# General Layout

From what I’ve seen briefly, this seems to be a good layout:

Homepage:

* Main Title
* Purchase button (locked to header)
* Short Description
* Trailer/Video
* Screenshots
* Contact List
* Community List (discord, twitter, reddit, etc.)
* Mailing List

Then there may be some other pages such as blogs, news, and a standalone contact page. I definitely want a news page, and I might make a blog page as well. I was originally going to have everything in the main king-toot site, but having the game blogs be on the game site would make more sense. For now, it will be under folds.king-toot, but I may end up purchasing a domain just for the game (folds-among-stars). I think having a blog page on the game site, and then having links from my personal site would be a good solution.

Pages:

* Homepage
* Blog (Write ups about different mechanics, topics, etc.)
* News (General updates such as new demos, new major updates, and release dates)

The game site will remain simple as it should be very easy and fast to navigate. Having too much information may put off people from buying.

# Style

The main king-toot site and the Simple Suite site have vastly different structures and looks. This is no different. I think I want this site to be a lot fancier in presentation, following the design of the main title. There will also be some space elements throughout. I might use some assets directly from the game, but I’ll see.

I want the header to be very simple. There should be the square logo design in the center, with a link to home on the left, and links to the blog and news sections on the right. I might also add some social media icons on the left side if it looks good.

Overall, I think I want to use a lot of brown towns, maybe blue if it looks better. I hope I can figure out something that looks good with the space background.

# Homepage

**Header:** Folds Among Stars (Logo)

**Sub Header:** As creativity is choked of its last breath, the universe needs guardians to fight for chaos.

**Body:**  
Folds Among Stars is a turn-based RPG exploring the consequences of suffocating the uniqueness from the world. A universe that was once abundant with variety and chaos is now folded in on itself, only letting peeks through the cracks. The party finds themselves on an astral body filled with that variety. However, a looming threat casts a dark shadow, slowly hiding this wildness.

Aided by a hateful group, this threat seeks to snuff out any remaining bits of creativity left in the universe. The party must fight against this threat, or the world will be thrown into a certain doom.

**Call to Action:**  
Join the newsletter so you never miss out on updates surrounding Folds Among Stars

< An array of screenshots >

< A list of social media accounts to follow >

# Blog

**Header:** Folds Among Stars Blog

**Sub Header:** If you’re looking for some behind-the-scenes looks or more insightful posts, look no further.

**Call to Action:**  
Join the newsletter so you never miss out on updates surrounding Folds Among Stars

**Body:**  
< A list of recent posts >

# News

**Header:** Folds Among Stars News

**Sub Header:** Everything and anything surrounding the recent developments in Folds Among Stars.

**Call to Action:**  
Join the newsletter so you never miss out on updates surrounding Folds Among Stars

**Body:**  
< A list of news updates >