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Creative Director: Veronica Susovica

Designer: Grace Jung

2nd Meeting Notes:

Everything is looking great! From concept to communication to aesthetic to structure to execution.

For now, we agreed to try out the 3DS frame concept first and see how it works out. If it's too complex to complete within the limited timeframe of the project, we'll fall back to mockup B- which I also really like.

Some ideas we discussed:

- Different loading screen when the 3DS opens: (GIF?/or still) of Isabel dancing around.
- Possibly two sections for characters (note: they can be two subsections within one section as well)

1) Main NPC villagers 2) Villager personality types

- Using screenshots from gameplay (note: which can be found more easily on Pinterest)
- "Pastelia" is a good reference for inspiration
- Optional experimenting with backgrounds, less vibrant, more pastel-like.
- Possibly keeping Rover as the character leading the first section of the site. Just editing the text to relate to the content. Ex: "So, you mind if I sit here? (...)" *Let me tell you about this little game I like." etc.

**added text*

- Experimenting with noise/grain for nostalgia factor. So that it is not too HD/new. Note: I wouldn't worry about this too much right now since nostalgia is a more abstract concept and partially subjective to tackle.
- How to tackle the issue of how the 3DS frame will look on mobile view. Maybe adding text that instructs the visitor to turn their phone horizontally when the site initially loads. But I'm not sure how complex that would be to code.