**Create MoodBoards for level style**

**-Weapons looks:**

-Cosmic future style of the rifle <https://www.google.com/url?sa=i&source=images&cd=&cad=rja&uact=8&ved=2ahUKEwjis_Sx-rHgAhU3A2MBHV3tBU4QjRx6BAgBEAU&url=https%3A%2F%2Fwww.wattpad.com%2F571707939-rise-of-the-fallen-reaper-rwby-x-male-reader&psig=AOvVaw1AVLzUxruQJcSVd2D8xfTc&ust=1549915249393799>

(Accessed 10.02.2019)

-Grenade launcher, cosmic future style

<https://www.google.com/url?sa=i&source=images&cd=&ved=2ahUKEwi20bf_-rHgAhUd6OAKHXa8DO4QjRx6BAgBEAU&url=https%3A%2F%2Fbattlefield4infocom.weebly.com%2Fweapons.html&psig=AOvVaw3VsoaBSFAssafE4XZAFgE7&ust=1549915405472374>

(Accessed 10.02.2019)

-For the main movement the character uses a hook to drag himself to walls or objects

<https://www.google.com/url?sa=i&source=images&cd=&cad=rja&uact=8&ved=2ahUKEwjz3MvU_LHgAhXPLVAKHZ80BN8QjRx6BAgBEAU&url=https%3A%2F%2Fclubpenguin.fandom.com%2Fwiki%2FGrappling_Hook&psig=AOvVaw03UbaUNzSJT5qsT9KKONPj&ust=1549915850378743>

(Accessed 10.02.2019)

**-Level style:**

-1st level: character spawns outside and will try to find a way in to the cave

- next levels: The action in the upcoming levels will be inside the cave

**-Details:**

-Gems, skulls, ammo boxes, temple ruins, stalactites

**-Vegetation:**

-Big glowing mushrooms, moss, grass

**-Obstacles(Enemies):**

-Arrow turrets, shooting enemies, endless pit, toxic lake

**-Lights:**

-torches, mushrooms