

# THE MAKING & ART OF TAKE ARMS

A MULTIPLAYER EVOLUTION OF THE CLASSIC CONSOLE PLATFORMER

 DISCORD GAMES

AND

IG CREATIVE INDIVIDUAL GROUP

---

[WWW.DISCORDGAMES.COM](http://WWW.DISCORDGAMES.COM)



# TABLE OF CONTENTS

3 INTRODUCTION

4-8 CHARACTERS

9-12 LEVELS

13-14 EXTRAS

## INTRODUCTION >>

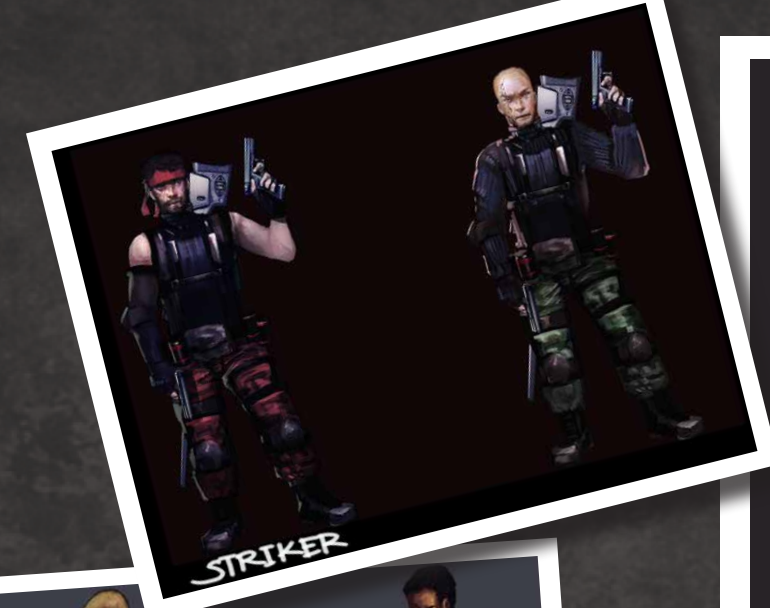
**The development PROCESS OF Take Arms** was a long and arduous one. Not only was it our first large project (48 Chambers was our only “completed” game at that time), but it was also leaps and bounds beyond anything else we had attempted before - both technically and in content. When we first started development in late 2009, we figured it would be a short 6 month project with passing visuals that would sell a few hundred copies. We never anticipated that it would take nearly 2 years to complete, have some of the finest 2D visuals we could imagine, and go on to sell 20,000 copies.

For the first 6 months of development, we used Programmer Tim Dodd’s artwork and assorted texture packs as placeholders. We eventually decided we needed something more professional and consistent, so we brought in Zsolt Derka over the summer of 2010 to help tackle the concepts for characters and environments. Unfortunately, Tim and I were both hitting burnout and incredibly busy with our full-time jobs, so development was abruptly halted for several months. Later in the year, we decided to give it one more shot and got development rolling again. Ramon “Erek” Rabang of studioDERKA quickly answered our ad after seeing some work-in-progress screenshots of the game. He worked on the characters, environments, and logos for several months, but found it difficult to continue due to prolonged illness in early 2011.

The spring brought us new hope as the game finally began to take shape. We once again posted ads on art forums looking for someone that would help us see the game through to completion. We were contacted by Jianran Pan of Creative IG in late March 2011, and after seeing the results of an art test we were sold. Over a 4 month period from April to July 2011, Jianran worked furiously re-imagining the characters, giving life to the environments, and producing the final game assets you see today. Thanks to hard work and persistence, Take Arms became something more fun and beautiful than we could have ever imagined!

- JAMES PETRUZZI

# CHARACTERS >>



DESTROYER A



DESTROYER B



GRUNT

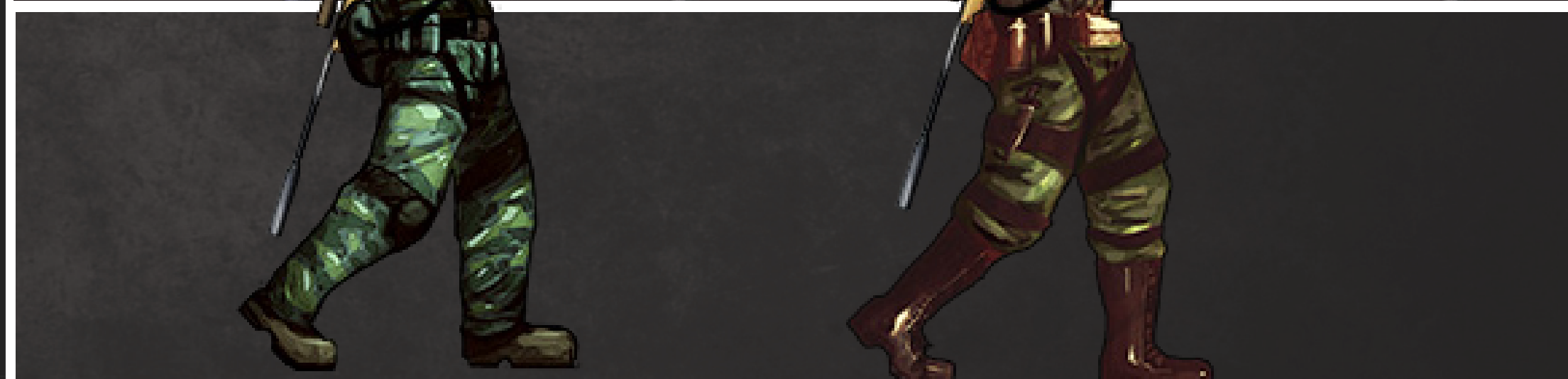
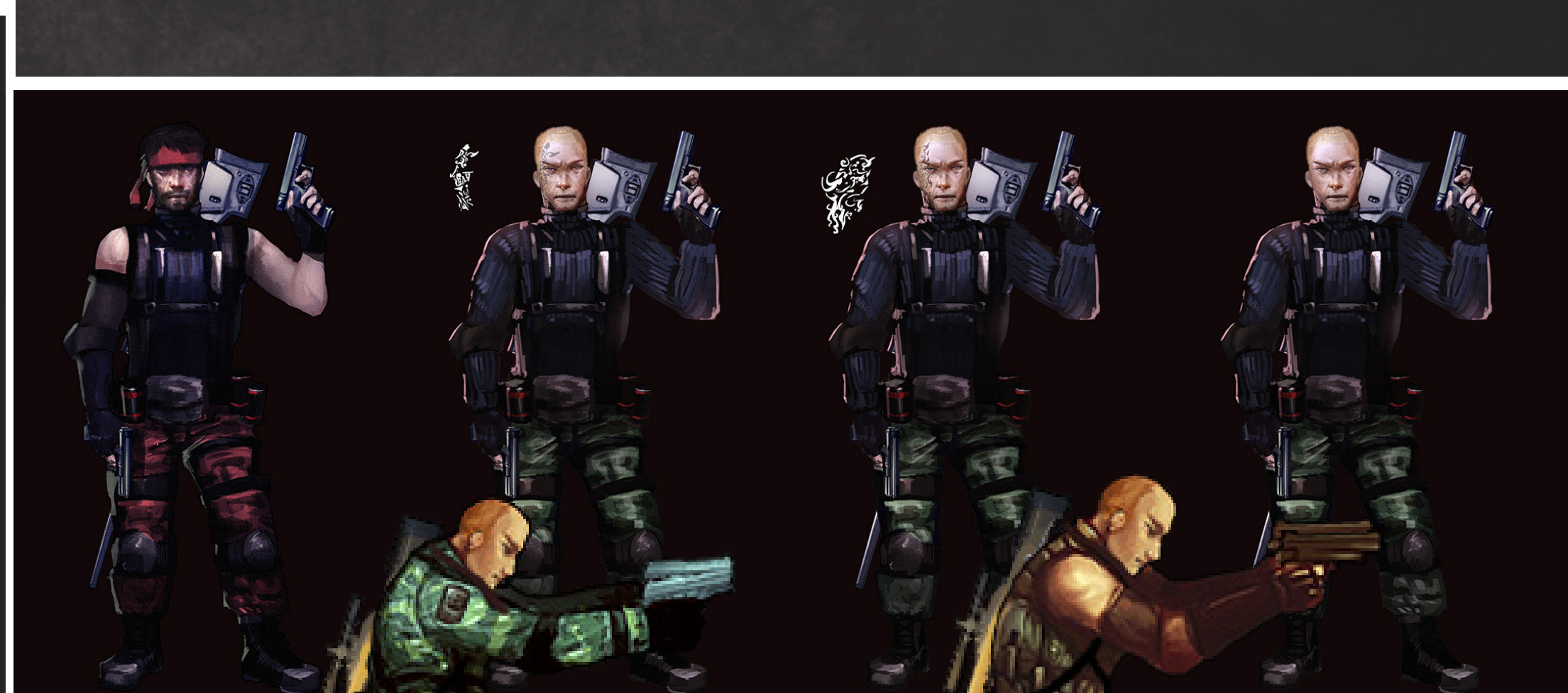


