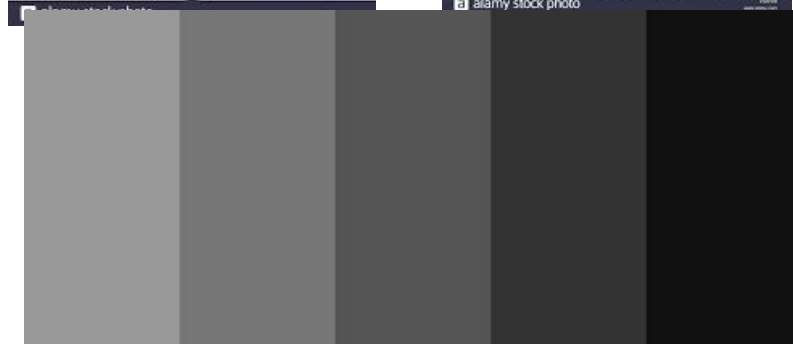
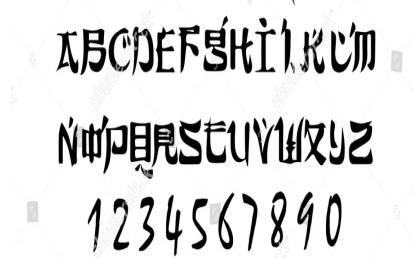
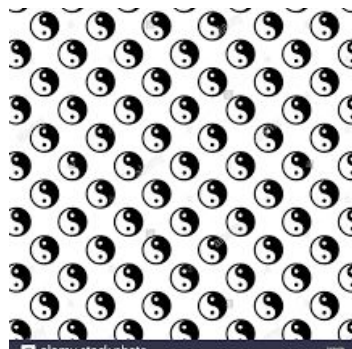
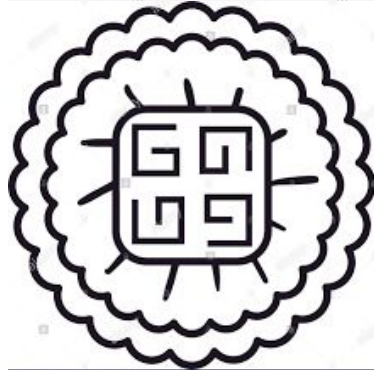


## Idea 1 Mood board:

The game should mainly black and white, Chinese ancient theme(Probably panda icon), and easy cartoon style.



Idea 2 Mood board:

My main character/icon should be a huge dragon. But the overall card color should be red and black because it feels dangerous and scary.



Idea 3 Mood board: Main character and icon should be an assassin. The color should be black and red(intense and scary). The background could be a scary village.

