

Meeting Notes

Creative Director: Analise Black

Designer: Angela Liu

[Link to recording](#)

- Basic outline: A fun, engaging website informing users about our solar system. Each planet has its own page and is organized in the same order as our solar system. The first/home page will include general information on the solar system/characteristics/history and each following page will be dedicated to a specific planet.
- Background colour for the pages should mirror that of space (i.e. a gradient of blue/black, with the gradient slowly becoming more black, as the planets move further away from the sun (see the images in the creative brief for further explanation))
- Each individual page should focus on the planet, and the visual design of that page should mirror the characteristics/colour of that planet
- Aiming towards a younger audience, should have a more casual and fun feel
- The primary experience should be linear, moving from one planet to the next (travelling through space), but there can also be a nav bar at the top for quick page access. The nav bar design should be simple and the colour can be similar to the background gradient (it should not draw the users' attention away from the main focus of each page)
- A rocket icon can be used for linear travel, with the rocket appearing on each page (i.e. when the user clicks on the rocket, it transitions them to the next page/planet, and the rocket appears in a different location on that page)
- Mainly a desktop site, and the mobile version can be a smaller/simplified version (keeping the planets the main focus between each page, but with less information)
- Ideas of inspiration: the amber alert user research flip book example we saw in art 322j (similar in the idea of linearly transitioning between pages, like a journey) and the figma mock-up maps for the game you developed for another class
- For more detailed information, you can reference the content outline and creative brief