**Character & Design Mood Board**

**Design inspiration and themes:**

* 2.5D Platformer/Puzzle
* Simplistic character and visual design as inspired by ‘Little Big Planet’ and ‘Limbo’
* The 2 Player Controlled Characters (PCC’s) are opposite in nature/colour/tones/abilities
* Dark/Light and Nature/Technology balancing
* ‘X’ and ‘O’ symbolism on each’s appearance for further differentiation between the two
* NPC’s of the matching or opposite colour scheme as the current PCC can interact only with them
* Sci-fi meets nature
* A ship wreckage is the starting and end point; at first as a burning wreckage you must escape to the forest and a second time as a tranquil space where you must make a decision
* Alien planet similar to ‘Pandora’ from the film Avatar and inspired by the glowing fauna from ‘Ori The And Blind Forest

**Visuals:**

* Mainly greyscale object/character colour scheme
* Colour introduced to convey emotion and danger
* Simplistic and sleek visuals
* Dark themes with elements of dynamic lighting to help convey emotional suspense and tension
* Black/Neon/Nature pallet

**Audio:**

* Non voice acted PCC’s and are either subtitled or entirely a mute
* Minimalistic audio utilizing both real world and non-real world sounds to provide depth and atmosphere to the environments
* Simple but effective ambient soundtrack
* Abundance of echoing in order to increase the perceived environment expanse