STRIKER



GRUNT  
RED







DESTROYER GREEN TEAM



DESTROYER RED TEAM



CREATIVE  
INDIVIDUAL GROUP IG

GRUNT GREEN TEAM



GRUNT RED TEAM



CREATIVE  
INDIVIDUAL GROUP IG

STRIKER GREEN TEAM



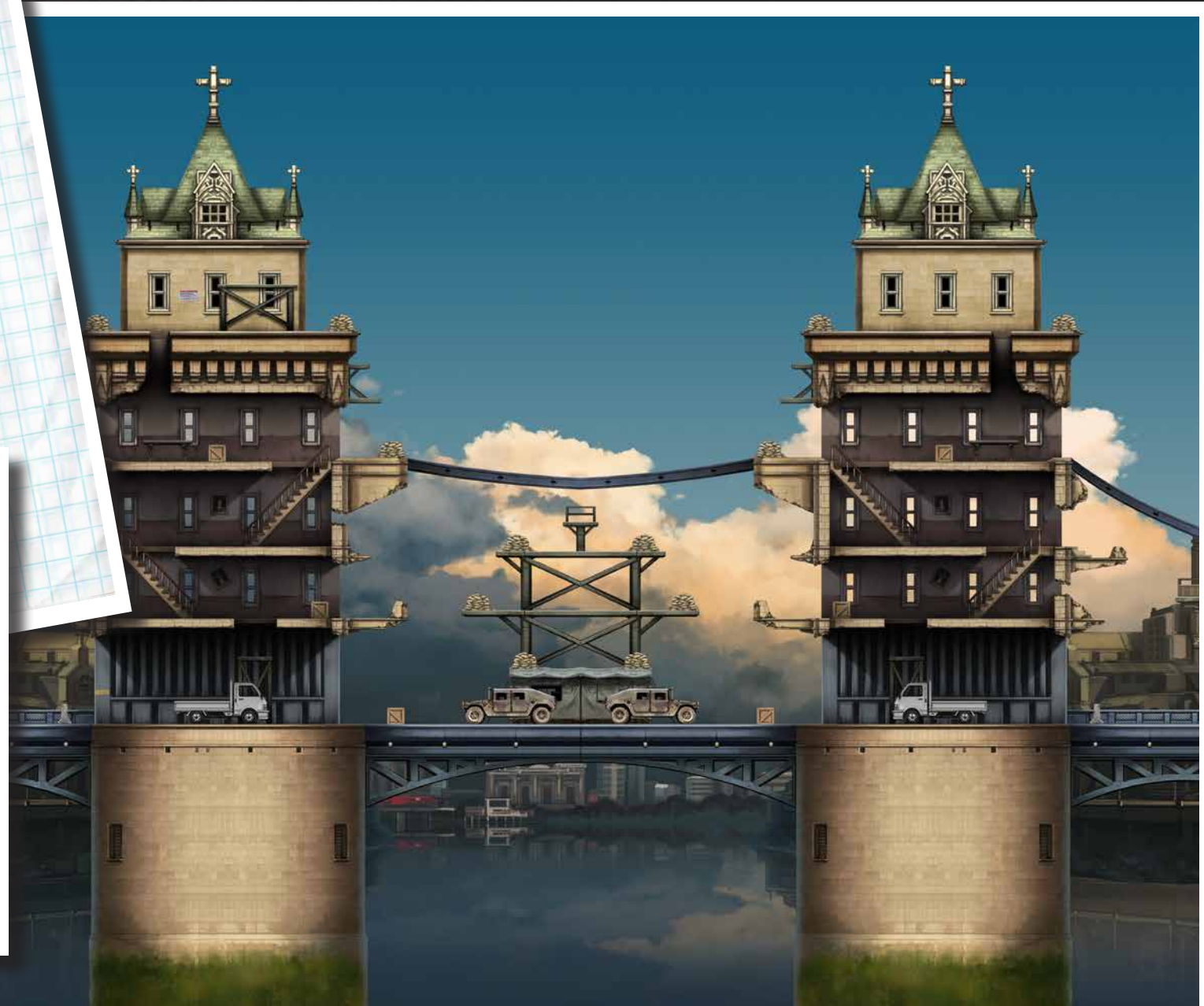
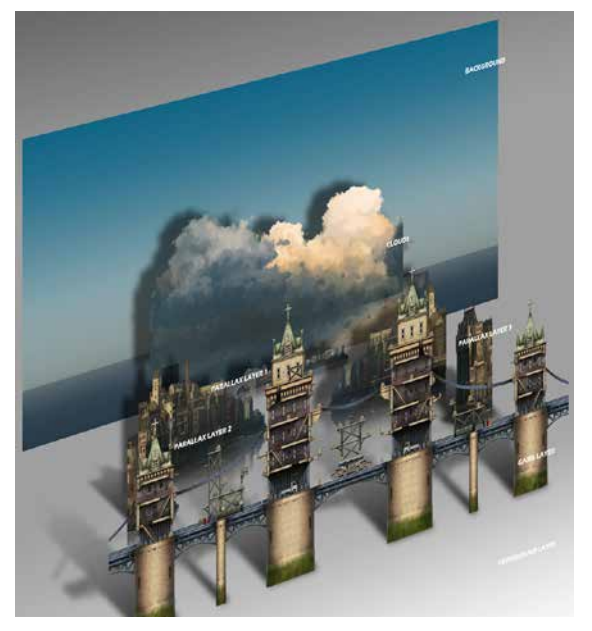
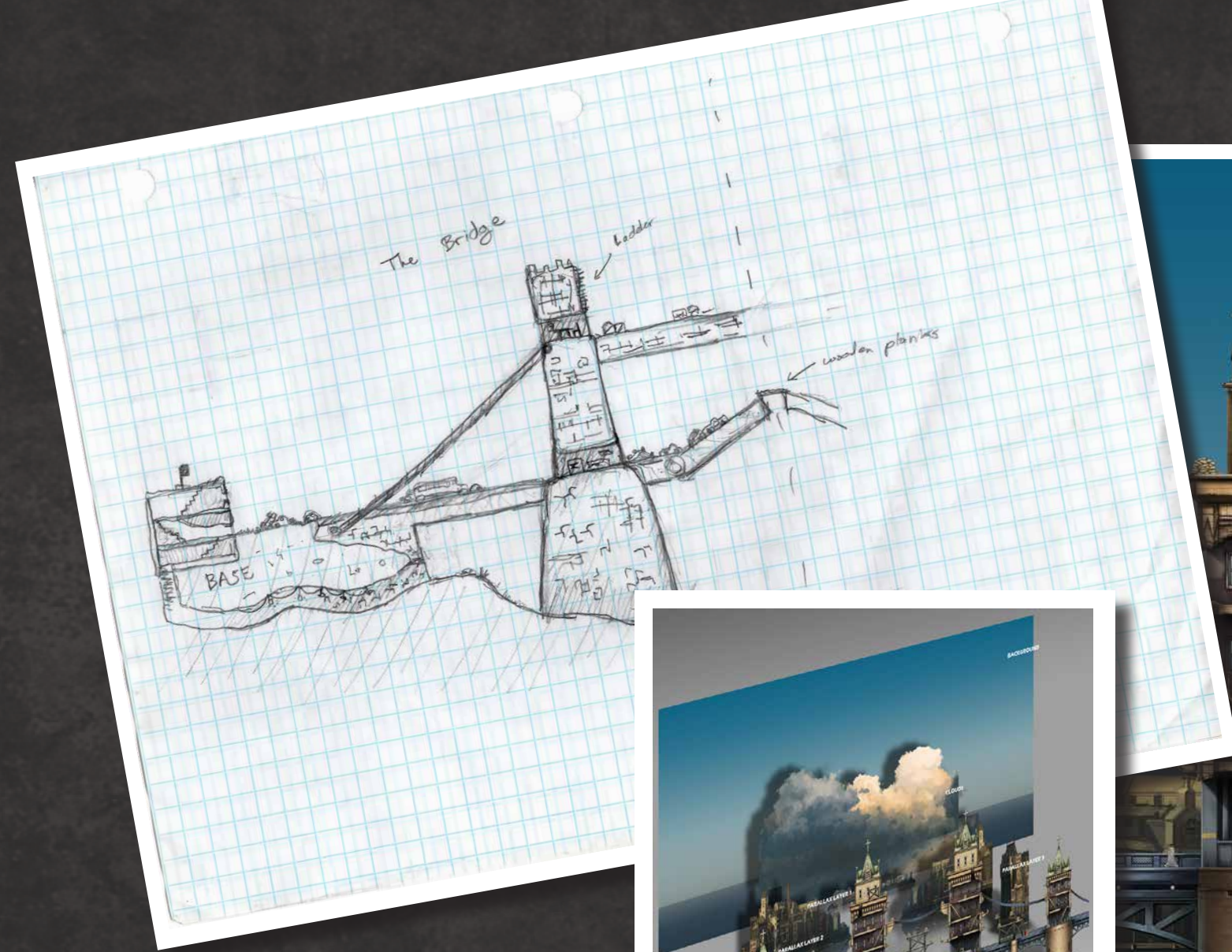
STRIKER RED TEAM

