***Visual Style***

* Inspiration: Incredible’s end credit sequence
* Old school spy action movie aesthetic
* Polygon based visuals
* Idea #1
  + Use 3D low poly art style to emulate aesthetic?
  + Requires significant redesign of current systems
  + 3D modeling work required
  + Texturing work maybe? Simple style might not require texture work
  + Interesting way to blend 2D style into more modern aesthetic