Interdes Games

For my Wireframe design I decided to use a simple navigation bar across the top like the client wanted. I chose to go with an orange text theme for the active page to match the logo with the rest of the text being black, so it is clear which link is active. I have centered them above the logo and included the title that the client wanted on the page. I have also used all the images that the client wanted to appear on the page.

However, moving into the actual design of the website I changed some things. I added in black borders on the nav bar to help distinguish them even more. I have moved the title the client wanted from directly under the logo to the left side of the page and made it bigger with no background. Then I have a h1 title that describes what to do with the image below it. The still image switches into a moving gif as the client wanted. The next image to the side of this is the mobile phone image and I decided to remove the text tooltip I had because it just added clutter to the page and most people understand that if you see a game on a phone, it most likely means you can download that game on your phones designated App Store. It should not have to be explained again with a tooltip. I used a browner color for the navbar hover. The reason for this was that the blue in the logo made the text very hard to see and using orange would hide the active link text entirely. I settled on a color similar to orange but distinct enough to be seen. Finally, I added in some CSS animate for the title to bounce around and feel more alive as the client hinted that they would like the page to feel more alive.