

# Activity

## Sugar Smash:

Sugar Smash is a hit mobile game app where players destroy candy pieces and earn points to advance to the next level.

There are a group of avid Sugar Smash players looking to create an online community for fans. They are asking you to come up with a layout and a good colour palette for their fan page.

## Your Challenge:

Use Adobe Kuler to make three different colour palettes.

Choose 3 of these 4 types of palettes:

- Complimentary
- Analogous
- Triad
- Monochromatic

Then create a sample layout for the Sugar Smash fan page. Your design must include Sugar Smash's logo (which is in Shelby's repo).

Duplicate this layout 3 times. For each layout, change the colour palette of the logo and the page design to one of the three palettes you made.

The layout does not have to be detailed, but make sure there are enough elements to make good use of your colour palettes.

Write a short paragraph explaining how the use of the three colour palettes changes the mood on each of the layouts.

Save your layouts as .JPGs and put them in an HTML web page. Upload your web page into your github repo and link it as Week 10 Presentation: Colour Palettes.