Creative Director： Claire Li
Designer/Developer: Marisa Benjamin

ProjectTitle: Stardew Valley Website

Main goal/priority: Compelling website that shows the game features that attract/welcome new gamers, as well as introducing the game.

Color scheme: pixelated texts/fonts, earth color tone, bright and vibrant.

The most challenging part: Interactive map in one of the sections, probably in the Farming and Agriculture section. Using buttons/enlarge images animation to show key elements in the map.

Intro section layout: A large background image when clicking on the website with the title fonts on top of it, could add background music if applicable. See reference here:
https://www.stardewvalley.net/

Negotiation bar: This could be located below the intro section. See references here:
https://ac-pocketcamp.com/en-US

Some other references that could have inspired the layout:
- Story of Seasons： https://www.storyofseasons.com/awl/ & https://www.storyofseasons.com/PoOT/

- Coral Island： https://www.stairwaygames.com/coral-island

- Dragon Quest Builders 2 https://dragonquest.square-enix-games.com/builders2/en-us/home/

- My Time At Portia https://portia.pathea.net/