Team Bravo

Spring 2025

UNDERHAZER

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NYLA

Final Design

Commentary

Nyla is a girl of few words, she is cool and aloof. Her parents are often too busy to check on her, making her independent on herself. Deep down, she actually hates being alone, but she is so used to being in solitude that it has become her comfort zone.

Sketches

Hand Details

Front/Back

Illustration

Underhazer

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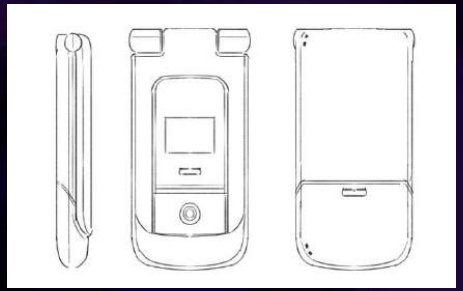
NYLA’S PHONE

Final Design



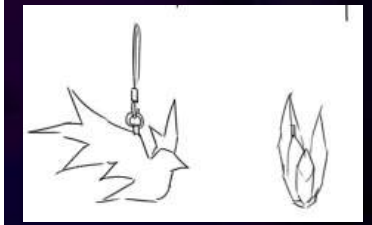
Line art

Closed

Commentary

Nyla’s flip phone is the display for the mini map. Its presence reflects the widespread use of flip phones in the early 2000s. The cool-toned color palette and edgy decorations shows Nyla’s alt fashion sense.

Low-poly



Pendant

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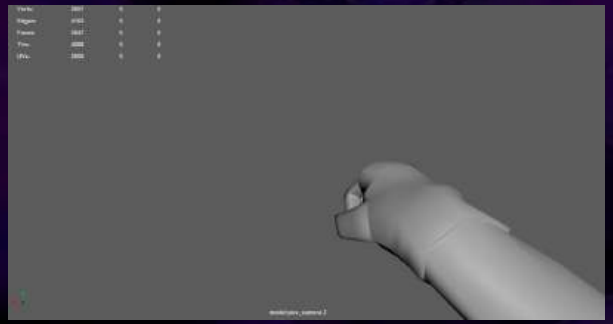
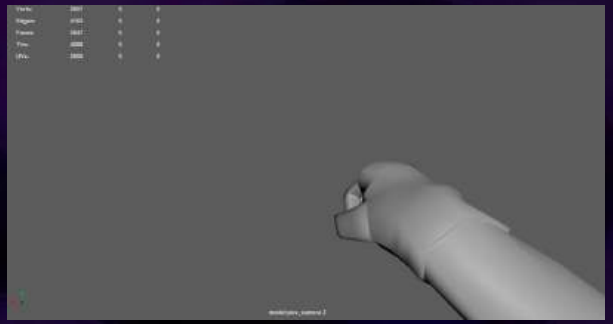
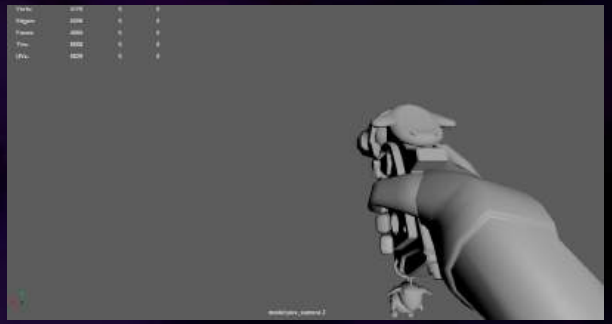
Animations



