

# Character Development

Main Character  
(Hero)

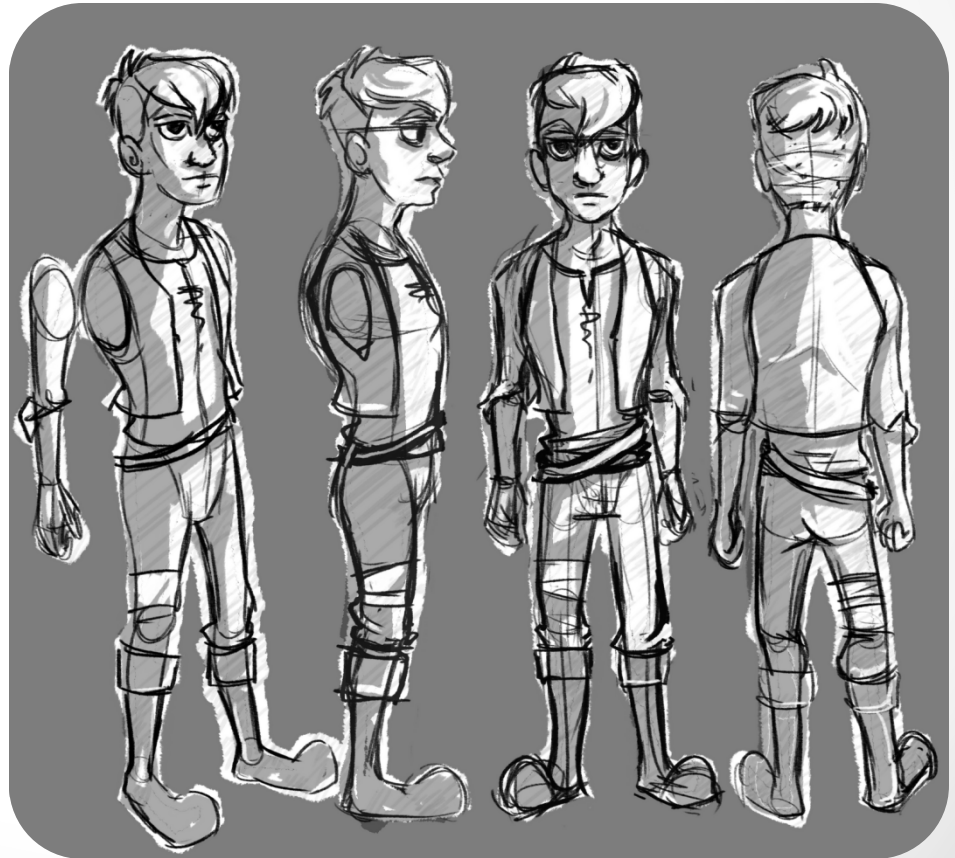
# Name

- Name your character correctly
- Never give your character a name that gives away a story
- Example:
  - Luke Skywalker
  - Luke Skykiller



# Appearance

- Hair/skin/eye color
- Ethnicity
- Height/weight



# Clothing, Armor & Gear

- Style
- Color
- Texture
- Types of armor
- Types of gear



# Vehicles

- Will your character have a vehicle or an additional way to get around?



# Home Base

- Where does your character go to:
  - Buy supplies?
  - Recharge?
  - Sleep?
  - Save?



# Three Personality Traits of the Character

- What are three personality traits that you would use to describe your main character (hero)?
- Examples:
  - Mario: courageous, bouncy, happy
  - Sonic: fast, cool, edgy



# Going Above and Beyond

- Create a secondary character or an enemy:
  - Name
  - Appearance
  - Clothing/Gear/Armor
  - Vehicle
  - Home Base
  - Three personality traits
- Create a few costumes for your character:
  - Walking
  - Jumping
  - Running
  - With armor
  - Falling

