

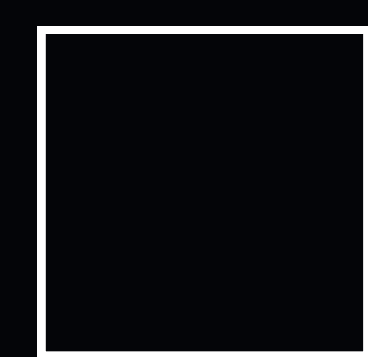
# MASS EFFECT™

## Re-Design Style Guide

### About

Mass Effect is a beloved game franchise with four installments as of 2017. This re-design is specifically for the first game. As it is a science fiction action role-playing third-person shooter, navigating the equipment menu and item upgrades is a crucial, often-used game mechanic. Throughout all of the changes intended to improve the player experience, it is critical to maintain a futuristic, “space-exploration” look to all of the elements.

### Color Palette



#040508

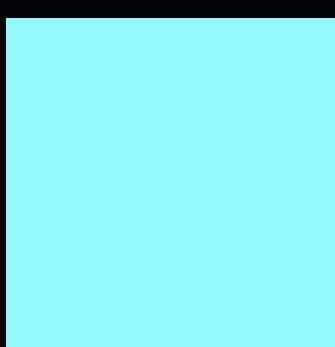


#022E8C

The background of each screen is a linear gradient with #040508 at the top going 75% down the page and #022E8C at the bottom



#FFFFFF

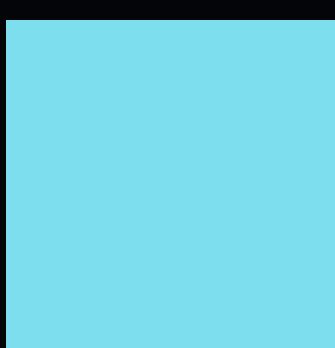


#95FAFD

These white and light blue colors will be used for the text. White will be for page titles and paragraph text, while #95FAFD will be for subheaders and item names.



#2A8CB7



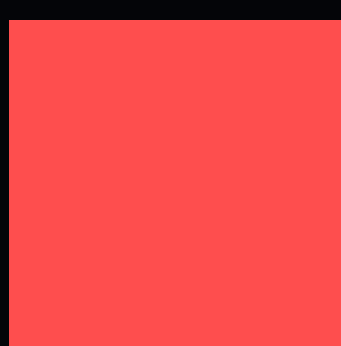
#7DDFEE

#2A8CB7 will be used for the background of list items and buttons while 7DDFEE will be used for borders around menus and buttons.



#4EE280

This green will be used to indicate if an item is selected as well as indicated if an item’s stats are better than the item it’s being compared to.



#FE4E4E

This red will be used to indicate if an item’s stats are worse than the item it’s being compared to.



#E5813B

This orange color indicates when the player’s mouse is hovering over an element that’s clickable.

### Typography

#### Titles - Orbitron Bold 48px

Headers - Orbitron Bold 24px

Paragraph text - Dosis Bold 24px

### Buttons



Selected state



Hover state

### Iconography



Some of the icons will remain the same but others will be re-done for clarity