Something important to keep note of: our idea is to combine old designs of religious architecture with modern designs. We’ll need to start another discussion on how we want to design the menus and other UI so that they all work together.

Mandalas are typically symmetrical

Try to look to the roots of mandalas

Tie the imagery into the play-style each element supports

Life:

* Can use patterns of leaves and vines, possibly some representation of glowing lights? (A simplistic leaf surrounded in a ring of two overlapping, twisting vines, with streams of light radiating from it)
* Use very calming imagery(Use soft colors and curvy lines).
* Create a welcoming atmosphere.(Symbolize compatibility with newcomers.)

Death:

* Skulls as the main image to use.
* Use very creepy and gloomy imagery. (Dripping or oozing imagery, akin to blood or poison)
* Use the imagery to create a sense of dread and symbolize Death’s control over the playing space

Space:

* Find ways to represent what Space can mean(Very conceptual, so you can get creative)
* Perhaps using more curvy, but distorted lines
* A series of designs surrounding a center of empty, open space
* Celestial object themed designs? Stars, crescents, galaxy swirls?

Time:

* Could have the outline of it be the numbers of a clock. Roman numerals might fit better?
* The inside of it could be an hourglass.
* Try to use imagery to create the feeling of being overwhelmed.