Art Bible: Press play to repeat

# Art Style: overview of the look and feel.

The level will be bright and colourful with most colours being tones of light browns and light colours like; green, red and blue. The level will be brightly lit with windows and light streaming through to create an atmosphere that is positive and overall nice feeling.

# Environment/ Atmosphere

The environment will be brightly lit and filled with bright colours to help cement the feeling that the player is a happy man even though he is alone in his home after his wife had died. The atmosphere will be bright and positive to help cement that despite that he is living alone he is still happy because he’s living in an old memory. There will be audio ques that help cement that he is living in an old memory.

# Character art

Characters will be low poly to help with the

# Level of detail

# Lighting

# Colour Palette

# Texture and surface

# User interface

# Design rules

# Technical guidelines