Fist idle



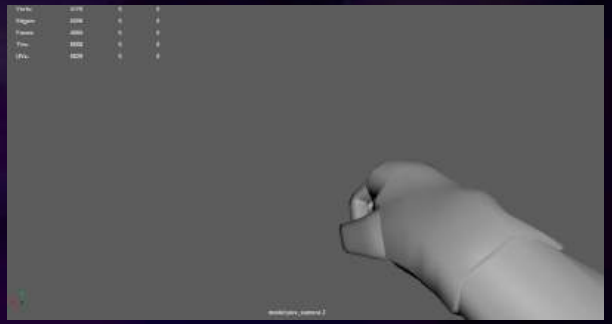
Punch



Swap to fist

Take-out Phone

Remove phone

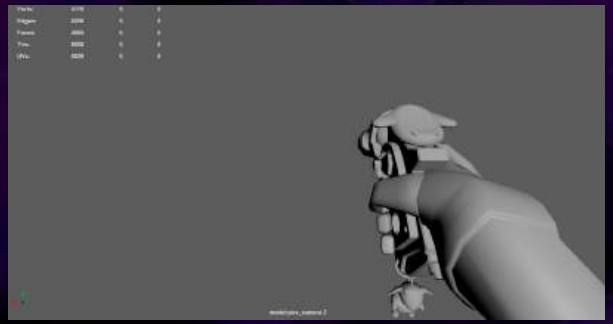


Swap to gun

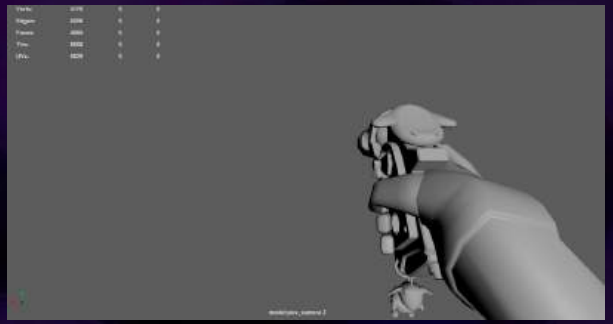
Underhazer

© Team Bravo

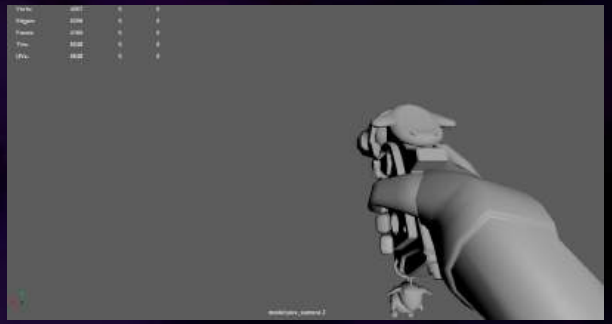
Animations



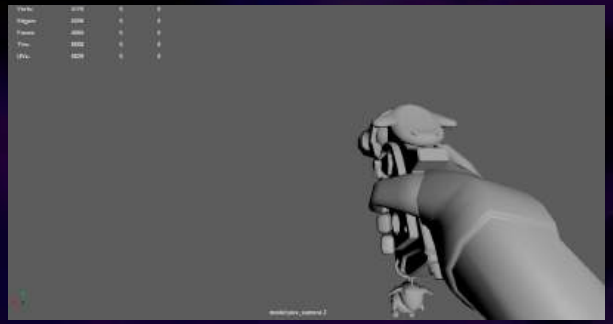
Gun heal



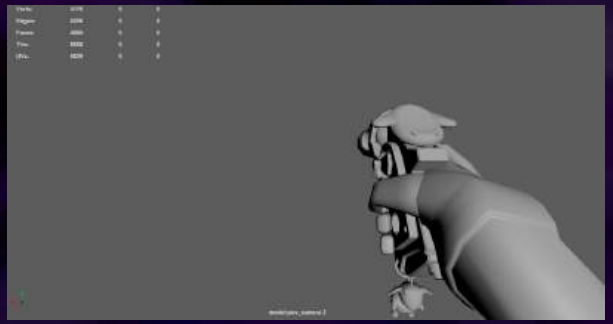
Gun idle



Gun reload



Shoot



Zoom

Underhazer

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WISTY

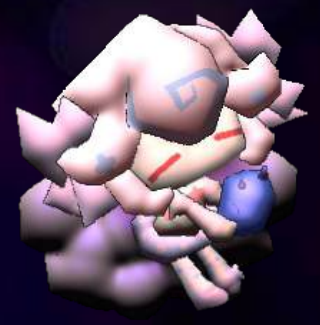
Commentary

Soft, kind, bright-eyed—Wisteria always sees the best in others. Her kindness and sweet demeanor made people think she was naive and an easy target for mockery. Growing up in a relatively wealthy family, she has seemingly the perfect life. At school however, Wisteria is the subject of ridicule after she unintentionally upset a popular girl, Megan.

