Inspiration from the style Limbo.

Contour line: if there is one, it is usually contrasting to the main element.

Characters/backround relationship: characters are seen only in silhouette, therefore contrast is really important
in this style. Character(s) stands out from the backround usually using contrast and special characteristics (light eyes).

Specific characteristics: glowing/white eyes of characters. Characters might appear any shape organic/geometric, howover most often there are some elements which are common in real world (characters, backround). Blurred objects in the back ground, which creates a felling of depth.

Typography: **Quattrocento.** Classic, Elegant, Sober and Strong typeface. Their wide and open letterforms, and the great x-height, make it very legible for body text at small sizes.

Colour palette: black, white and grey colors.
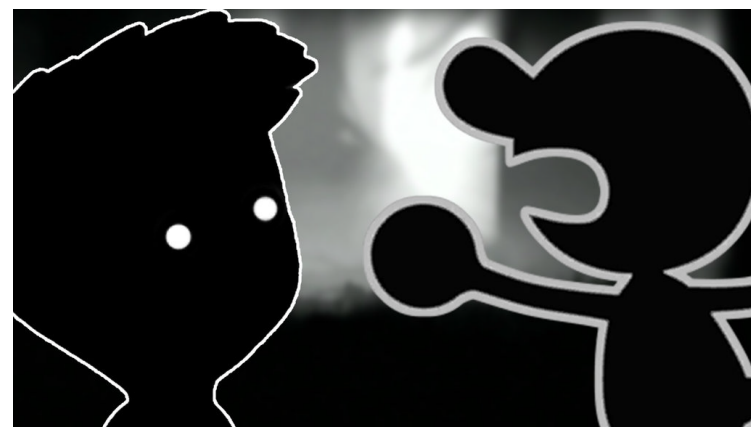
Idea.

The story:
is about the little girl, who was afraid of the darkness. One late, rainy night she had to walk through the woods in order to get back home..

Will she survive?

There are a lot of monsters and fear in the woods, which are waiting for her..

In the confrontation with darkness she doesn't have a place to run, therefore she takes the stick and..

Here the user has to pick whatever to let girl to die or to run? In any case girl decides to use the stick and suddenly the scene becomes bright and all the "monsters" are dissapeared.

Message:
If you face your fear - you will win or :
at least survive.

Genre/ mood:
Fantasy, Horror.