# STYLE TILE

**Inspiration from the style:**

Limbo

**Contour line:**

No contour line.

**Characters / background relationship:**

The character stands out from the background due to the blurred objects in the back ground, which creates a felling of depth.

**Specific characteristics in the style:**

The characters are just black silhouettes with round white glowing eyes.

Inspired by the popular game "Limbo" , this style represents loneliness, sadness, darkness and drama.

**Colours:**

Black and white with variations of grey.

**Typography:**

# LIMBO

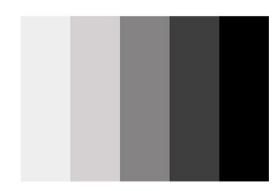Limbo logotype: Sans serif - Bold, geometrical, assymetrical. Hand-draw look.

**Example of style:**

**Colour pallete:**

1

2

3

# DESCRIPTION OF THE IDEA

**The story:**

The main plot involves a poor boy that is trying to get rich.

He is happy to find a pit full of money, but another character appears and warns him that it is dangerous to jump after them.

The user has two choices:
One is to make the character jump in the pit. The other one is to make the boy go back. Making the character jump in the pit is the bad decision that will lead the boy into the darkness beneath the gold.

Making the boy go back saves the character from falling in the hole.

**Message:**

Money is good when you earn it but when you are taking the leap for money is the moment when it starts controling your life. Friends and family are the ones who warn you about this so it's better if you listen.

**Genre / Mood:**

Dark, Tragic, Dramatic.