Wisty's toy

Final Design

Front/back



Illustration

Underhazer

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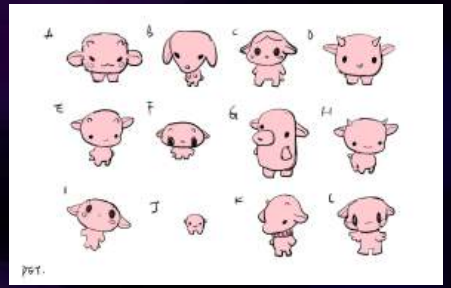
TAMAGOTCHI

Commentary

Uni, the one-horned lamb represents Nyla's impression of Wisty: an innocent soul who died for something she never deserved. Its small, meek appearance reflects the powerlessness Wisty felt when she was bullied.

Final Design



Variation Sketches

Pixel Art

Underhazer

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MEGAN

Final Design

Commentary

Megan is a girl from a wealthy family. Growing up, she always had the privilege of getting whatever she wanted. She is spoiled, vain, and selfish. She uses people as tools or maintain her status or destroys them if they are a threat. In Megan's mind, Wisty is trying to outshine her and steal her popularity by pretending to be nice to others.

Sketches

Color Variations

Underhazer

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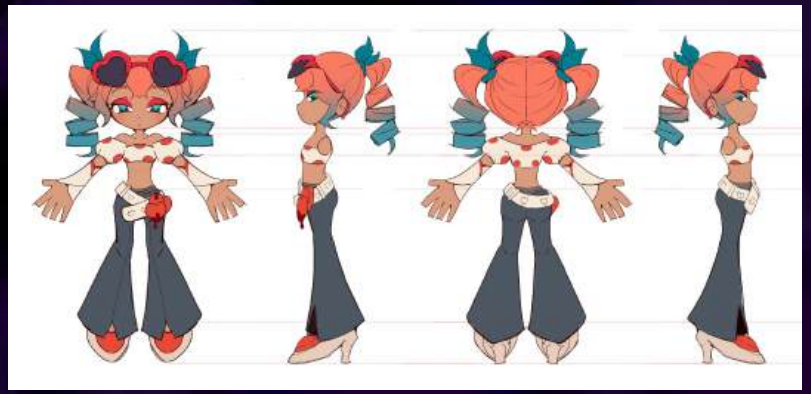
ASHLEE

Final Design

Commentary

Ashlee is Megan's "best friend" and right-hand woman. She pretends to be nice to others only to betray them later. She is bratty, entitled, and melodramatic.

Sketches



Front/Back

Expression Sheet

Underhazer
© Team Bravo

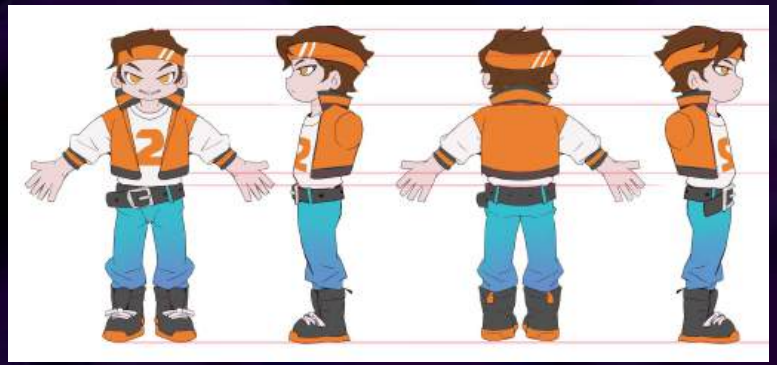
TRISTAN

Final Design

Commentary

Tristan is the captain of the basketball team. He is athletic, arrogant, and loves showing off. He doesn't actually like Megan as a person despite being her boyfriend. He likes what she brings to his status.