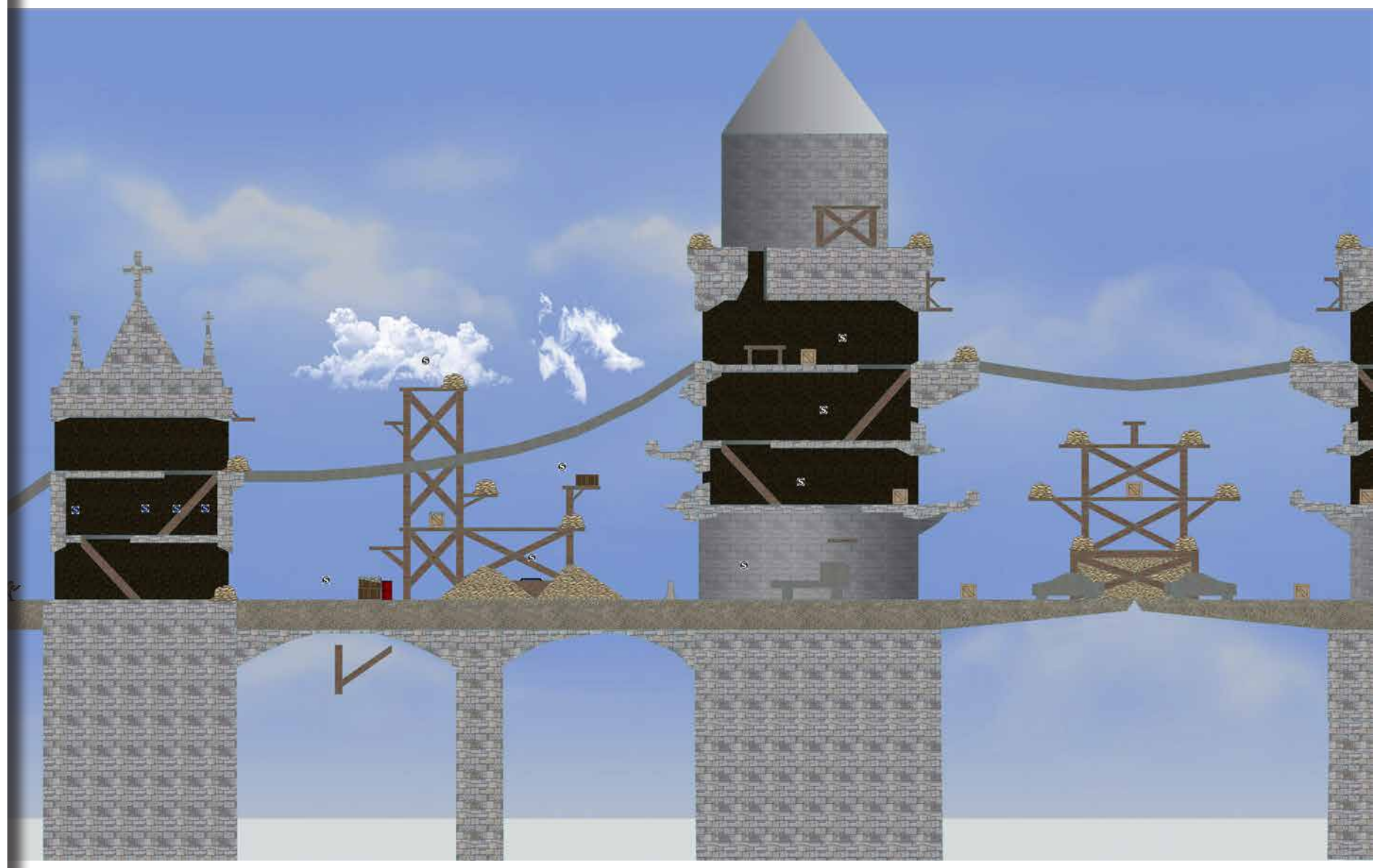
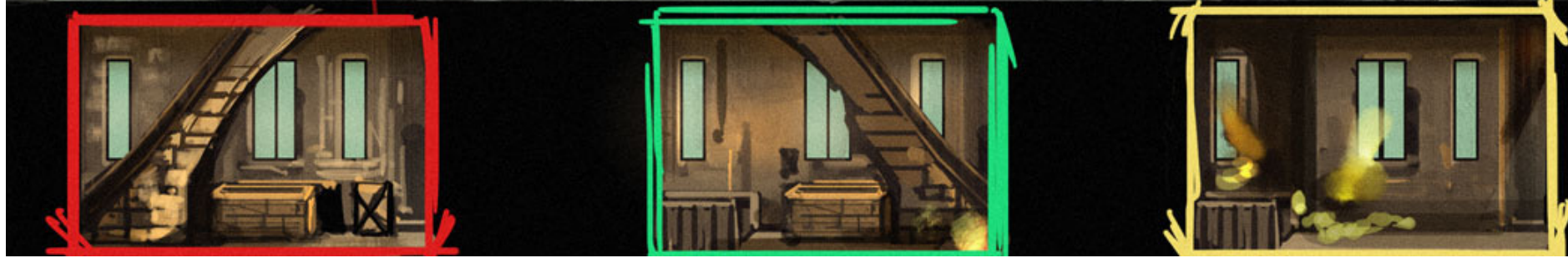


