The one thing I wanted to ensure first and foremost with this design is the branding. I researched the exact hex codes used in the logo, and I did not stray from them. That was one thing I wanted to know before I even touched the wireframe because of the possible negative ramifications of incorrect branding. With that in mind, I went in a different direction with the navigation bar. Instead of having it in the middle, I not only put it on top, but I also placed the logo straight in the middle of it because I wanted to call attention to that section, especially the brand logo. I made a bit of a minor switch and put “games” and “about” on the opposite sides, but closer to the logo; this draws the eyes to the meat of the offering. As well, I wanted to have the homepage highlight (at most) the latest three releases as a way to boost interest in not only the games themselves, but the brand as well. I used Bool’s Realm 3 as an example of a possible place to review specifications for computer games because while these games may not eat up as many resources (after all, it is an indie), consumers still must review these considerations. The mobile section is one I obviously had in mind for upcoming games. I wanted to highlight both on the homepage, with small blurbs (and other pertinent information where available), but the ones already released should take priority, unless it is a major project. The main theme of old school design and new school tools was something I had in mind for this because of how simplistic they are gameplay wise, yet still created using state-of-the-art tools. Not to mention, I also wanted to highlight this because of the explosion of video game nostalgia, especially with the sixteen bit era.