

Notes from Meeting
Nov 15, 2023

Creative Director: Veronica Susovica
Designer: Grace Jung

Changing directions slightly from the 3Ds frame, leaning more towards mockup B.
Talked about potential scroll sideways/horizontal which can also be indicated with arrows.
Additionally the scroll sideways can be utilized by buttons instead of dragging.

Potential quick mockups just to see different background colors/images. They don't have to be neat or anything, just something to quickly see how the background might look.

Background images:

Talked about using landscape photos from the game that show off scenery.

I included some photos just to give an idea of what I'm looking for.

I think the upper right and bottom left are more fitting. Especially the bottom left!



Villagers will be focused more on species than personality. However, either direction works, species or personality.

Music can stay the same for each page.

3Ds element is not necessary anymore, as the focus of the website is on the game itself.

Additionally, opening sequence is still a possibility but can be left for final touch ups and is not a main focus of the site.

Main page can keep some variant of the official splash art (the same imagery in mockup B).

Talked about the background images switching (I think this meant fading transitions(?)). I think this would work well for the main page.

Note: I forgot to mention to forget the footer like creative director and designer roles, sources can go here too.