Sketches



Front/Back

Expression Sheet

Underhazer

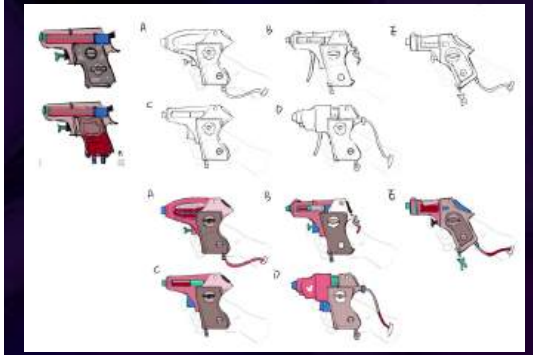
© Team Bravo

PISTOL

Final Design

Commentary

The player's initial weapon. It resembles a toy with its rounded edges and soft pastel colors. Its cute design mirrors the innocent nature of Wisty's soul.



Sketches

Details

Underhazer

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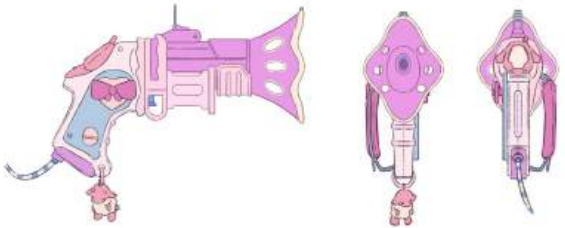
SHOTGUN

Final Design



Tamagotchi Outfit

Details

Commentary

Unlocked after defeating the act I boss, this weapon is reminiscent of a handheld sprinkler. It has a flower-shaped nozzle that shows the wide spread AOE damage it does. Its corresponding accessory for Uni is a bonnet.

Underhazer

© Team Bravo

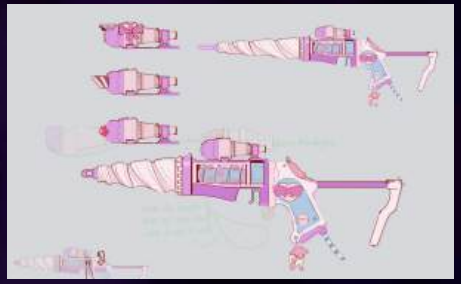
RIFLE

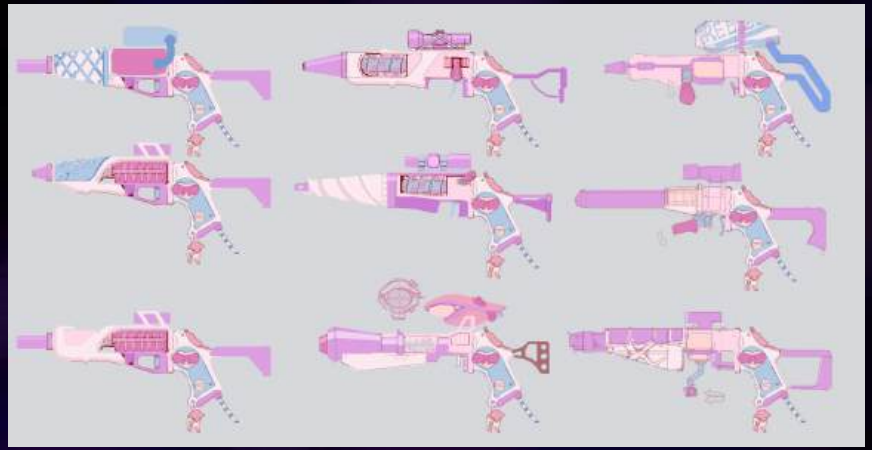
Final Design

Tamagotchi Outfit

Commentary

Unlocked after defeating the act II boss, this weapon resembles soft serve ice cream. Its elongated nozzle allows for precise and powerful shots. Its corresponding accessory for Uni is a melted ice cream cone and visor.





