This project Game of Kings was completed as part of the coursework for ART 235: Logo and Identity Design, under the instruction of Professor Most III during Fall 2024. The assignment's purpose was to design a logo and create a branding book that would help strengthen and support it. We were tasked with designing the layout, text placement, and overall visual style of the branding book. The designer chose to incorporate black and white into the color scheme to align with their game board theme. The illustrations were done in Illustrator. All layouts and designs were completed in InDesign.