

* Meeting w/ (sa Wilson (as designer))
1st - home pg emulates gameplay/selection } nav bar is supp.
2nd - each sub pg has "game selection" element w/ extras like "unlockables" in each pg.

(A/1/24) * HOME PG

* Josh Elboom (creative dir.)
→ opens up w/ game-life loading screen
→ scroll down to "welcome" section

possibly char/kart/course selection (or CUP) to move thru site

everything is an accessible "route" from home pg.

(IN-PERSON MEETING)

* SUB PGS

① can be accessed thru step-by-step journey at first

— AND —

② later (also) accessed thru tabs in navbar

(?) "How to START the Race"

* ABOUT (combining "DEN" + "Impact")

→ maybe even gameplay, items

* "CHAR + COURSES"

→ each contain "unlockables"

(10/30/24)

* [WIKI]

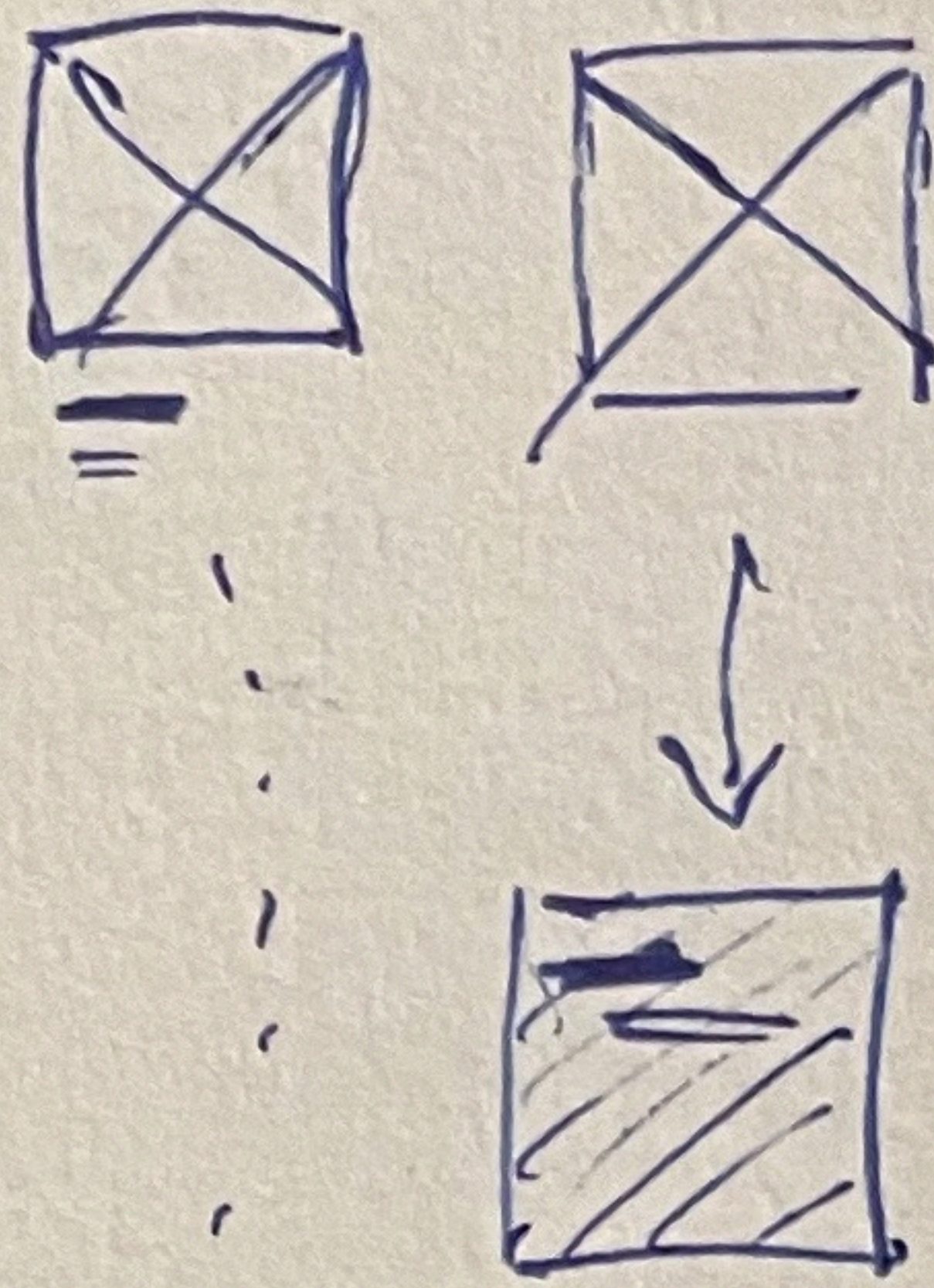
1st Meeting w/ Sophie Tao: (creative Dir.)

(≠ Josh Elboom as designer)

- might cut background part
- each "bdo" is a subpage
- profile bits:

- Main Pic
- Name
- short blurb (2 sentences)

↳ "42 wood-engraved illustrations"



[IN-PERSON MEETING]

* WRITING STYLES/THEMES

* ILLUSTRATIONS

↳ most illustrators aren't that imp.

CREATIVE BRIEF

- limit use of overall texture
 - ↳ still include as finishing touch
 - ↳ but also wants 'clean feeling'

1st * characters are more of the focus w/ subpgs like Plot + history being supplemental

2nd * more focus on the texture/illustrative quality as thread that leads user thru; more simple approach to characters + background info