Creative Director： Claire Li
Designer/Developer: Marisa Benjamin

ProjectTitle: Stardew Valley Website

Quick catch-up:

- Great finish on the initial build
- Detailed work on each section!
- Appreciate your hard work on getting every single character's portrait!
- Good and decent info that introduces the game structure.

Improvements：

- Add a developer's icon on the button, with some in-game screenshots, etc.

 (icon)

- The character section could find a way to insert the portrait to resolve the glitch.
- Keep the intro text dark blue.
- Adding clouds in the background (office hour on Monday)
- The navigation bar leading to the section is somehow blocking the section title, could add padding between each section to increase space.
- Adding a button between the starred Valley logo and the intro text that prompts the viewer to "explore".
- Concernedape: you can keep the picture of him I think that's fun!
- The map could be a little bigger so that users could read the texts more easily!