**Main Stage Background Layout (1st Draft)**

This document will divide the background layout between the left side (where player 1 begins), the right side (where player 2 begins), and the center (the space between the two sides). The layout of the background is designed to reflect the disharmony of the four elements (in our case, aether, death, life, and time).

As a whole, the stage is designed to resemble a park in the middle of a city. The stage floor would be a sidewalk or pathway cutting through a central area of the park containing a fountain.

Left Side

The left side the stage is dominated by a massive oak tree sitting in a patch of grass. There is a small area of grass that is grey and dying, from which a withered vine rises up and winds around the tree. Initially, aside from the vine, the tree is vibrant and green. However, about halfway up, the tree suddenly becomes unusually withered and dead.

Center

The center of the stage is dominated by an elegant fountain, made of weathered stone or marble. The left side of the fountain, however is cracked and broken to the point that it should be leaking. Instead, the water and bits of the fountain are floating in midair, locked in time. [Something about the right side of the fountain needs to deal with Aether to balance out the stage]

In the air over the fountain, a trio of birds are paused in midflight, locked in time like the water of the fountain. (Note: Time being out of whack actually gives a reason why the background fountain wouldn’t be animated)

Right Side

On the right side of the stage, the background has a chaotic overgrowth of bushes and ivy taking over a low stone wall (About knee-high in height). In reflection of the left side of the stage, there is the occasional dead branch among the overgrowth. The bushes’ roots also overtake a park bench in front of the wall, partially crushing it as they grow around it.

If possible, the ground on this side of the stage will be a tangle of roots and dirt amid chunks of broken sidewalk. (Note: This should still be kept flat for a consistent stage.)

Carrying over from the center, a dark and twisted sky can be seen above the ground and cracked in some places. (Representation of Aether)

Example Images

* Fountain: <http://www.specialtyfountains.com/images/KyserClassicLeaf4Tier.JPG>
* Bird in Flight: <https://s-media-cache-ak0.pinimg.com/originals/b2/18/75/b218753e38659ed0f4fb5916205e5c6e.jpg>
* Bird in Flight: <http://www.impactlab.net/wp-content/uploads/2011/08/birds-in-flight-232.jpg>
* Overflowing Water: <https://ak3.picdn.net/shutterstock/videos/2135603/thumb/9.jpg>
* Overflowing Water:<https://i2.wp.com/timemanagementninja.com/wp-content/uploads/2012/09/Overflowing-Bucket.jpg?resize=540%2C360&ssl=1>
* Oak Tree (Healthy): <http://i.dailymail.co.uk/i/pix/2016/03/10/18/32120A8000000578-3486215-A_new_threat_is_facing_the_iconic_oak_tree_stock_image_Experts_h-a-118_1457633960069.jpg>
* Oak Tree (Healthy): <http://ronkitchens.com/wp-content/uploads/2015/07/oak-tree-1024x683.jpg>
* Oak Tree (Dying): <https://thumbs.dreamstime.com/z/withered-13828647.jpg>
* Oak Tree (Dying): <http://www.ilikewallpaper.net/ipad-wallpapers/download/19482/withered-tree-in-desert-ipad-wallpaper-ilikewallpaper_com.jpg>
* Oak Tree (Dying): <https://img03.deviantart.net/e4c4/i/2009/051/8/4/withered_tree_by_shaoti.jpg>
* Stone Wall: [http://www.dswa.ca/images/beach%20drive%20near%20presquille%20park.jpg](http://www.dswa.ca/images/beach drive near presquille park.jpg)
* Overgrowth: <https://img15.deviantart.net/268c/i/2011/266/7/9/overgrown_plants_by_sumyungga1-d4ao1bg.jpg>
* Broken Bench: <http://4.bp.blogspot.com/-JaMIdT_SSm0/UgOifFOdhnI/AAAAAAAADiE/Im0MKqqq87E/s1600/DSC06948.JPG>
* Broken Bench: <http://c8.alamy.com/comp/EGPEDN/broken-green-bench-in-the-park-EGPEDN.jpg>
* Exposed Roots (For Stage Floor): <http://www.learn2grow.com/gardeningguides/trees/caremaintenance/~/media/articles/2006/12/04/ErosionExposedRoots_225x154.ashx>