

# BLACK SNAILION

air blaik

Gray

graywhite

gray

yellowish

black

Animals

- Tiger
- Lion
- Snail
- black widow





AHOC

CRAB  
SPIDER



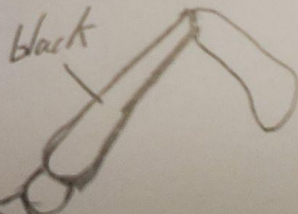
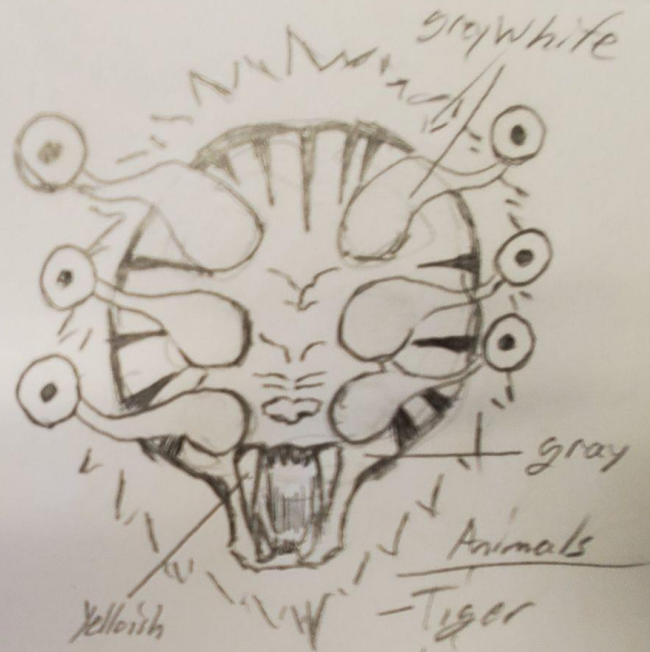
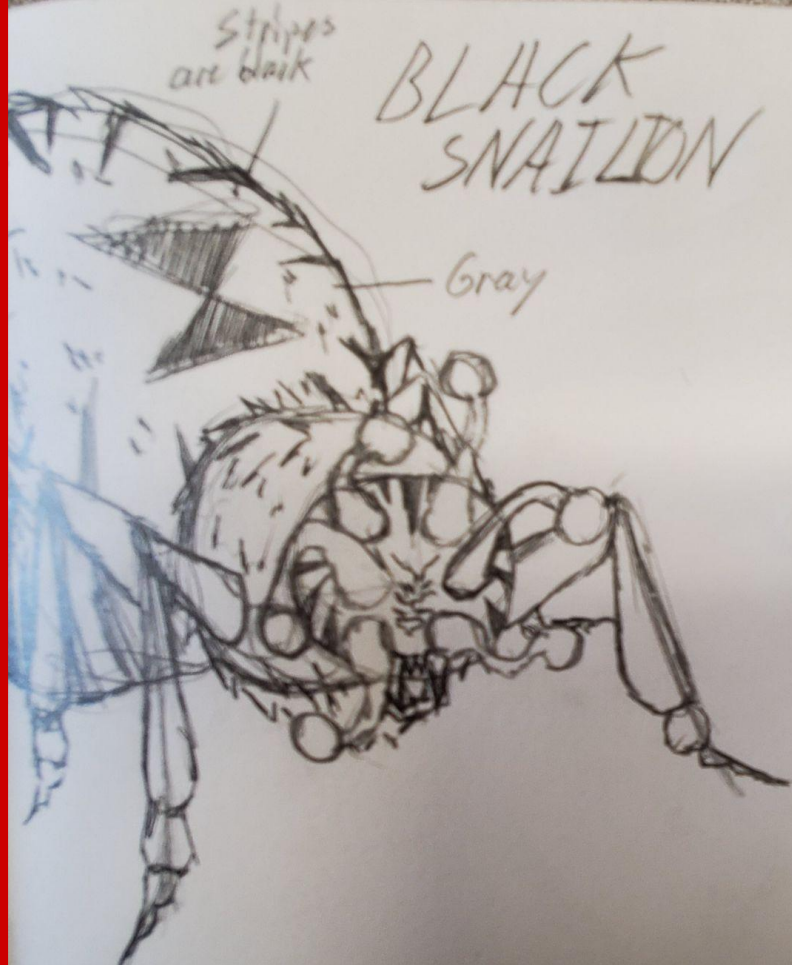
Bottom  
Beige

