Spirit of Life

Game Mechanics

* Collecting resources from the dead forest to transform it into a source of life.
* Fighting small flames left over from the storm (flames give life resource?)

Visual Art

* Minimalistic and repeated visual aesthetic.
* Dark gritty ruin (burnt trees exc) turning into luscious green plants
* Player character looks like a little sprite(?)

Audio

* As you grow the source of life, background music becomes more complete.
* Calm music when in the ashes of the forest, more revigorating and energetic music when life is growing around (keep it minimalistic).