**2D Game Character Design**

Imagine, what would have happened to our sweet memories playing video games like Max Payne, Assassin’s Creed, Uncharted and Metal Gear Solid series if the protagonists of these games weren’t designed as masterfully as believed in their existence?

What would have happened if these characters were designed by amateur designers and at the end of the day, all the remaining concept in our mind of them was nothing but average people fading away from our remembrance!?

There are a lot of great examples and icons (character-wise) in video games that we could talk about them for hours. It doesn’t matter if those games have person-centered or nonperson-centered (gun, vehicle-centered and so on) character design, wherever the characters were designed rich, the game had something to say, and that is what we do at Pixune.