

# Intro and Concept Summary

Concept:

Step into the shoes of a newspaper's head editor in a surveillance-state, balancing truth, reputation, and political pressure to build the nation's most trusted news outlet.



# Style Summary

## Sterile Realism, Subtle Surveillance Aesthetic

### Key Visual Pillars

- Clinical**  
clean lines, uncluttered layouts

**Precision**
- Muted**  
grays and desaturated tones to evoke control

**Palette**
- Accent**  
deep reds and blues for alerts, headlines, camera UI

**Highlights**
- Sharp**  
crisp edges on UI panels and document frames

**Geometry**

### Base Colour Palette

Role	Code	Usage
Neutral Base	#A0A0A0	Desks, walls, UI backgrounds
Dark Contrast	#2E2E2E	Camera feed borders, text headers
Alert Red	#C0392B	Mismatches, urgent notifications
Info Blue	#2980B9	Verified matches, government seals
Paper White	#F5F5F5	Article pages, pop-up dialogs

### Lighting & Contrast

- Flat, Even Lighting: minimal shadows on UI to suggest sterile office
- Feed Glows: soft bloom around active camera view to draw focus
- Paper Texture: very slight fiber effect on article backdrops

# Environment Visuals

## Office Moodboard

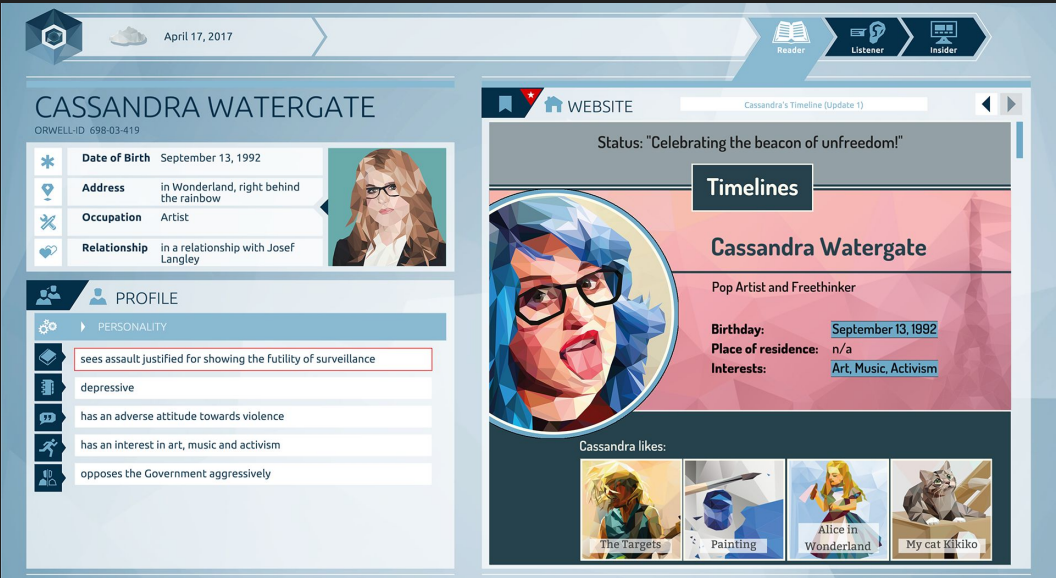




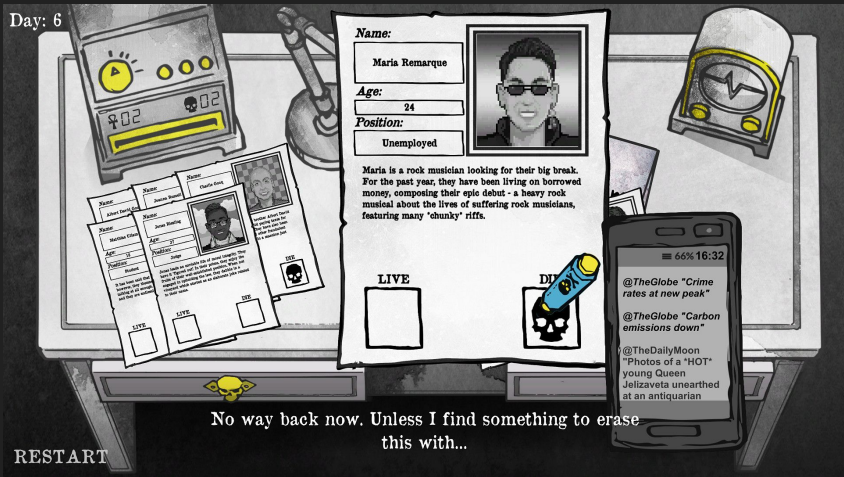
# Game References



Papers, please



Orwell



Death and Taxes