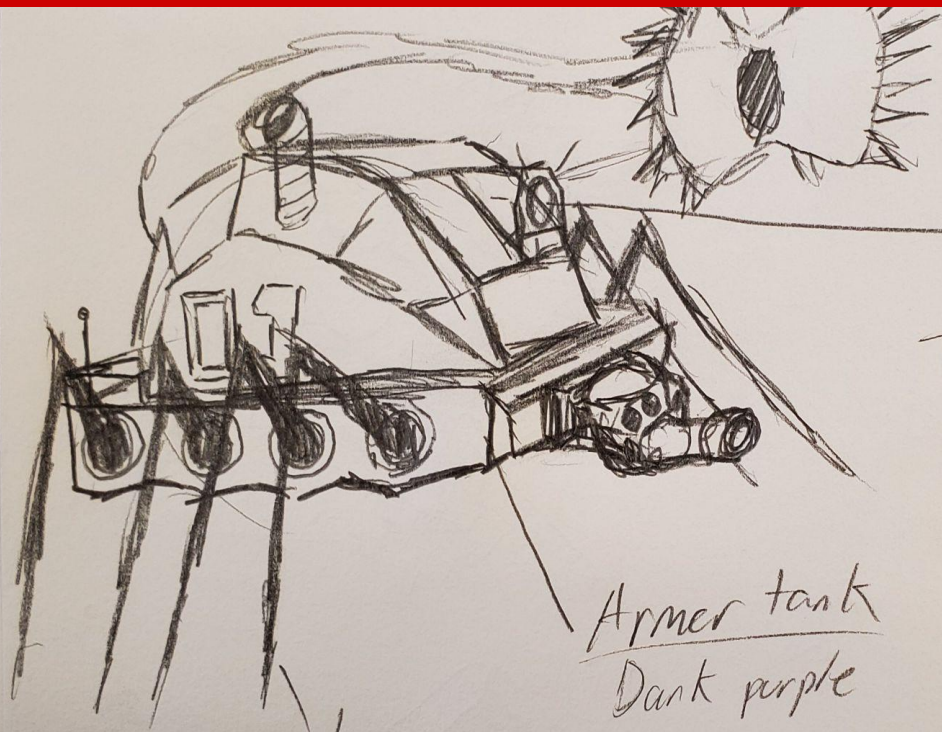
Burgundy red



- CRAB  
- SPIDER  
- Eyes

# BLACK SNAILION





← Tan  
green

Light

TYPES-001

Animals

- Spider
- Tank
- Venus Fly Trap

Armor tank  
Dark purple

Legs  
Green

... ..





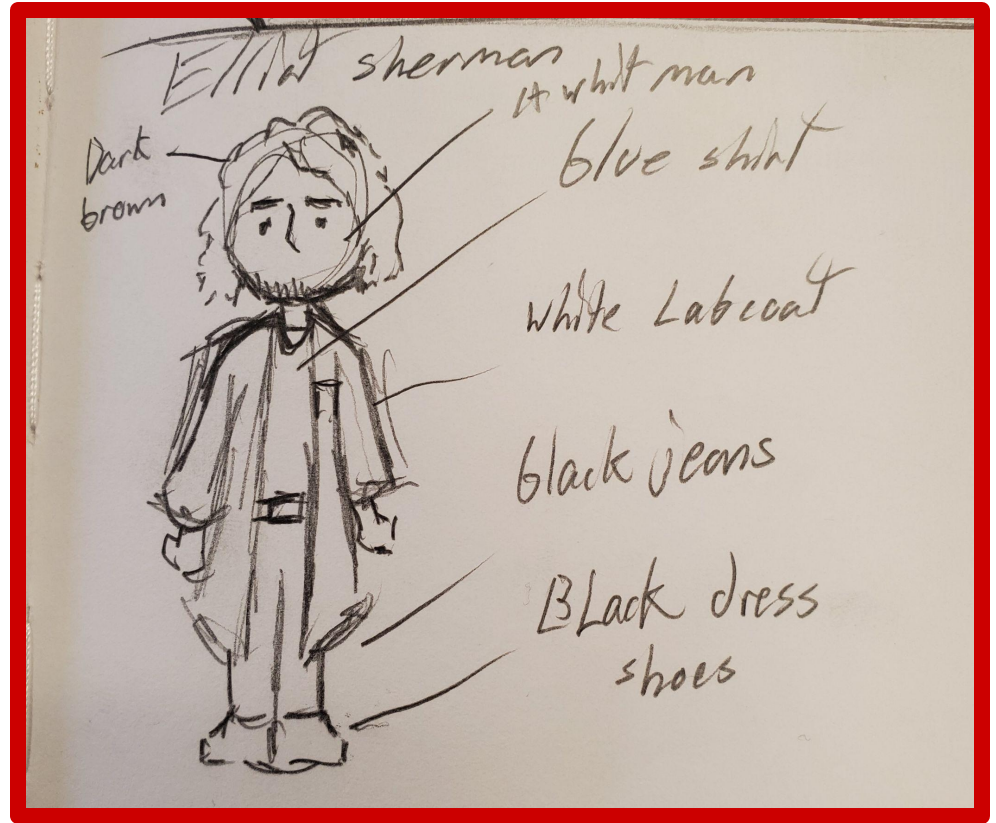
**IC30LATION**







**ELLIOT SHERMAN**, short, but well built, strong nose, boyish face, long hair. Friendly, worldly and experienced, but not hardened. The son of a military man, he grew up a survivor, and a fighter. He was initially brought in on the project as a guide into the arctic, as he was an experienced traveler in harsh environments. He stayed on temporarily to run security as he had experience with that too. He briefly returned home to his family.



*Brayden- Programmer*

*Anthony- Pixel Artist*

*Adrian- Character  
Concept Art*

*Ethan- Scriptwriter and Story*

*Allan- Environmental  
Concept Art*

*Noah- Marketing & Level  
Designer*

## *Symbiosis* in Ic3olation:

Symbiosis is central to both the game and the narrative there of, as the player controls both Elliot Sherman, who cannot fend off the mutated animals, and the Robot who can. Elliot needs the Robot, but the Robot also needs Sherman, whenever it runs out of power, he must get it a power cell to recharge, sometimes when it is completely immobile. The two must work together to survive and escape.