

# Initial Meeting notes

Creative Director: Tara

Designer: Kevin

## Summary:

- Layout:
  - Page Size
    - One page (promotional websites are usually one page instead of multiple pages)
  - Sticky Element
    - Have a sticky element to jump to different parts of the website so user doesn't have to scroll forever
  - Top of page:
    - Include a summary of the game
  - Gameplay:
    - Can include videos and screenshots that show how the game works along with some text that explains a bit of the game
  - Character Elements
    - Want it be similar to character page in don't starve game (image included at bottom)
  - Development Section:
    - Include conceptions and design part of wiki (with some images of sketches, can be a small summary of this part of the wiki- don't can about the release and updates portion)
  - Interactive element:
    - Like life is strange website would be cool (maybe so you can click thru the characters or clips of the game like on steam or other sites that advertise games)
  - Other Games:
    - Blurb at bottom about the other games (reign of giants, hamlet, etc.) with a link to the actual Don't Starve website people can go to if they want to know more/want to buy the game
- Game choice
  - Base game or Don't Starve Together (can advertise that you can play with multiple people if you did together)
- Design Elements:
  - Color Scheme: red and black with blue and purple (be cautious of the images you use so that they don't clash with the background)- use the game as a reference
  - Typography: try and find similar fonts to Don't Starve's visual style for headings of sections (Helveti Hand/ Helvetic – Life is strange type face) if not, find on that fits the tone of the game