

Creative Director: Claire Li  
Designer/Developer: Marisa Benjamin

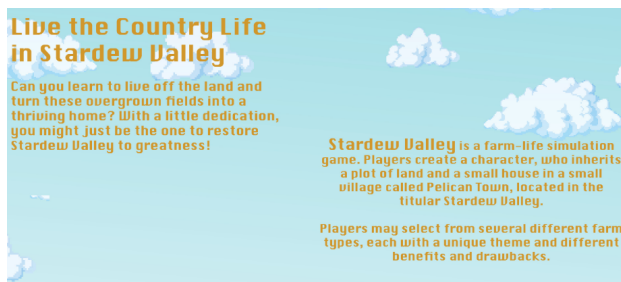
## ProjectTitle: Stardew Valley Website

### Quick catch-up:

- After reviewing, we chose mockup A because of its color scheme!
- Beautiful color palette and a great choice of font!
- An interactive map changed to an information map because it could work visually on any device screen. Keep the current layout of the map with places marked.

### Improvements :

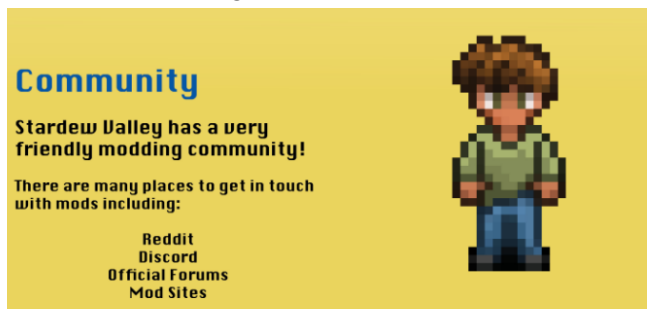
- Due to eligibility, change the font color to dark green(opt: with shadow) to let the texts pop up.



- **Creative design consideration:** Clouds could fly while moving the cursor if possible :)



- Switch the title to match with the top navigation bar(keep to current section titles and change them to sub-title)
- Add a little button or something similar(plus sign, etc) at each section that allows users to jump to the section above or the map
- Add a photo collage or album at the end section, where the character is.



- Add the creator/producer icon at sources, maybe at the empty spaces in the lower right corner.

Stardew Valley was created by  
ConcernedApe

Stardew Valley, originally titled Sprout Valley, was created by American indie game designer Eric Barone under the alias of ConcernedApe. In 2011, Barone had graduated from the University of Washington Tacoma with a computer science degree.

Other Sources:

[Stardew Valley Wiki Page](#)

[Stardew Valley - Official Site](#)

[Stardew Valley - Wikipedia](#)



(icon)