

Creative Director: David Kim

Designer: Sophia Yang

Recording Doc: https://repo-2025horror.fandom.com/wiki/Repo_Wiki

Topic: Repo Wiki(Game)

Goal: Description of what the game is and the objective (goal) of the game.

Option 1:

More image based

Specifically a table for each monster and a description for each. Difficulty for each monster.

Font: You can choose (I prefer horror based font)

Color choice: Dark, orange and black

Nav Bar - (Home Page, Monster page, Item page)

Simple button hover state

Option 2:

Very similar to option 1, but instead of using a nav bar, I want it to be created in a selection image type where there are two buttons left and right. Clicking the button will switch it to a different image (like a carousel), and pressing that image will go to the monster or item page depending on what the image is. Specifically for that page, I don't mind having the same design with option 1, but I want to see different type treatments (font, color, etc).

Footer - Put the icon of the game with the title. You can put the copyright as well as your name on it to show who designed the page.

Creative Director: Sophia Yang

Designer: Adejola Ogunsan

Recording: wikipedia microsite initial meeting.mov (attached)

Topic: boba tea

Design Ideas:

Simple vivid lovely

One example: <https://www.kokeetea.com/locations>

Color Palette: Warm Tones

Interactions: Responsive & Hover Animations

Logo: Symbol - Boba Cup

Content Architecture

Header:

Categories, Logo, Website Name:

Footer:

Copyright

*Header and Footer should be the same style and should have the same color.

Typography

Use at least three different typography

Pictures

Very clear pictures

Background Illustrations

Patterns

Boba Shapes

Milk Shapes