

Level

Rivers

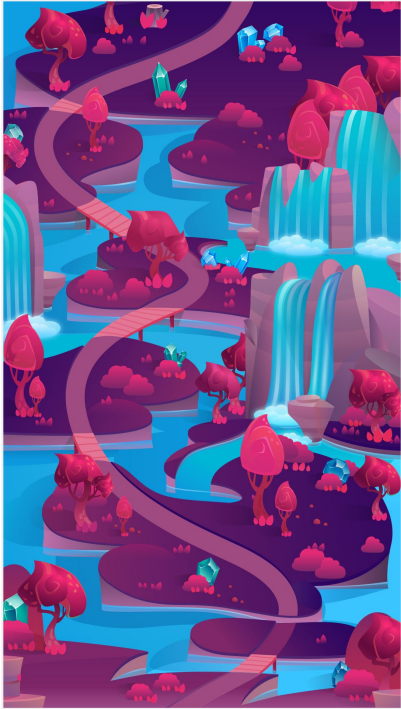
#A41F6B

#E52B77

#07E9E1

#3CBBBF

Map



Flip It



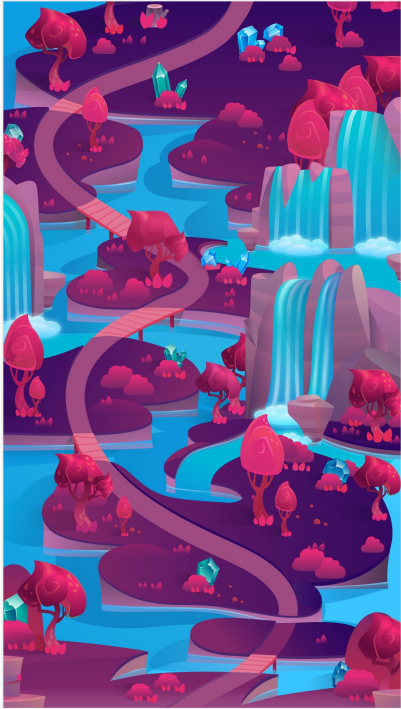
Spin



Characters



Map



Colors

(No change)

Flip It



Icon Styling

(No Change)

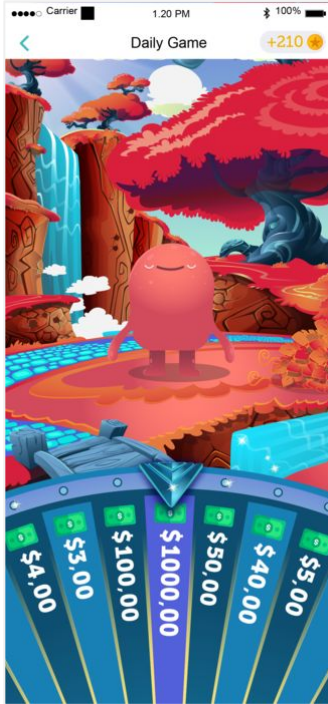


Pattern

The wave pattern on the unflipped cards can be simplified to improve readability.



Spin

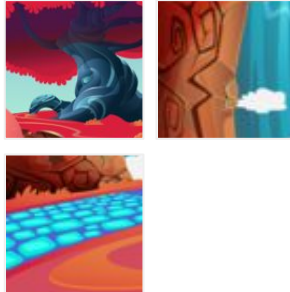


Colors

Trees can be shades of berry, the ground/grass shades of deeper purple, and water shades of blue from the map and the flip it game.

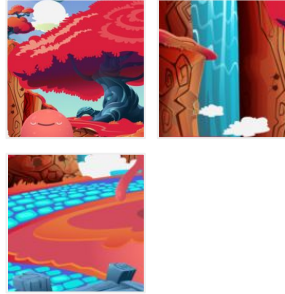
Detail

Removing detail on the rocks, trees and the bricks will help make this feel on brand.



Scene Styling

The trees, the styling of the rocks and the water should match the previous game and the map

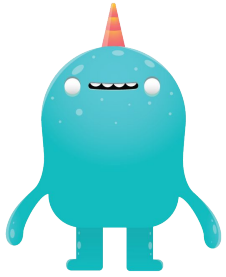


Wheel Styling

(No Change)



Characters



Colors

(No Change)

Detail

(No Change)



Colors

Red can be made a berry color to fit better in the palette and the world.

Detail

(No Change)