Sketches

Underhazer

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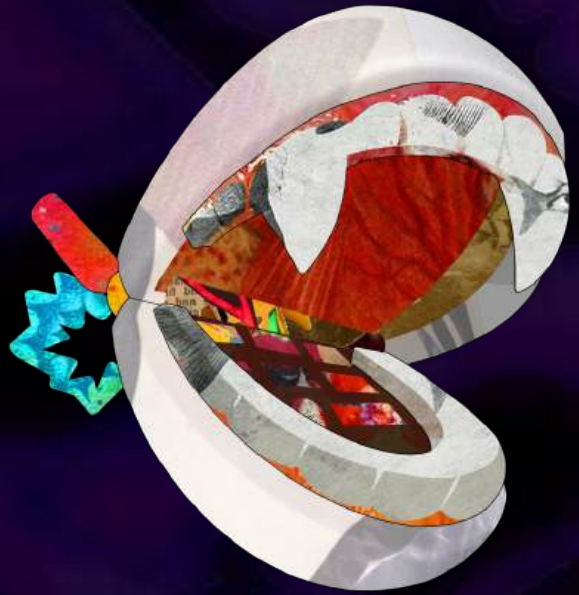
CACKLER

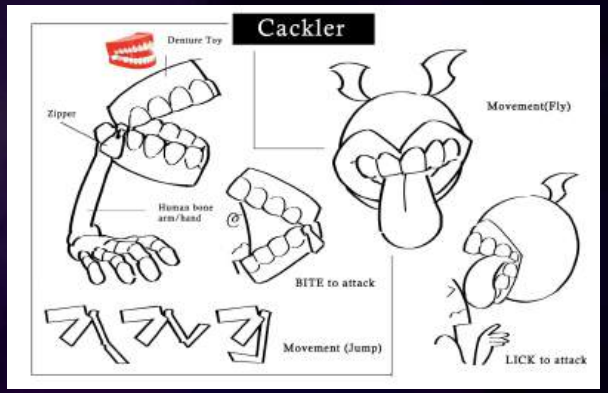


Final Design

Commentary

Cacklers are confrontational and gleeful. They just can't hold back their laughter or mockery. They must let their existence and voice be known to those around them. These monsters crave attention and enjoy attacking those around it. However, once there is any pushback against it, it quickly cowers and disappears.

