General Environment:

**Blue, Purple, Grey**

* A general de-saturized look that makes the environment almost “dull” looking, which makes landmarks stand out even more and makes them more impressive looking. These landmarks will be comprised of mostly the same colors as well and will therefore instead be making use of the contrast in “shape” relative to the background.

Enemies:

**Blue, Blue-Violets, Turquoise, Orange**

* For the enemies I wish to apply an “analogous” color scheme relative to the environment. This implies colors of a similar nature and “neighbours” on the color-wheel.
* The Enemies within the environment will for the most part blend in with the surroundings with a slight tweak in saturation. This is to emphasize their ability to camouflage themselves as being part of nature. Their initial defining aspect would be that they are slightly more saturated (as mentioned above), as to make them stand out a little bit more. Also the fact that they move will be a very contrasting factor against the mostly static background. That covers basically the “blue,blue-violets, turquoise” colors.

(We’ll probably throw in same greys as well).

* When the enemy is alerted or aggroed, I would like to apply “Complementary Colors”

where for example the eyes, mouth or other defining features of the enemy is   
 accentuated. Orange, being the complementary color of blue and blue-violet is  
 perfect for this. An idea I had for example, is that an enemy wanders about and when it

suspects something, it’ll light up slightly and starts to look around. When it actually

becomes aware of your presence the orange parts light up with fury as to properly alarm the player of what’s happened. This in combination with horrible monster noises and stressful background music will surely bring some urgency to your escape.

NPC’s:

**Browns, Beiges, Greys**

* This is for the reason that they blend in a certain way whilst being underground but from a design perspective, contrast the environment nicely. The use of complementary colors

may also be used here, as long as it doesn’t come across as aggressively as with the

Enemies. Perhaps we should establish a complementary color that is applied for “evil”

and one that is applied for “good”. This way the player will associate each of the two   
 types of characters with its color scheme.