Initial Meeting Record

Creative Director: Emily Ou
Designer: Carina Basora
Topic: Travel Frog (Tabikaeru): Wikipedia Microsite

Design Direction

- Incorporate elements from the game, such as postcards and familiar visual motifs.
- Use a color palette inspired by the game's original artwork.
- Explore typography that complements the game's illustration style.
- Look more closely at the game's interface and visual design for inspiration.

Potential Ideas

- Use postcards as a way to organize content or navigate between pages.
- Consider incorporating music from the game, if appropriate and permitted.

Next Steps

- Research the game's visual elements, typography, and interface.
- Explore possible desktop and mobile layouts.
- Develop initial visual mockups based on these ideas.