

Surface Plane

As it is a game primarily focused at younger players, it needs to be visually appealing to younger players. The fonts, colours and background image will reflect this.

Typeface and font

I will be using Bubblegum Sans which is more playful and loud and suited to a game. As a backup sans-serif.

Example below:

The spectacle before us was indeed sublime.

Colours

I will be using blue/green and variations of this for background and for the buttons multiple different bright colours to give the feel of playfulness which is suited to a game.