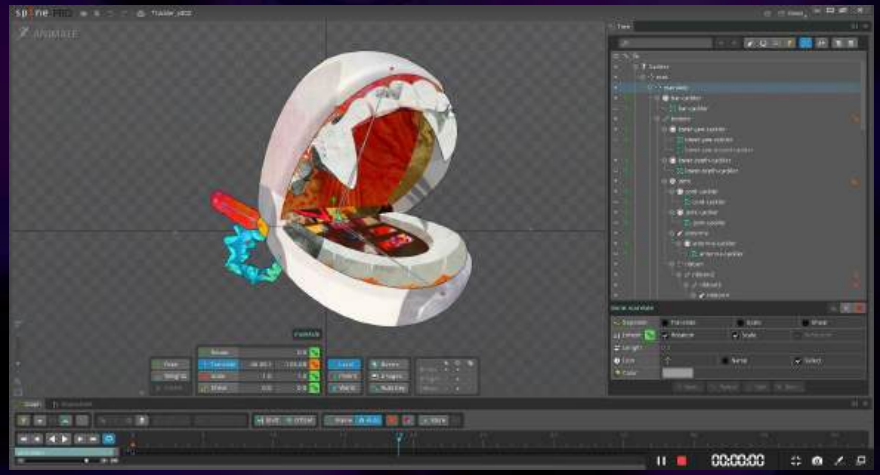
Attack



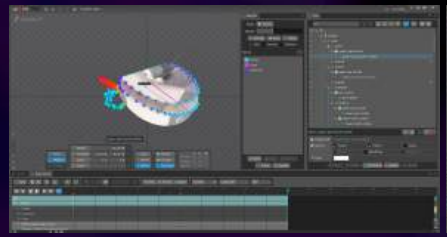
Sketches

Underhazer
© Team Bravo

Animations

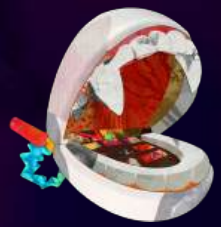


Rig



Attack

Idle



Giggling

Underhazer

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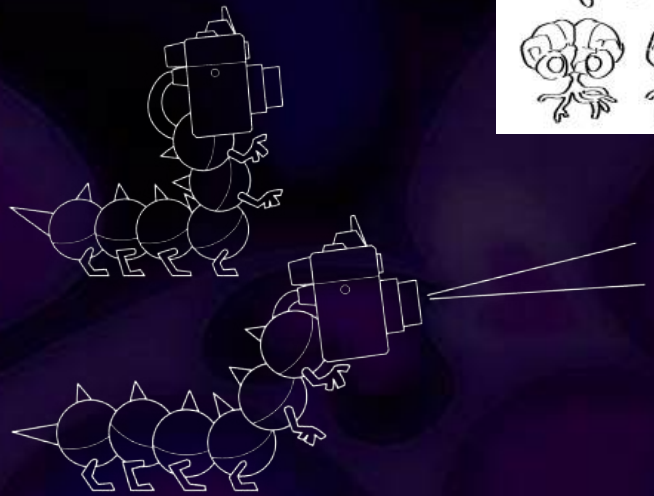
WATCHER

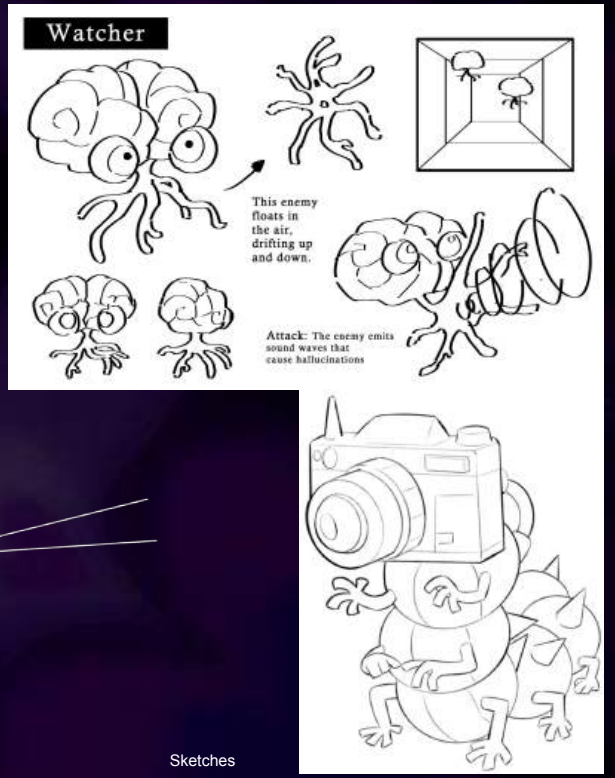
Final Design

Commentary

Watchers are passive and apathetic, only attacking from afar. They are curious and yearn for conflict, unaware that their gaze causes damage.



Attack



Sketches

Underhazer
© Team Bravo

Animations

Rig

Scan

Walk

Attack

Underhazer

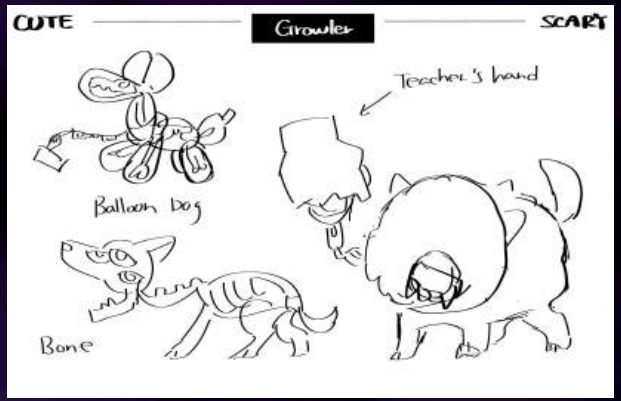
© Team Bravo

GROWLER

Final Design

Commentary

Growlers yearn for power and approval. They believe gaining the trust of the authority is the most important. They were granted their special ability from the Arbitor for their groveling and obsequious flattery.



