

GUN GIRL 2



STYLE GUIDE

headings

GENERAL HEADINGS

FONT: Carbon Block, 1 pt stroke (no fill)

SIZE: 44pt

COLOUR: BrightGreen: R107 G190 B70

OTHER: Box around type (3pt stroke)

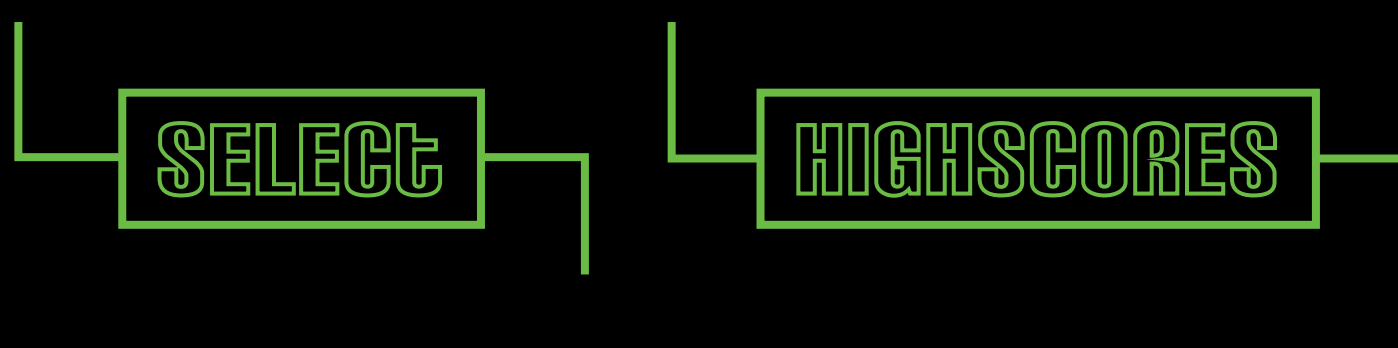
Neon light lines (3pt stroke)

Appear to enter/exit both sides of box

When box underneath, one line goes down to box

When no box underneath, both lines go over edge of page

Right angles only



EXTRA LARGE HEADINGS

eg of use: title page

FONT: Carbon Block, 2.64pt stroke (no fill)

SIZE: 97.68pt

COLOUR: BrightGreen: R107 G190 B70

HotPink: R230 G20 B115

OTHER: Use the pink creatively to break up the green

GUN GIRL 2

buttons



normal



over



down



locked

LARGE BUTTONS

FONT: Carbon Block, 1 pt stroke

(no fill except over state)

SIZE: 32pt

COLOUR: BrightGreen: R107 G190 B70

HotPink: R230 G20 B115

DullGreen: R26 G47 B17

Grey: R15 G18 B17

OTHER: Box around type (3pt stroke)

Neon light lines (3pt stroke)

Connect to buttons in a logical

& visually pleasing manner

Right angles only

GRAPHIC BUTTONS

STROKE: 1.5 pt stroke (no fill)

