**Project: Passage**

Art

Music

* Voice only – Some sort of dark cappella. Words? Eh Maybe.
* Would like to have 8 songs (one for each level).

Sound Effects

* Voice only – For sound effects – Should be something for each action.
* Would like to have voice for all journal passages and the “death” character.

Indicators and HUD

* only use colors: #000000 #ff55ff #55ffff #ffffff
* 256x144 resolution with 16x16 tiles

Character Visuals

* only use colors: #000000 #ff55ff #55ffff #ffffff
* 256x144 resolution with 16x16 tiles
* Main character should maybe change over time as they grow through life.
* Unique enemies for each level representative of the conflict, developmental stage, and puzzle.

Environment Visuals

* only use colors: #000000 #ff55ff #55ffff #ffffff
* 256x144 resolution with 16x16 tiles