When creating a mood board for our game we took a lot into account when it comes to the visuals and settings. Mexican culture was also important to research since we want to be relevant and non-stereotypical/ offensive.

The pictures in the mood board are:

* Slenderman
* Mariachi Bands
* Mexican Flag
* Mexican Markets
* Sugar Skulls
* Day of the Dead
* The animated movie: “The Book of Life”
* Reaper from Overwatch ( Mariachi skin)

Slenderman is a horror survival game that started off as a Creepy Pasta story. The reason I have included a picture of him is because the vision I have of the characters in our game look very much like him. The stature and anatomy of that character resembles what I want in our game. Other than that the Slenderman game is a creepy game with a very dark colour pallette and a successful amount scary/thrilling gameplay. This is very much something we need to implement to create an effective horror game.

Our game idea is based around a Mariachi band. You have to run and escape from the members of a departed band. I want to look more into the traditional outfits and instruments, but also the music. The music is something we want to add to the game but edit it to morph into a scarier, more fitting soundtrack. Therefore, some of the instruments are on here.

Day of the dead is one of the cultural themes of our game. So its only appropriate that some reference images. Research more into this can be found on my blog.

On overwatch there is a character called Reaper who has a Mariachi skin. I will follow this quite closely when looking into my character/ enemy design.