IGDA Utah: Games Made In Utah Website Template with Designs & Layouts

# 1. Home Page

Header Section:  
- Logo (IGDA Utah)  
- Navigation Menu (Home, Indies, Groups, Events, Resources, Contact)  
- Search Bar

Hero Section:  
- Large Banner Image (Showcasing Utah’s game development scene, could use artwork from local developers)  
- Welcome Text: "Explore Games Made in Utah – A Hub for Indie Gamers"

Featured Games Section:  
- Display of 3-5 indie games with their logos, short descriptions, and "Learn More" buttons that link to individual developer pages.

Footer:  
- Social Media Links (IGDA Utah’s Facebook, X, etc.)  
- Newsletter Signup  
- Quick Links (Privacy Policy, Terms of Service)

# 2. Current Active Indies Page

Grid Layout:  
- Display a grid of cards representing each indie developer.  
- Each card includes:  
 - Game Logo/Image  
 - Game Name  
 - Short Description  
 - Button/Link to the developer’s website.  
Filter/Sort Feature:  
- Add options to filter by genre or sort by release date, popularity, etc.

# 3. Local Chapter-Adjacent Groups Page

Link to the Google Spreadsheet or github page for new repo

# 4. Events Page

Calendar View:  
- Embed a Google Calendar showing upcoming game development events, meetups, or IGDA Utah chapter events.  
- Option to view events by month, week, or list.

Upcoming Events Section:  
- List of top 3 upcoming events with brief descriptions and RSVP links.  
- to be self- maintained too add or remove events by the owner of the event.

# 5. Resources Page

Two-Column Layout:  
- Left Column: List of game development tools, tutorials, and job boards.  
- Right Column: IGDA resources, mentorship programs, and links to Utah-specific game development communities.

# 6.Design Suggestions

Color Scheme:  
- Use a minimalistic and clean color scheme with light backgrounds, contrasting with vibrant colors for the games and group logos.  
- Colors representing Utah's geography (reds and oranges for the desert landscape) could work well.

Font:  
- Use clean and modern fonts (e.g., Roboto, Open Sans) for readability, and bold fonts for headings to add hierarchy to the content.

Interactive Elements:  
- Consider including hover effects for the indie game cards and menu navigation.  
- Animations for transitions between pages will enhance the user experience.