

(10/30/24)

* [WIKI]

↳ "42 wood-
engraved
illustrations

1st Meeting w/ Sophie Tao:
(creative Dir.)

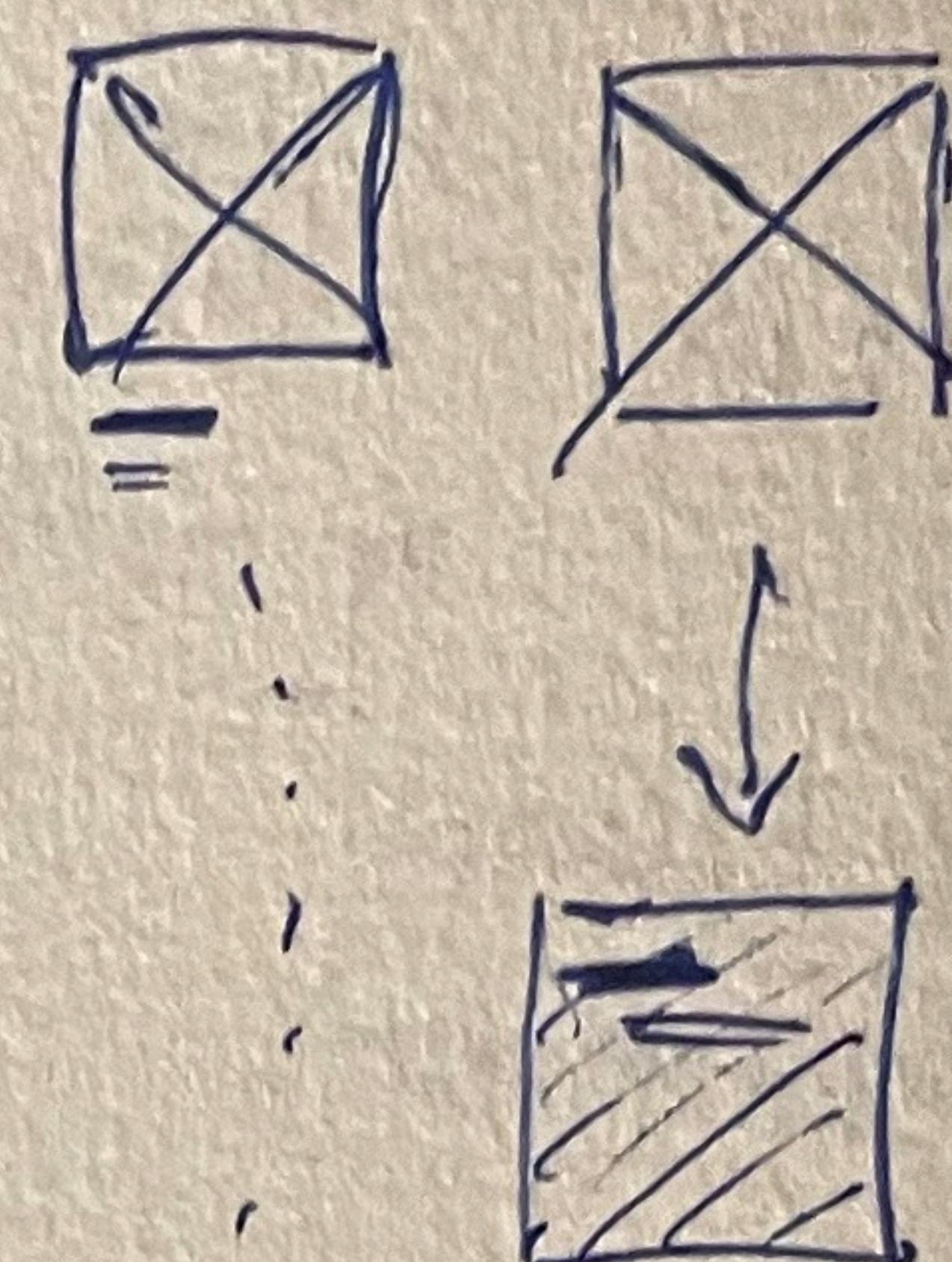
(≠ Josh Elbaum as designer)

- might cut background part

- each "bold" is a subpage

- profile bits:

- Main Pic
- Name
- short blurb (2 sentences)



* WRITING STYLES/THEMES

1st characters are
more of the focus

w/ subpgs like
Plot + history
being supplemental

* ILLUSTRATIONS

↳ most illustrators aren't that imp.

2nd more focus on
the texture/illustrative
quality as thread
that leads over thru,
more simple approach
to characters +
background info

CREATIVE BRIEF

- limit use of overall texture

↳ still include as finishing touch

↳ but also wants 'clean feeling'

* Meeting w/ (SA)
Wilson (as designer)

(A/1/24)

1st - home pg
encompasses game play/selection

nav bar is supp.

2nd - each sub pg has "game selection" element w/ extra life "unlockables" in each pg.

★ home pg

* Josh Elboom
(creative dir.)

possibly
char/kart/course
Selection to move thru site
(or CUP)

everything is an accessible "route" from home pg.

→ opens up w/ game-life loading screen

→ scroll down to "welcome" section

★ sub pgs

① can be accessed thru step-by-step journey at first

— AND —

② later (/also) accessed thru tabs in nav bar

(?) "How to START the Race"

★ ABOUT (combining "Dev" + "Impact")

→ maybe even game play, items

★ "CHAR + COURSES"

→ each contain "unlockables"