

Designer: Sophia Yang
Creative Director: David Kim
Topic: Repo Wiki(Game)

Option A

- I really really love the font choice, the color, as well as the text shadow. It really does match with the vibe of the game.
- I also really love your mobile design, and I think it is a great idea that you created the “more” icon on the top right screen to save space.
- One thing I noticed is that it seems like you have two different descriptions of what the game is. Choosing either one will suffice.
- I also really like your design when you select from the nav bar. Simple, but visually eye-appealing
- What is the categories for?
- Maybe different colors for the threat?

Option B:

- Seems like everything is the same except the layout. I really like the carousel idea for the images to change to different categories, but I think it may be hard for first timers to navigate option 2, especially when there is no nav bar.

Final Decision:

I think you did really great with option A. The design is almost the same as what I have imagined in my head. I also really think it is eye-appealing and easy to navigate the website as everything is explicitly stated. I am looking forward to the other pages. I also like to see possible hover states for each button, and maybe a bit more clarification for the monster categories and its purpose.

Designer: David Kim
Creative Director: Sydney Tran

Notes:

B is good

Integrate the imagery from mock-up a to be

- Focus on selling the destination, photos selling the tours

Exploring with color and shape

- Opacity
- Soft colors
- Integrate the geometry into the website:
- Curved shapes

Buy admission tickets in the front

Font:

[Poppins](#) - body copy

[Playfair Display](#) - headlines