The main art-style we chose at the beginning of the project was ‘Low-Poly’. This because it was an easy style to maintain throughout the project and models could be made fast without the game looking incoherent, models are done by Erik and Daan. In the main menu a triangle-like font was chosen to fit the style. The in-game GUI is made to resemble a heads-up display with the directly important information on the lower end and the less directly important o the upper end of the screen.