

# Game Character Design Review Checklist

## Concept & Backstory

- ☐ Is the character concept unique and memorable?
- ☐ Is the backstory clear and coherent?
- ☐ Does the character have clear motivations and goals?

## Visual Design

- ☐ Is the character silhouette distinct?
- ☐ Is the color scheme appropriate and consistent?
- ☐ Is the costume design relevant to character and setting?
- ☐ Is the design readable in different contexts/sizes?

## Animation & Expressiveness

- ☐ Does the character support a full range of motions?
- ☐ Can facial expressions be conveyed clearly?
- ☐ Are poses and emotions distinct and recognizable?

## Technical Considerations

- ☐ Is the polygon/asset count suitable for the target platform?
- ☐ Is the character rigged and skinned as required?
- ☐ Are all technical constraints and guidelines followed?

## Final Review

- ☐ Is the character consistent with the overall game style?
- ☐ Has feedback from previous reviews been incorporated?

