

THE ART OF **ROBO QUEST**

Design

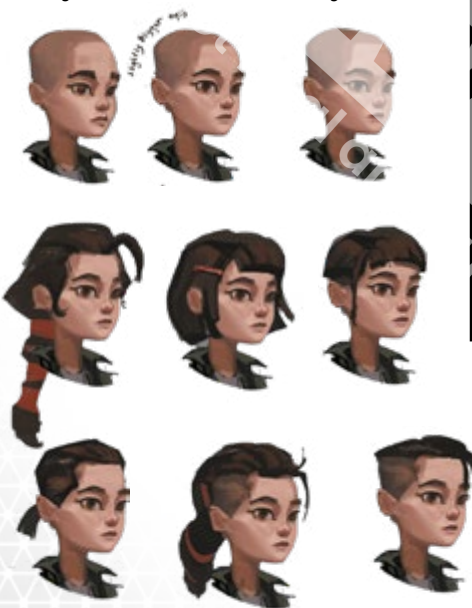
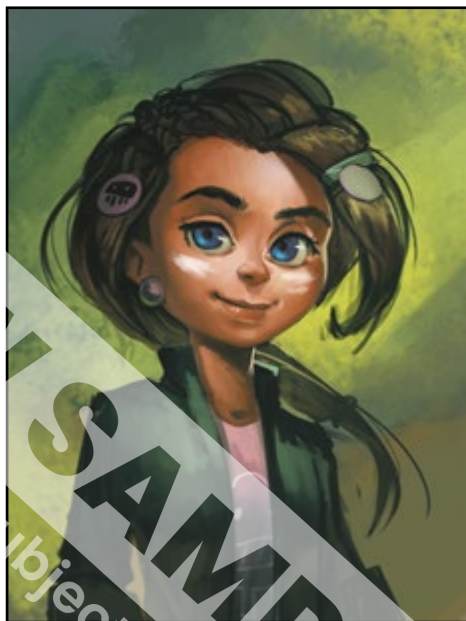




MAX

Meet Max, a young and audacious scavenger. Originally, we wanted to have a young character that symbolized hope and innocence while bringing a fun, lighthearted tone to the game.

We soon realized that we also needed to have a human character directly within the game space to represent mankind. This would give players a tangible connection to what they are fighting for, making their mission feel more meaningful.



Generation 1 weapons were among the quickest to conceptualize, as their scrappy, DIY nature made them a perfect playground for creativity. This approach also allowed us to introduce old-fashioned weapons like carbines, muskets, and blunderbusses without them feeling out of place alongside the rest of the arsenal. Their design is often characterized by sharp edges, asymmetrical shapes, and a worn, rusty aesthetic, reinforcing their rough, repurposed look.

