Look and feel

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1   Look and feel 4th gen

General look

One of the big innovation of the 4th gen is the introduction of the 16-bit processor, allowing improvement in graphics and audio capabilities. We now have more colorful and sophisticated (in term of graphics) videogames, but still that 'pixelate' graphic and mostly the use of 2D.

Font

For the fonts it could be interesting to use something like classic Super Mario World font, as it is one of the most known games of this gen.

2 Look and feel 5th gen

General look

From 4th to 5th generation we have many changes but the most important for 'look and feel' are:

- From 2D to 3D graphics
- Color depth up to 16,777,216 colors (24-bit), before it was 16-bit (65,536 colors)

Font

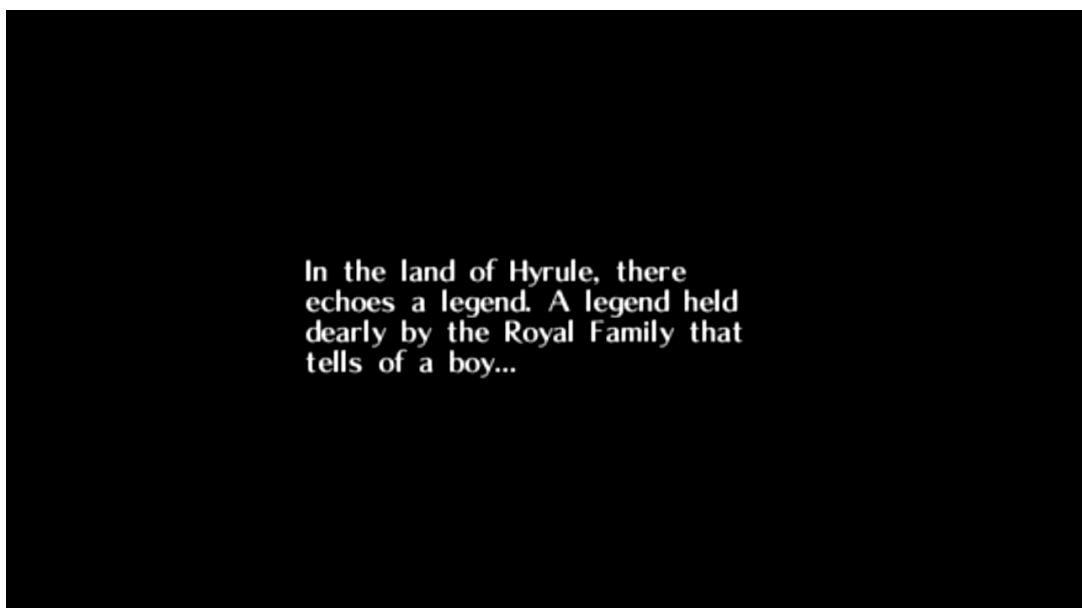It could be interesting to change from more pixelate fonts to something more actual (better definition).

Photo of 'The Legend of Zelda: Majora's Mask', font: Chiaro by Fontworks