# The logo

**Color**: White or Sepia. I think we must try white and sepia.

**Plan**:

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REA.T.H  
Prologue Editon

**Visual**: Effect like an old TV, to mean the game doesn’t take place in future and past. Imagine an old TV powering off; it takes a second to power off, the logo takes the 0.001-second of this.

# Soundtracks

Instruments identify REA.T.H Soundtracks: Trombones, French Horns, Solo Soprano and Solo Violin, rare in video games soundtracks. Indeed the choirs will be present in soundtracks: basses choirs.

## Soundtracks list Track N°1

* First parameter for soundtrack N°1

# The main character

The main character must represent the game REA.T.H. He will appear on all the papers, maybe because he is the hero and he is the character the player will control.

The main character must follow a strict visual style.

**The clothes**: Dark clothes: an almost black jean (I have an example in my apartment), a shirt (please confirm this word), and a costume jacket, also a tie. I can inspire you on the video where I present the “Dream of friends”. I don’t want me in the game, but the same kind of people. The main character must be like a true inspector. I’ll try to find an example.