COLOUR: BrightGreen: R107 G190 B70

LightGreen: R135 G201 B106

HotPink: R230 G20 B115



normal

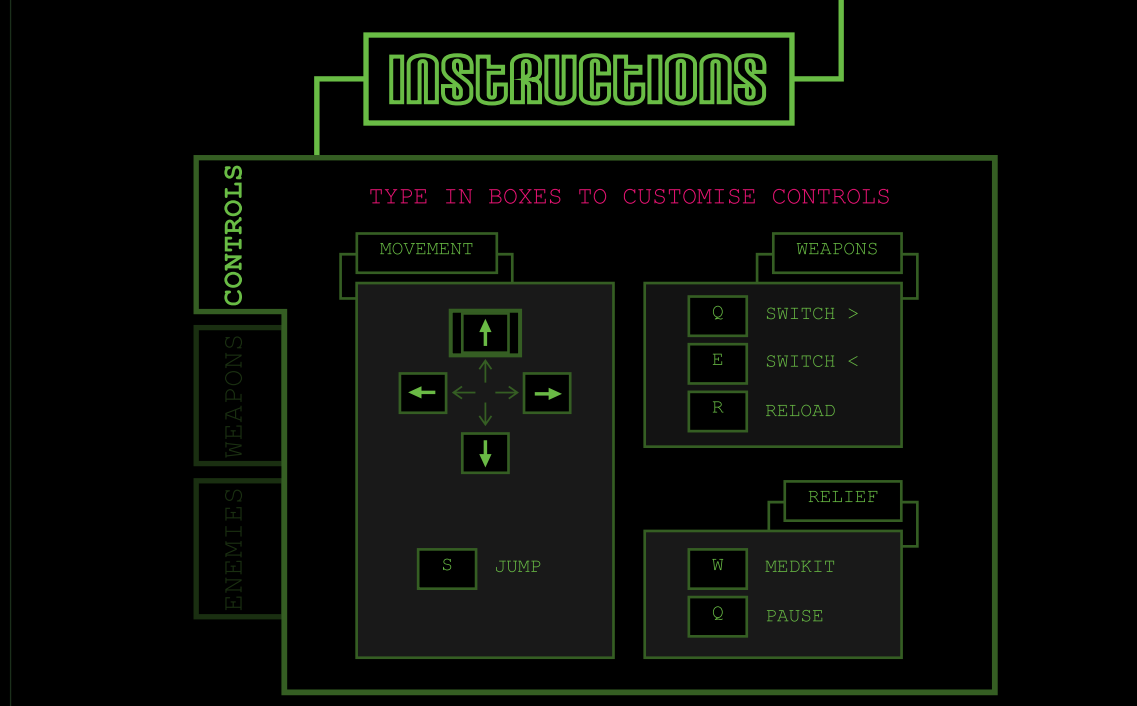
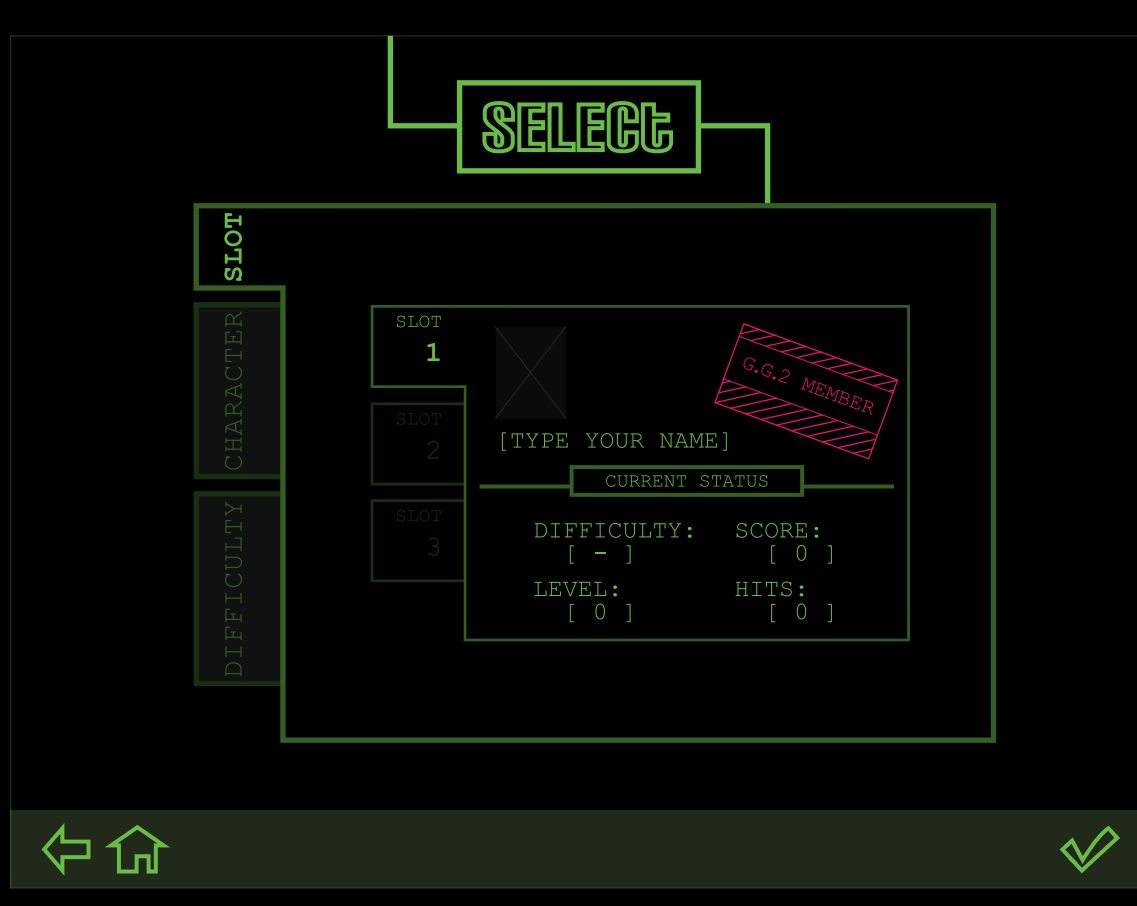


over



down

page style



SPECS

BACKGROUND: Black: R0 G0 B0

FOOTER: FooterGreen: R164 G210 B137

20% opacity

BOX: 3pt stroke

Green: R53 G94 B35

TABBED BOX INSIDE BOX:

1.5 stroke

Green: R53 G94 B35

GREY BOX INSIDE BOX:

As above

Grey fill: R25 G25 B25

TABS: TYPE & COLOUR:

Font: Courier New, all uppercase

Current tab: Type: BrightGreen: R107 G190 B70

Other tabs: Type: DullGreen: R26 G47 B17

Locked tabs: Type: DullGreen: R26 G47 B17

Fill: Grey: R15 G18 B17

TYPE IN BOXES:

11pt, 14pt &/or 20pt

BrightGreen & HotPink

Always all uppercase unless there is

a very good reason to do otherwise :)

characters etc



in-game character

LOOK & FEEL:

Clean & cartoony

IN-GAME:

Simple

Reduce to main elements,

retain a few details

MENU ETC:

More detailed

STROKE: 1pt

Black: R0 G0 B0



menu etc artwork