

Project Bounce Art Bible

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Description of Visual Style



- Goal, ball and barriers made with pink tones and blue highlights
- Pastel like style
- Soft shapes without hard lines
- Abstract, but not black and white style
- Pink tones provide importance to the main game pieces



Description of Visual Style cont.



- Blue tones used for text and backgrounds
- Letters use a rounded font to once again remove hard lines
- Text has drop shadows to provide contrast while still maintaining blue theme for non-interactable pieces

BOUNCE

Mood and Theme

- **Using pastel, pink and blue tones provides a relaxed atmosphere and theme**
- **An emphasis on using curved lines and an absence of the color black for hard lines creates a feeling of continuity**
- **Because the game is relatively simple and there aren't any permanent consequences, this relaxed atmosphere functions best**
- **Additionally, a low amount of text in the game makes for a more abstract environment without the perceived need to read**
 - **Everything is relatively easy to understand**