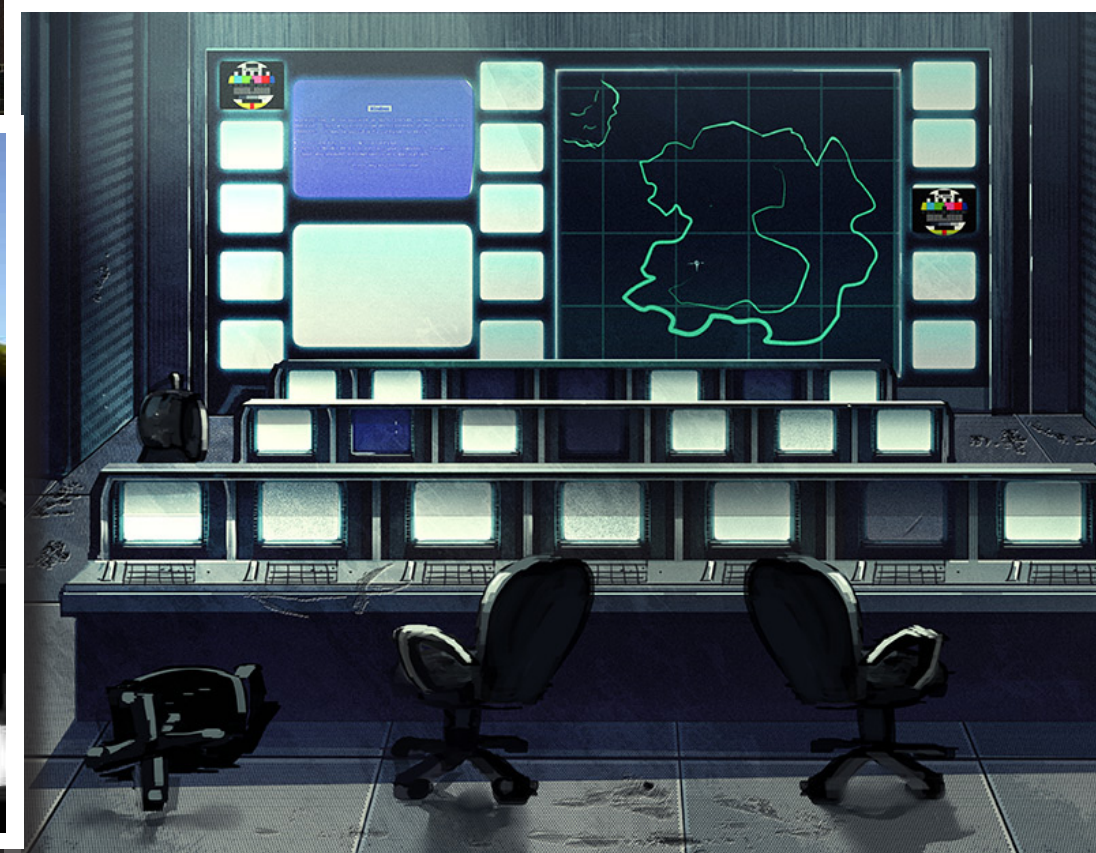
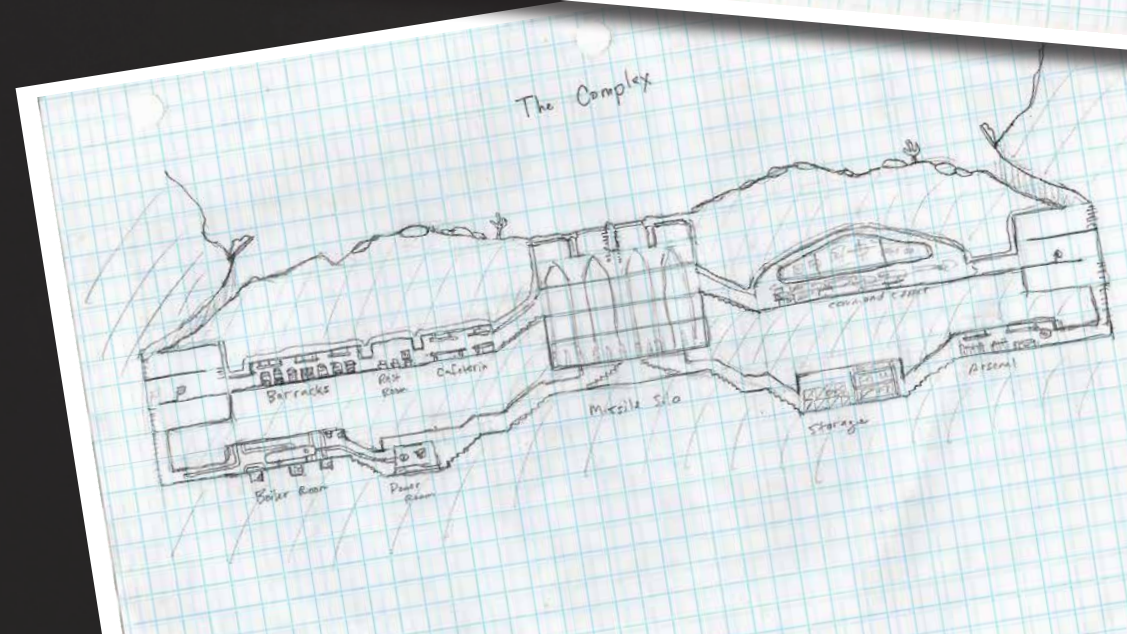
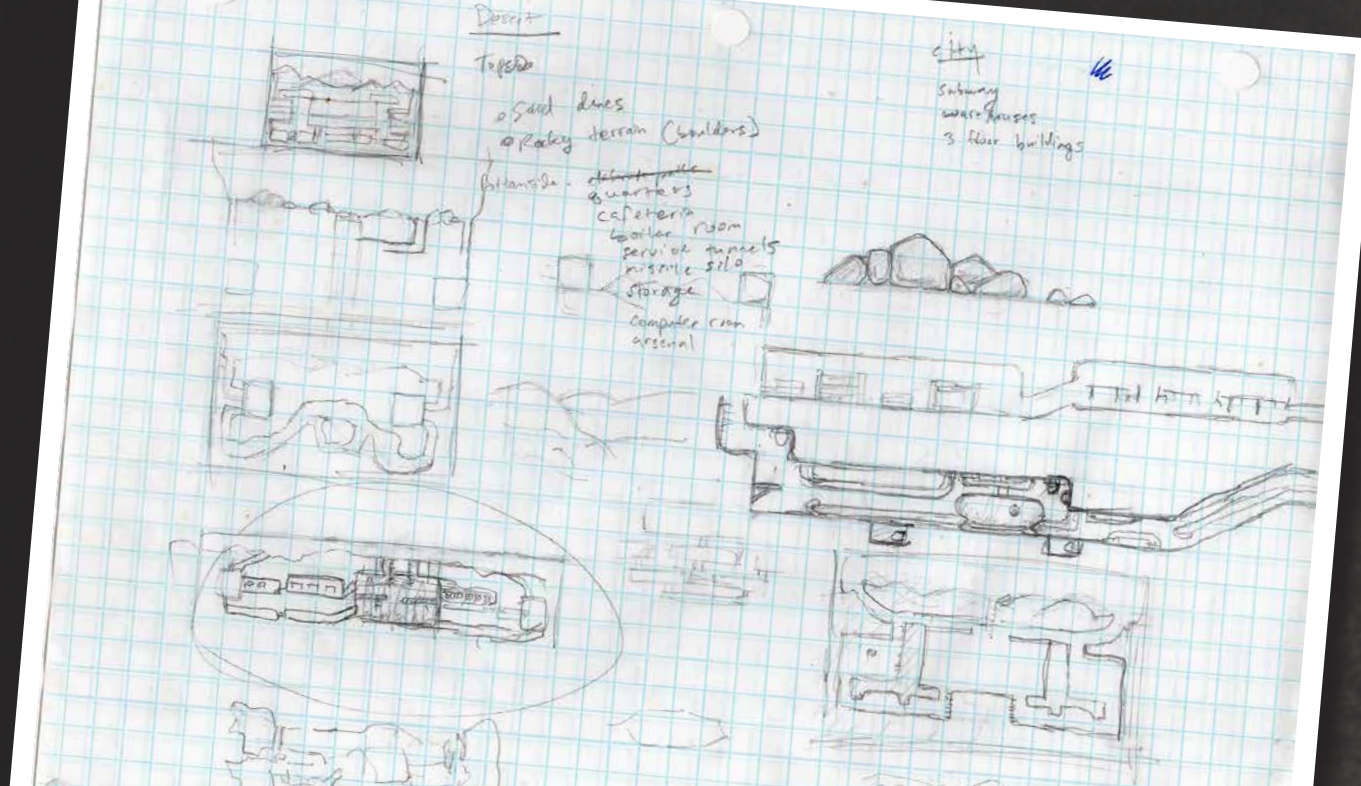
CREATIVE  
INDIVIDUAL GROUP IG

