Designer: Sophia Yang

Creative Director: David Kim

Topic: Repo Wiki(Game)

- Content-wise, everything I want is in there so that is perfect. There is not much design in the initial page at the moment. Maybe explore the different possibilities of designing each page.
- Maybe adding photos for the monsters and items may be more preferable for the users to see and gain information from the website.
- Make sure to actually put the videos. Seems like none of it is linked to a video that works and plays.
- The photos in the home page seem kind of big. Again, this ties back to the designing part.

Final: I think you should just heavily focus on the designing aspect of the page now as all the contents are in there!

Creative Director: Syd Tran
Designer: David Kim
Notes:
- This website has taken huge leaps since the last discussion
- The functionality of the Map is super impressive, and kudos to you for troubleshooting that request and bringing it to life!
- I really enjoy the photo gallery and the consistency of the system
- One thing that could be useful is that for buttons that link to websites, having it open up a new browser in case a user would like to go back and forth between websites on tabs instead of in the same browser
- I am not sure if the center aligned text is working in your favor right now since when decreasing the viewport can lead to text chunks making weird shapes, would definitely explore media queries to resolve this!
General notes for a future direction:
- Something I would like to see is further exploration in color
- Personally I use coolors as a free generator for fun palettes
- Here are two examples of palettes I enjoy but feel free to iterate
- Ex 1
- Ex 2
- On the topic of colors I enjoy the highlight function of the buttons right now so integrating more fun and friendly colors would be great!
- From a design standpoint I think using poppins for regular text and playfair display for headers would be great
- If there is time of course, I would explore typographical hierarchy because in the landing page the Basilica text size is acting more of a subhead than a header so don't be afraid to go big!
Great work David! Can't wait to see the final build!