

Creative Director: Claire Li

Designer/Developer: Marisa Benjamin

**ProjectTitle: Stardew Valley Website**

**Quick catch-up:**

- Great finish on the initial build
- Detailed work on each section!

**Improvements:**

- Add a developer's icon on the button, with some in-game screenshots, etc.



(icon)

- The character section could find a way to insert the portrait to resolve the glitch.
- Keep the intro text dark blue.
- Adding clouds in the background(office hour)
- The navigation bar leading to the section is somehow blocking the section title, could add padding between each section to increase space.
- Adding a button between the starred Valley logo and the intro text that prompts the viewer to “explore”.
- Concernedape: you can keep the picture of him I think that's fun!