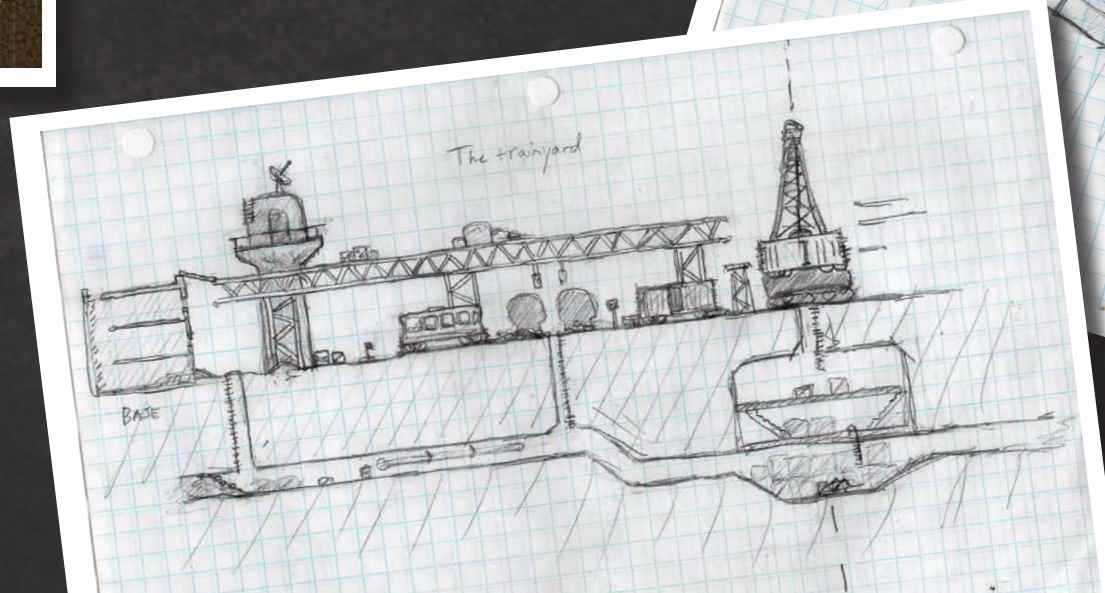
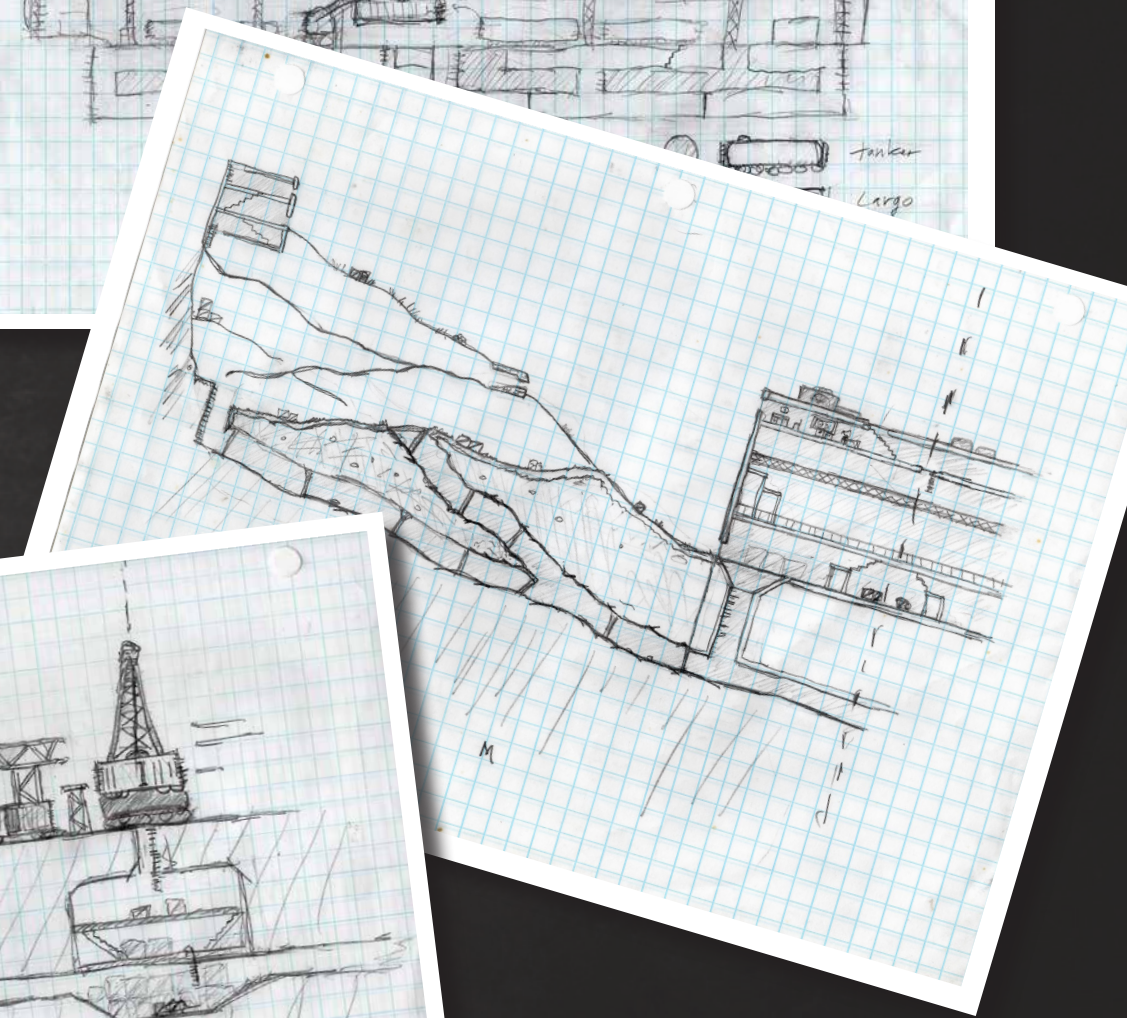
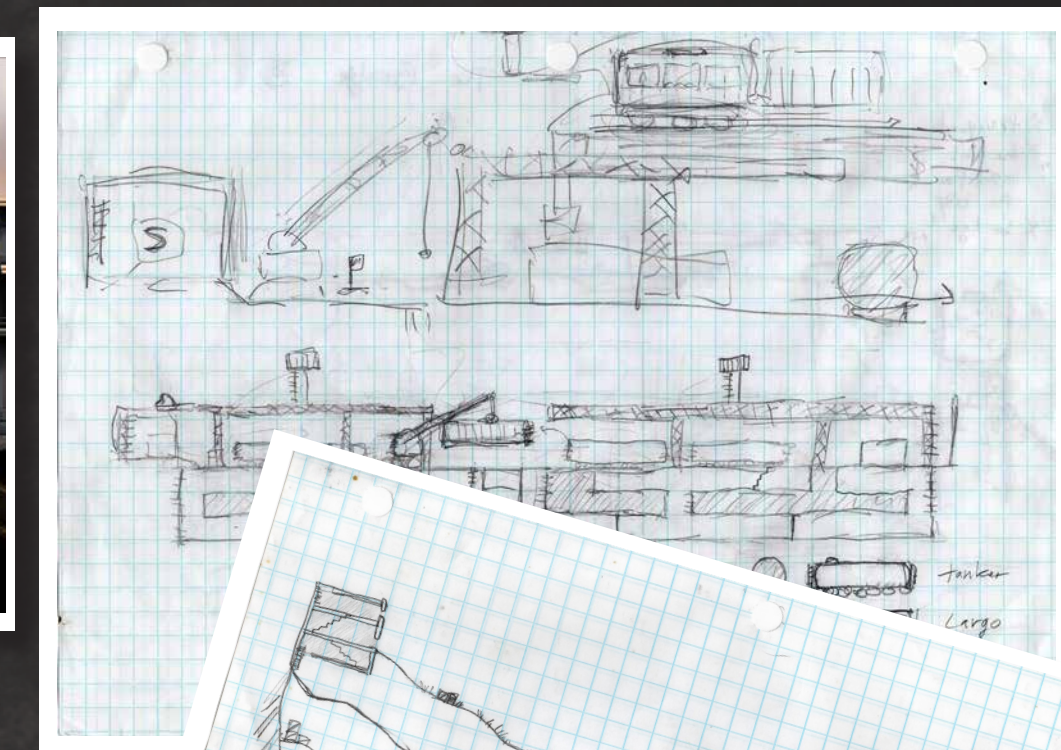
