

Creative Brief

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Project Title: "Stardew Valley Adventure: Unearth the Magic of the Valley"

1. Project Overview

The goal is to prepare for an enchanting journey into the whimsical world of "Stardew Valley." The website offers a captivating and immersive experience that lets users dive into the charm and wonder of this beloved video game. Unlike Wikipedia, instead of providing basic information, I want to make sure users who have not played this game yet can get a great understanding of the game itself through this journey.

2. Resources

The copy is available at https://en.wikipedia.org/wiki/Stardew_Valley to draw basic information about the game elements. And <https://www.stardewvalley.net/> & https://store.steampowered.com/app/413150/Stardew_Valley/ to gather information about the developers and current trends.

3. Audience

The target audience includes gamers, both newcomers and seasoned players, who are eager to explore the secrets of "Stardew Valley." It's also for those who seek tips, tales, and tidbits about the game, and for anyone who wishes to relive the magic of the Valley. This can also be reviewed by my future employer as one of the projects in my portfolio.

4. Message

The mission is to celebrate the charm, creativity, and community surrounding "Stardew Valley." Through the game character's eyes, I want to share the joy of farming, the thrill of adventure, and the warmth of camaraderie in Pelican Town. It's a tribute to the magic of the game and its ability to whisk players away to a world of endless possibilities.

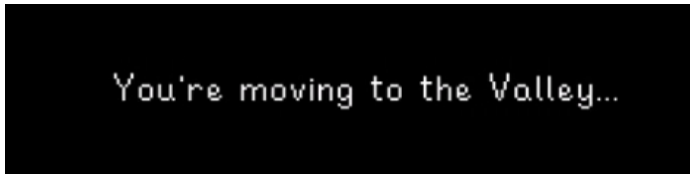
5. Tone

The tone of our website is one of fond memories, a sense of awe, and a feeling of togetherness. I want to reflect the heartwarming spirit of "Stardew Valley" and the joy of connecting with the game and its characters. It can be challenging, but I want to try to inspire delight and a sense of belonging within the Stardew community.

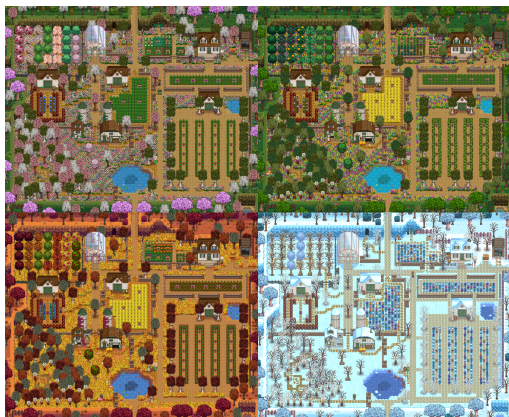
6. Visual Style

The visual style is inspired by the cozy and picturesque aesthetics of "Stardew Valley." I would like to adorn the site with beautiful landscapes, pixel art graphics, and character profiles to bring the Valley to life. In line with the game's wholesome feel, the color palette is rich in earthy tones, reminiscent of the changing seasons in the game. I also want to use the game map somewhere visible as a background.

Some potential images I would like to use:



(map)



(four seasons)



(characters)



(different types of farms you can choose when start the game)



