Meeting Notes

Kevin He - Creative Director [214-714-2073]
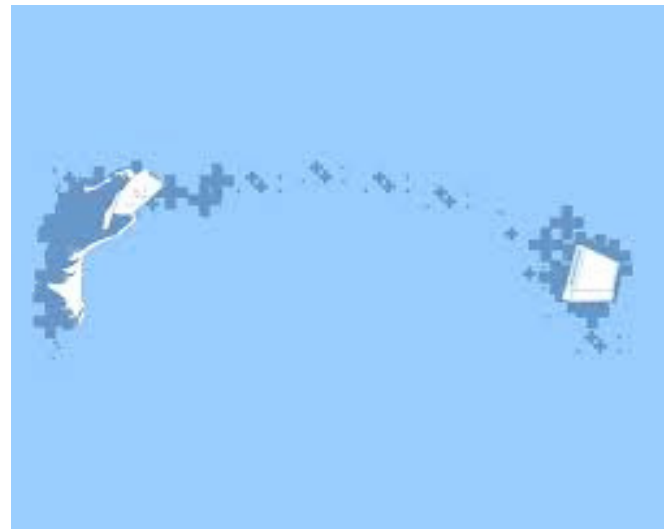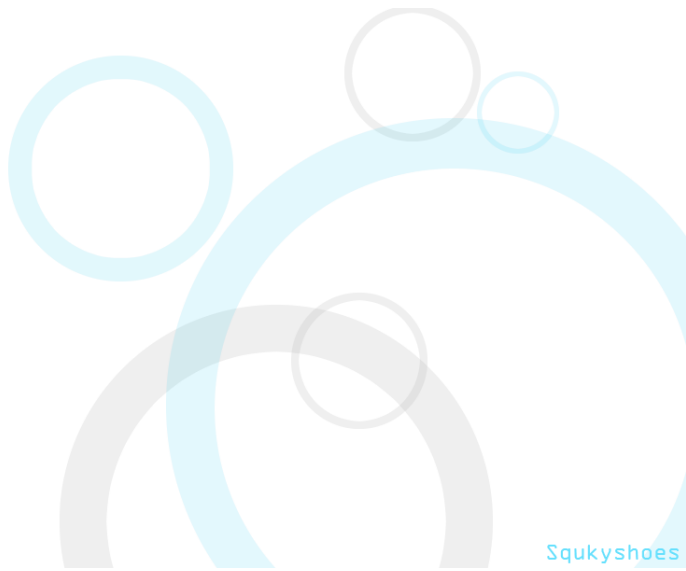Carmen Maria von Unrug - Designer
11/12/2018

Project Title: Nintendo Wii Website

- Visuals should be pretty clean and minimal white backgrounds with gray transparent boxes with hints of blue (whether that's rings or something else is up to you)

- Type face I'm unclear about so it's up to you. If you need some more direction with that I can help out

- The focus should mostly be on the Wii, I don't think there should be much if any history for Nintendo other than like their experiences with the GameCube maybe

- The tv channel graphic shell is basically the Wii menu since each individual app on the Wii was structured to look like a television screen/channel. An example is shown below

- The launch should just be about some expectations and stuff that led up to the Wii's release and should def include some sales statistics but not too much. It should be fine to talk about selling out since it was super popular and in demand since it was such a departure from traditional games. Remember that the audience should be for people around our age or younger since it is geared towards people who would be most interested in the Wii

- Should use mostly the wiki for the launch press stuff but if necessary, can also watch E3 and other videos and news for hype

- Graphic Shell example

Squkyshoes

(but with like a white/grayish background color)