

Meeting Notes: “Banjo’s Adventure Quest” Wikipedia Website

Participants:

Creative Director: Jovonka Johnson
Designer: Hazel Tao

Discussion Highlights:

Simplified Structure:

The website’s primary concept remains a playful and simplified “game inside a game” inspired by Banjo-Kazooie. Pages will be structured in a straightforward manner without complex interactivity. The inside of a game concept is done by using CSS animations and gifs from the game--so that the user can interact with those elements like playing the actual game. Also the overall style will visually be a low poly 3D video game aesthetic since this game is very low poly.

Page Structure:

Home Page/Introduction:

The landing page will welcome users to the quest and set the playful tone.
A button animation will be used to create a fun effect when users hover over the door, which will lead to the other pages.

Character Lore and Gameplay:

Provide information about characters and gameplay, focusing on engaging visuals, and CSS ani-mations.

Game Worlds and Environments:

This page will highlight all the game levels, offering brief descriptions and playful styling for each. Users can navigate to specific game world pages for more information.

Design Aesthetics:

Design will maintain the whimsical, colorful aesthetic of Banjo-Kazooie, using playful styling to create a fun atmosphere.