

drowning, drowning

art collection + guide

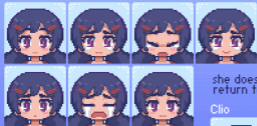


by NemnomNami

Main Characters

Maia

a young girl who dives into the sea



she doesn't want to return to her world

Amphithoe



an energetic nymph

she loves to play!



a serious girl with a short temper



she's the eldest of the three

Clio



Supporting Cast

Eudora not a princess--she just loves the aesthetic



empathetic
and caring

Dynamene



seashell
enthusiast

Sardine



Melite



they're
shy...

Crab



Octopus



the ocean's
pressure
can cause
hallucinations

i tried a few different portraits
for this one... spooky!



A kiss from Am



this was the first picture i finished! it was kind of a test to figure out the style for the rest of the game.

i'm glad i went with silhouettes, because it saved a lot of time while still getting the point across.

placing all those bubbles is harder than it looks...

Dancing with Eudora



this picture was really last minute, actually!

i wanted to let you dance with Eudora during the party, but i originally thought of it as a minigame...

then i realized i should be writing important dialogue for that scene... so it needed to be done like this instead!

Maia in the Depths



this is the darkest moment in the story... poor Maia.

the dithered gradients i use in the backgrounds are made with aseprite!

it's basically a cool filter you can put over regular gradients... i think it looks neat, so i used it a lot for this game.

A kiss from Clio



a happy ending!

the composition changed a bit from the sketch because of how the scene was laid out.

i usually kept Am on the left while setting up outscenes.

...wait am i really not gonna say anything about Clio here?!

Original Concepts



when i decided to make this game, i started sifting through my folders for old character designs i could recycle...

i can't remember if i decided on the underwater setting before or after seeing these girls again.

they're from all the way back in 2016 btw!

i don't consider them to be canon (wow they had tails before???)

but i kept the general idea and adjusted details to be more suitable for the tiny sprites ingame.

the rest of the cast doesn't have concept art... i just went ahead and drew their faces however i felt like.



for Maia, i started with her sprite. this was my first take, but she looked more like a mom npc...

maybe this is just what adult Maia would look like?



Extras



TITLE SKETCH



ALBUM ART

UNUSED EXPRESSIONS



i drew these before i actually started writing.

the characters developed differently than i first imagined,
so looking at them now feels a little strange.

their blushing faces are still pretty cute though...

Completion Guide

There is only one main ending to the story, but there are lots of things to see along the way!

This guide will share some of the game's secrets that you might've missed during your playthrough.

ITEM COLLECTION

Seashells 🐚

There are 33 to collect in total.

- Shell Guide -

Near the shore: 2

City: 4

Octopus house: 1

Clio's house: 1

Am's house: 2

Melite's house: 3

Dance Studio: 2

School: 2

Castle/Trench path: 3

Castle Entrance: 2

Throne Room: 11

Tiara 👑

Give it to one of the sardines in the sardine house.

She'll wear it to the party!

Shell Bracelet 📿

Dynamene will give this to you at the party if you gave her all 33 seashells.

Pearl Oyster 🐚

Melite will give this to you at the party if you talked to them at least twice during the first day.



SECRETS - DAY 1

- If you tell Am you're not a human, she will believe it's true until Eudora sets the record straight.
- You can walk away when Am gets tangled in the kelp forest. She will free herself and follow you.
- In Clio's house, there's a chest where she keeps her diary... but it's actually just a meal planner.
- Check Melite's closet for a funny conversation.
- If you tell the Octopus Teacher you aren't a new student, his title becomes Former Teacher.
- Return to the surface before visiting Eudora's castle for an alternate ending.

SECRETS - DAY 2

- Before going upstairs to the party, you can walk up past Am and Clio. They turn as you walk between them.
- Dynamene will decorate the party with the varying amounts of seashells you gave to her.
- While racing the crab, walk up toward Eudora instead. (He'll resume the race if you talk to him again.)
- If you entered the school, the teacher will be there to give you a quiz. Lots of alternate dialogue in here!
- Stand between the dancing crabs at the party and they'll have something new to say.
- After each party game, both Clio and Am will have something to say about it. In some cases, there are two possible remarks.

THANKS SO MUCH FOR YOUR SUPPORT!

i had a lot of fun drawing
the assets for this game.

i mean, pixel art is always fun for me!

but i feel like this game in particular came out
looking great. i'm really satisfied!

i honestly had way more trouble than usual
figuring out the story this time.

at first, i made the game too short!

can you believe earlier builds
didn't even have the cute party?

i think everyone who tested back then
agreed that i needed to extend it.

and i'm glad that i did!

it's been a while since i was able to release
a new standalone story...

so i hope people enjoy this one!

- NAMI