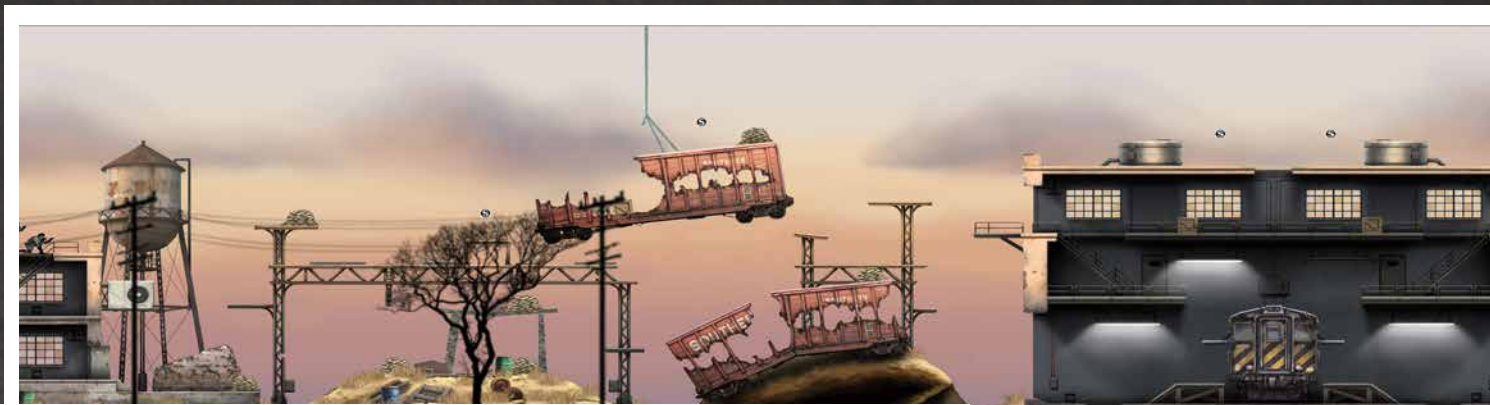
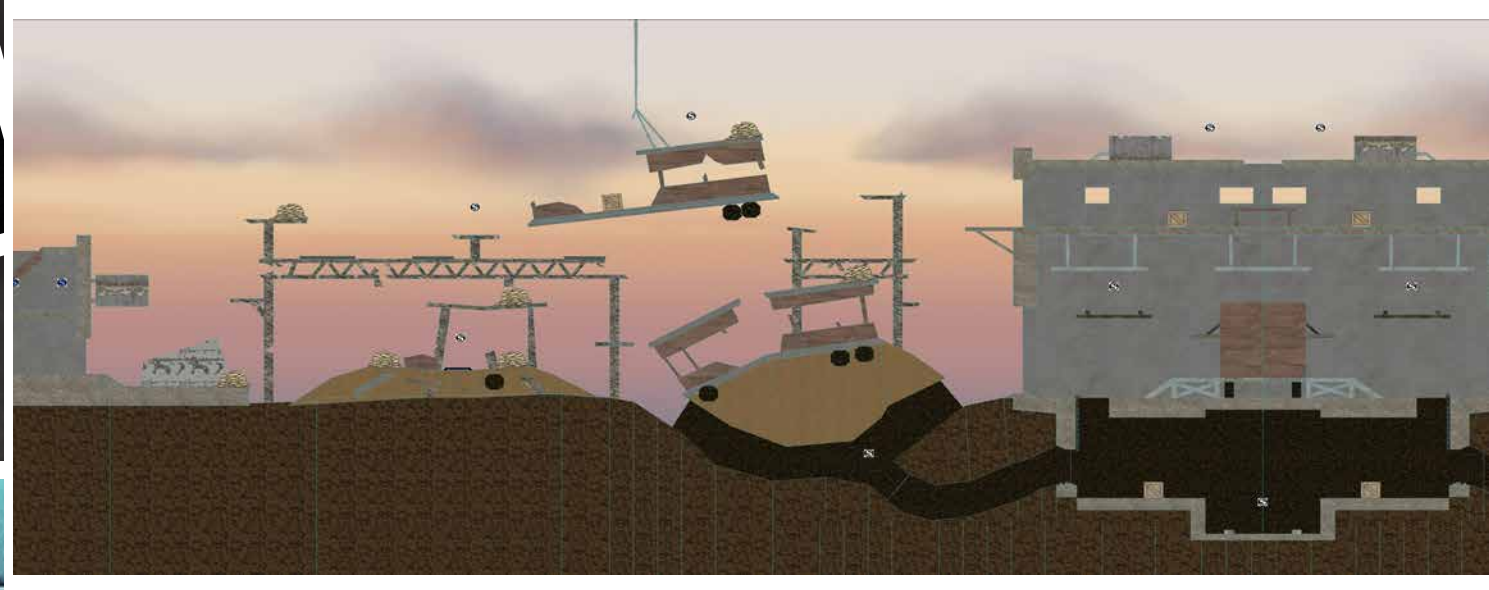


