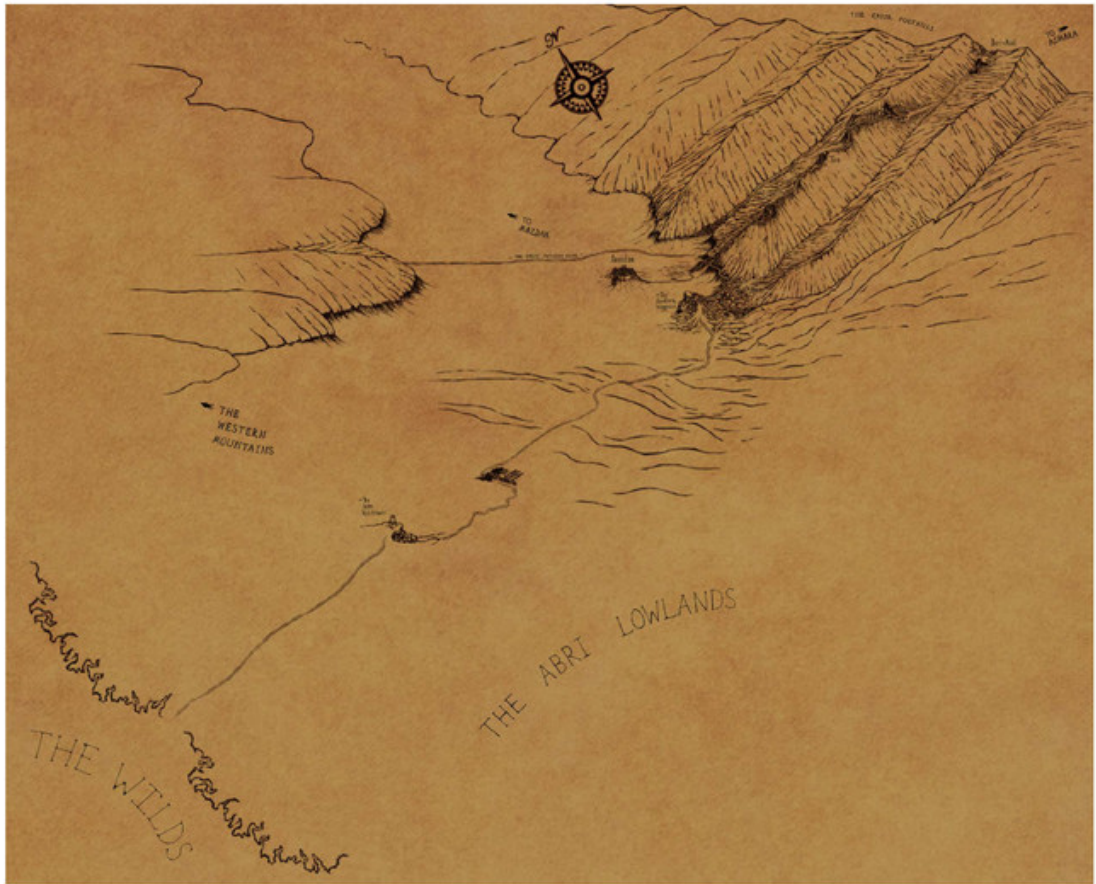
Journey Map

There were many ways we could have done the map, but the one thing we needed it to do was show that the places you go to in the game are part of a bigger world.

We briefly played around with the idea of having more than one map - two or even three at different scales - with the most expansive one showing how insignificant the kingdom of Avestan is.

In the end we decided that this size would give the player a good sense of where events take place relative to each other. The signs that point off to other parts of the world serve to show that the area covered by the map is only a small part of the greater world.

The map is not completely realistic, to scale or topographical. It's a bit of a mishmash with plenty of artistic licence taken. We liked to think of the map as being a parchment that Tahira carries with her. It may have been made by an Avestan artisan. It was a tricky balancing act for me. When I looked at reference images of medieval maps, most of them are terrible with an awful sense of perspective. While I wanted it to be convincing I didn't want it to be so bad that it was jarring for the player. The result is a map which might pass as old-fashioned and inaccurate while still giving some sense of the relative distances between the various locations.



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