

Style Guide

Aesthetic:

General:

- Round/soft edges for player and environments
- Hard jagged edges for enemies and obstacles
- Should fit for an age range of 10+
- Think Ori and the Blind Forest



Forest Area:

- Bright/Warm natural lighting
- Needs to look alive
- Colors
 - Soft hues
 - Mostly greens and browns with some grey and blue
 - See above picture for reference

Swamp Area:

- Dark/dim natural lighting
- Needs to look like it's dying/decaying
- Colors
 - Dark hues
 - Mostly sickly greens and browns, very little blue and grey



Temple Area:

- Dim artificial lighting (torches etc.)
- Needs to look broken/transforming into forest
- Colors
 - Starts with dim hues, changes into light/soft hues
 - Greys and blues

- More and more green and brown as you venture farther and it starts changing



Textures:

- Needs to look painted with acrylics.
- Smooth
- Enough detail to look real but still stylized



Audio:

General:

- More realistic
- NOT the focus, as such they need to be softer
- Each area can have their own walking sound, but other than that no large differences in feel

VFX:

General:

- Unity's particle effects with some animations
 - Damaging player results in the character blinking in and out for a time
 - Collecting statues does a quick animation with particles falling from statue
 - Bouncing on bubbles causes them to disappear in a burst of particles