The tower is adjacent to the tower in Rapunzel, a straight tall cylindrical structure, with a room at the top where the princess is trapped. **Read The Tower dialogue for reference on contents in the room** (you can add other stuff in addition that seems fitting)**.**

Assets needed

* Interior of the tower, from the perspective of the princess, slumped against the walls of the room, opposite of the door. Have a window to the right of the princess
  + Contents of the room (still read the Tower dialogue for most detailed reference):
    - Table with candle on it (probably other stuff too like a notebook)
    - Wooden creaky bed. Not made.
    - Think bare minimum for living
  + Through the window you can see that a full moon is in the sky and few specks of stars, it is nighttime.
  + Lighting:
    - There is sparse lighting in the room, only sources being the dim light from the moon and stars filtering through the window, as well as a lit candle, whose light flickers, casting shadows throughout the room, and splashing warm lighting on objects in the room.
    - The main light source is the candle (warm orange light), the rim light source is the window (cooler light blue/white tones)
  + Aside from the light sources, the room is generally a greyer hue, as it is nighttime, and the tower represents a place of confinement
  + This is one of the few background which should be slightly more detailed (while keeping with the style) as it is the ONLY picture used for this entire scene sequence. As such, it should also aim to support the entire dialogue of the tower scene, and convey the emotions of the scene, that of: confinement, solitude, and dejection. But also that no matter how bad things get, there is always a glimmer of hope (represented by the candle)