Sketches

Attack

Underhazer
© Team Bravo

Animations

Rig

Attack

Idle

Walk

Underhazer

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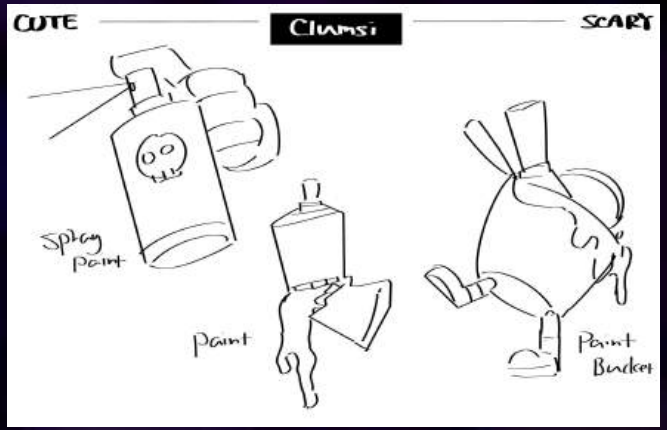
CLUMSI

Final Design

Commentary

Clumsi are neurotic creatures that are terrified of their surroundings. They are constantly tripping over their own feet, a real nervous-wreck that spills themselves all over the floor.



Sketches

Attack

Underhazer
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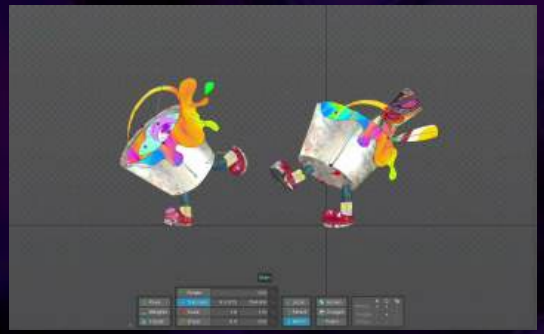
Animations



Rig

Walk

Attack

Underhazer

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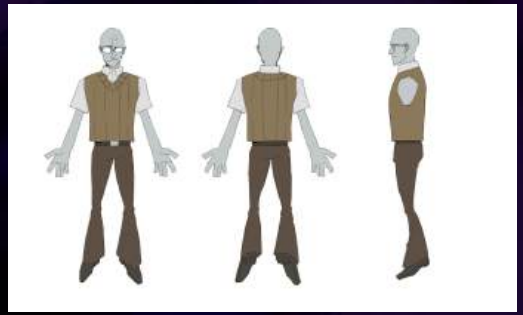
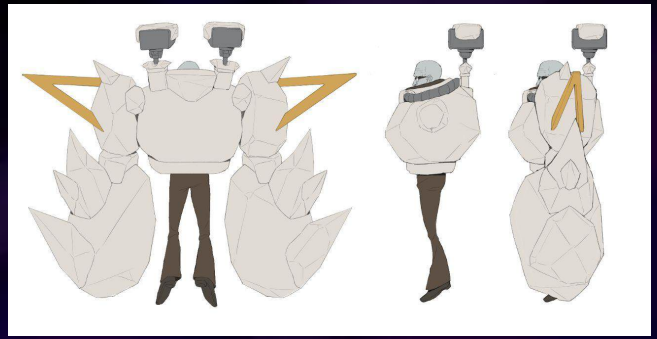
THE ARBITOR

Final Design



Character



Back/Side

Commentary

The Arbitor is the boss of Act I. He believes in extreme authority and that all must follow the rules. The terrain yields to his will and all must be careful around him unless they wish to be crushed.

Sketches

Underhazer

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OTHERS

@Aileen Geng, Reese Chen

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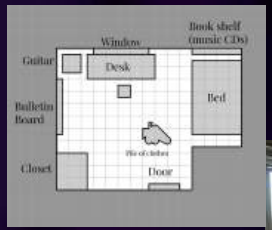
NYLA'S BEDROOM

Final Design

Commentary

Nyla's room is messy, a reflection of her chaotic life due to her rocky relationship with her parents and the death of her best friend.



