**Stylesheet Operation Marco Pollo**

3d environment with fixed grid for game objects (crate is 1 block; 1x1)

2d sprites (256px) for the characters: walking, running,

- main character topdown

- other characters are perspective

- chicken spritesheet as easter egg POLLOOO

cartoony, chiseled shapes, high saturation, no outlines

bright colours for the main route for the character (red carpets, nice tile patterns etc)

lanterns, night theme?

bloom/shadows? (shader/programmers)

sprites for coins

sprites for arrows

sprites for message boxes

**dialogues:**

- 2d sprites for faces

- message boxes

**menus:**

- anno 1404 style

- waving flag on one part of rule of thirds, menu on the other side

- game on the background, either game environment with bloom or drawn.

- buttons anno 1404 styled, classy hanging advertisement type, scrolls or decorated red flags

**fonts:**

- crisp readable bold font with a bright inside colour and a thin black outline.

- font ideas: cardinal, d'Spenser,