LEVELS >>



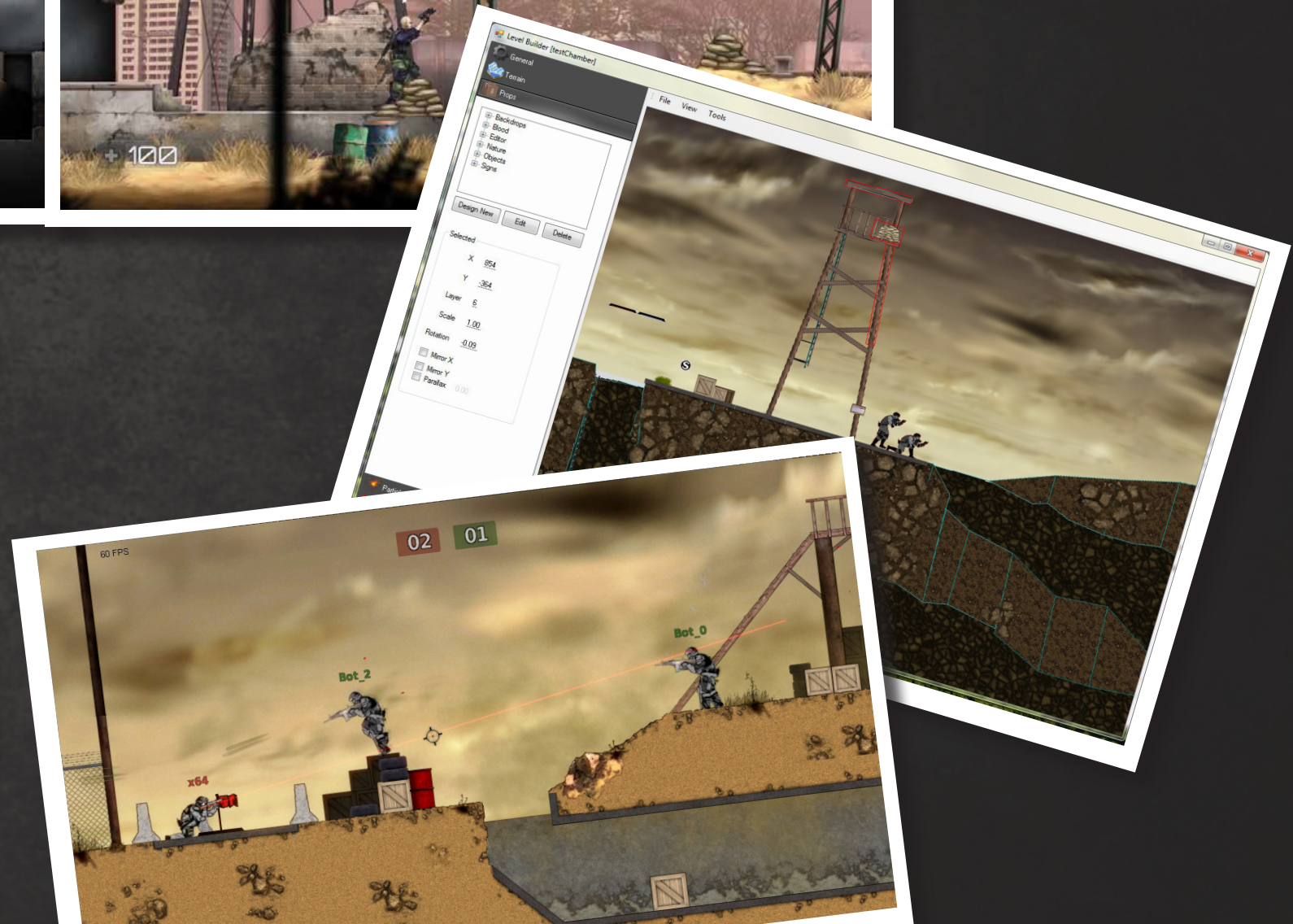
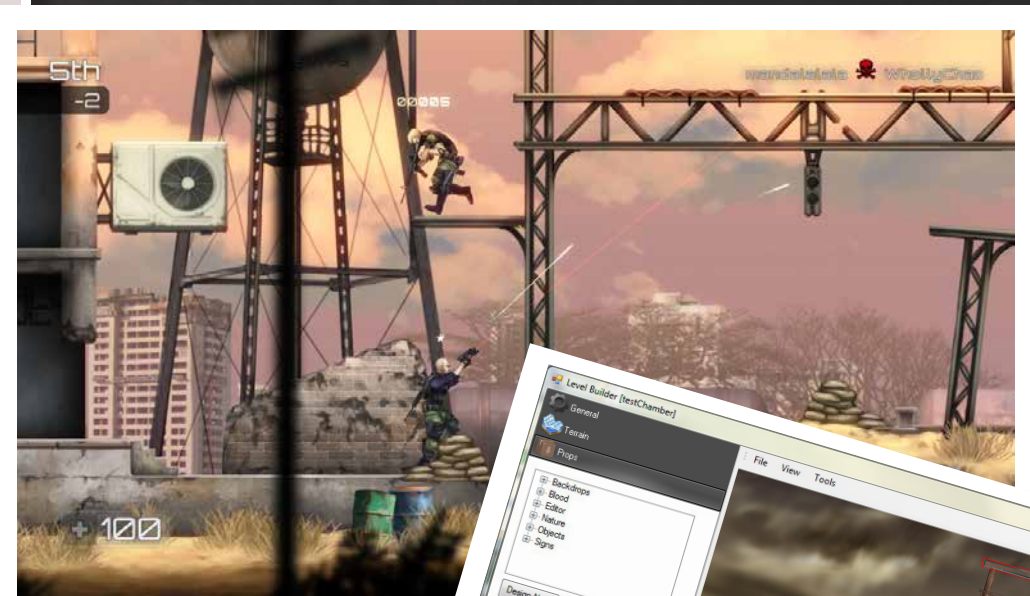
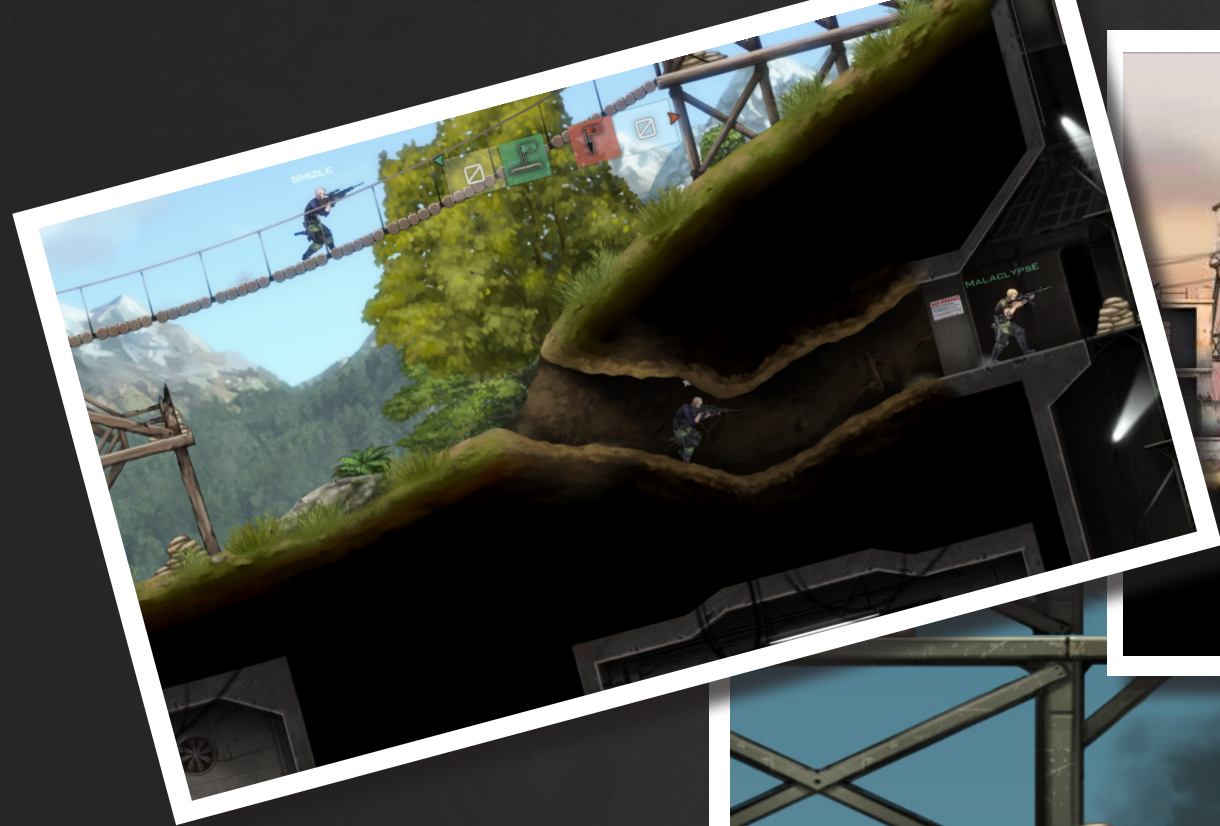






EXTRAS >>





ART CREDITS >>

Jianran Pan

studioDEREKA

Zsolt Derka

# THE MAKING & ART OF TAKE ARMS

A MULTIPLAYER EVOLUTION OF THE CLASSIC CONSOLE PLATFORMER

[SUPPORT@DISCORDGAMES.COM](mailto:SUPPORT@DISCORDGAMES.COM)

[WWW.DISCORDGAMES.COM](http://WWW.DISCORDGAMES.COM)

 DISCORD GAMES

AND

IG CREATIVE INDIVIDUAL GROUP

BOOKLET DESIGN BY: CHRIS LYNCH