Meeting Notes (11/03/23)

Creative Director: Clara Kim
Designer/Developer: Skye Wang

- Vivid, fun, cute aesthetic
- promotional website so maybe include fun ads about kirby?
- Interactive website that can mimic aspects of gameplay
    - i.e. Homepage can look like the starting map of Kirby. When click on icon (like a tree) it navigates to different tabs/sections
        - Theme is up to designer (forest, galaxy, desert…)
    - More clickable buttons/info than long pages of scrolling
- Communicate more with imagery than text. Only include text when necessary!
- Homepage doesn't have to be longer page
    - Less clutter on homepage, timeline being

Layout
1. Homepage
    a. Could look like the starting map of the game (refer to creative brief)
2. About Kirby and the Game
    a. Character
    b. Different forms of Kirby
    c. Plot of Game
3. Development
    a. HAL Laboratory- how they developed kirby/game
    b. Nintendo Switch- how the game is designed for switch!
4. Reception
    a. Sales records and awards
    b. maybe design like a trophy display?