

Intro and Concept Summary



Concept:

You are dutiful grandkid, sent by your grandmama into a cursed forest to banish a dark force—never knowing if those ancient rites will work.



Style Summary

Whispered Rites, Haunting Wilderness

Key Visual Pillars

- Natural

overgrown foliage, weathered wood, moss-clad stones

Decay
- Eerie

soft shadows, fog veils, indistinct shapes

Ambiguity
- Ritual

simple circles, lines, symbols drawn by hand

Geometry
- Organic

muted greens, earthen browns, bone-white accents

Palette
- Subtle

gentle glow on ritual items, faint particle wisps

Supernatural

Base Colour Palette

Role	Code	Usage
Forest Floor	#4A503F	Underbrush, tree bark
Fog & Mist	#C1C8C2	Atmospheric overlays
Ritual Chalk	#EDEDE3	Drawn symbols and runes
Candle Light	#D9B47C	Nighttime rituals, flame glow
Shadow Depth	#2A2E2B	Deep woods, unlit corners

Lighting & Contrast

- Dusk-to-Dawn Cycle: warm dusk light, cold pre-dawn tones
- Soft Volumetrics: fog layers and drifting particles
- Ritual Highlights: subtle bloom on candles, herbs, chalk lines

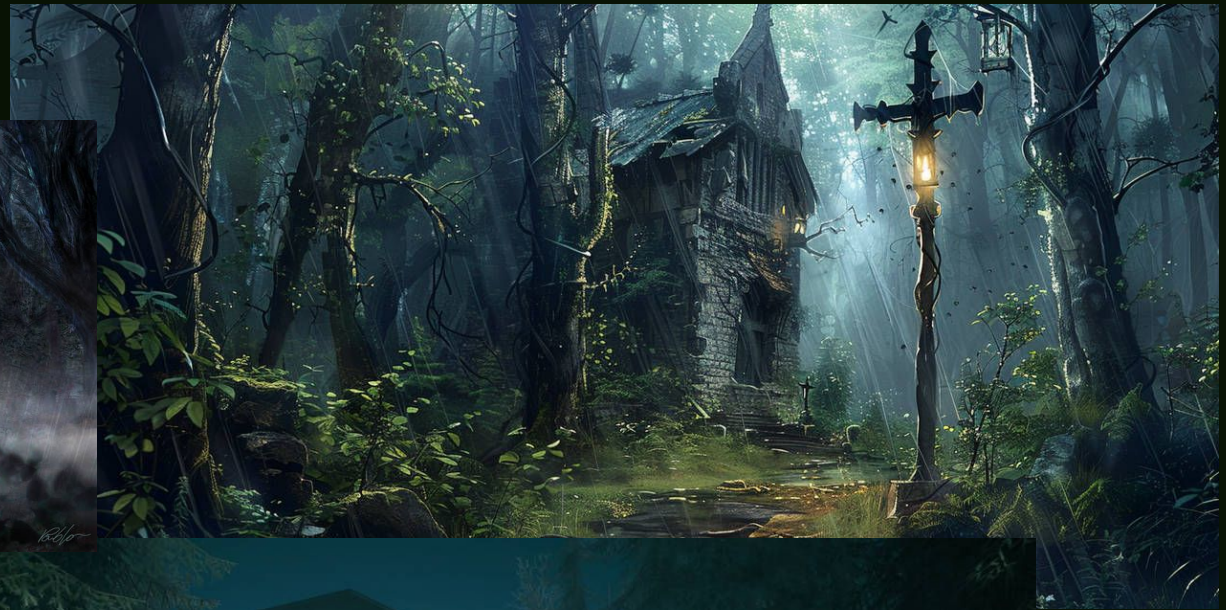
Environment Visuals

Forest Moodboard



Environment Visuals

Locations Moodboard



Monsters Visuals

Monsters Moodboard



Monsters Visuals

Spirits Moodboard



Game References



Go to Bed



The Forest



Fatal Frame