Sketches

Underhazer
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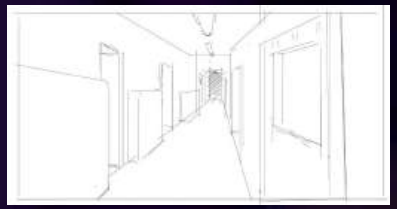
HALLWAY

Final Design

Commentary

Glitchy visual effects distort the environment. Mysterious liquid seeps from the walls, and strange, unsettling decorations add to the surreal and otherworldly atmosphere.



Sketches

Underhazer

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CLASSROOM

Final Design

Commentary

The space expresses an overarching sense of eeriness and disconnection from reality. Bright, unusual color gradients clash with dark, looming shadows.

Sketches

Underhazer

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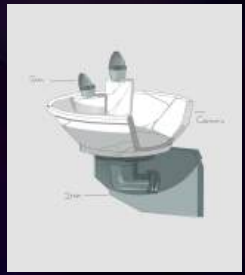
BATHROOM

Final Design

Commentary

The bathroom is a small area that has a mirror with a magical glow that allows players to view the Memory Fragments they have collected so far.

Sketches



Details

Underhazer

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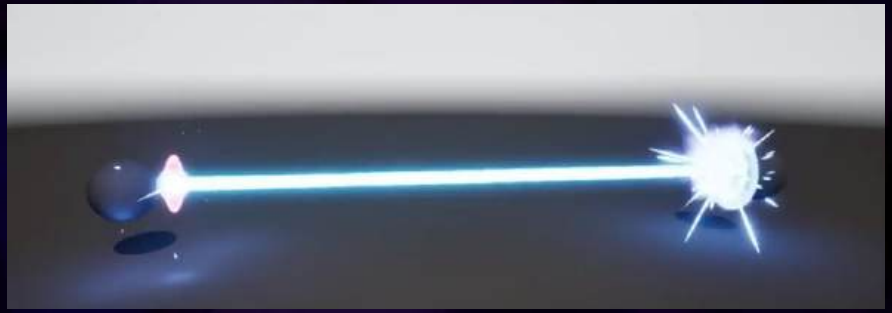
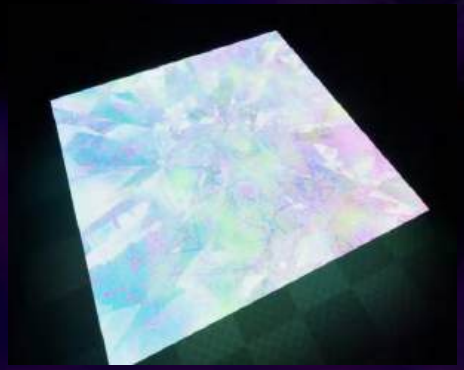
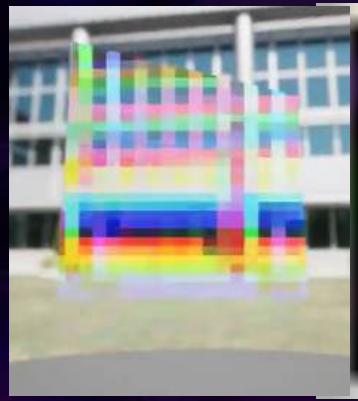
VFX







Underhazer
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Our Team

Game Design

Charlotte Guo (Producer), Jacqueline Cao (Narrative), Fox Miao (Technique), Rance He (Technique), Evelyn Fan (Level).

UI/UX

Galina Zhu (UI and HUD), Giusti Yang (UX and Graphic), Monica Zhao (UI).

Animation

Freya Zhao (Spine Animation), Kevin Guan (3D Modeling and Animation), Bea Qian (Cutscene).

Concept Art

Ruby Wang (Props), Roxy Yang (Characters), Ingrid Huang (Environment), Aileen Geng (Ordinary Enemies), Reese Chen (Bosses), Shanti Cao (Minor Characters), Feiyang Chen (Props), Issa Zhang (Pixel Art).

VFX

Kanderea Zhou (VFX and Material), Laraine Li (VFX and UI Animation).

Special Thanks

Yolanda Cen (Modeling), Chao Hu (VFX Assistance), Yifeng Yang (Poster Illustration).

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