

# STYLE IDEAS

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## STYLE OF THE SECOND GENERATION

In this document I will produce some ideas about the style of the second generation, since I only focus on that generation.

- a bunch of strong colours: I think that this is a characteristic that distinguishes that gen from the others, in this gen most of the games were colored and not B/W, but with a simple and effective palette
- 8-bit music (not CSS but important)
- handmade images and cover for the games, so if it is possible, include in the background big covers of the games
- for console pages, an idea is to evoke that sensation of the materials, like false wood and bad quality plastics. (maybe some textures?)
- the font should be similar to the one of the first generation