

Digi-Dodgy®:

In-game artwork detailed list

1. Information artwork:

- Arrows: (Left & right) select = light blue (inner arrow), outer metal (selected).
- X button (green) on controller (isometric).
- Square button (pink) on controller (isometric).
- Triangle button (yellow) on controller (isometric).
- Circle button (red) on controller (isometric).
- X skip button (metal look), fills up green as the player holds it to skip the cutscene.

2. Controller and keyboard schematics:

- Controller artwork highlighting the analogue stick for movement and the 4 buttons (X, O, square, triangle). Also indication for the (R2) button for the DigiBlast.
- Metal-looking isometric keyboard schematic: (up, down, left, right) buttons for movement and the space bar for DigiBlast.

3. Main menu:

- Same artwork as the original but a landscape version to fit the menu screen.

4. Player UI info (will also be on chapter select scene):

- New (lives count) artwork.
- New (points to next life) artwork.

5. Level select scene:

- Unlocked level square (light blue). White text on it.
- Selected level outer square (metal look).
- Locked level square (metal look).

6. Options > Music & SFX configuration (screen):

- All configuration bars (metal rectangles). Isometric.

7. Game over (scene):

- Digi with an error screen for a face on the floor.

8. DigiBlast UI:

- White target isometric artwork on a red background.

9. DigiShield UI:

- White shield isometric artwork on a light blue background.