

Creative Director: Jane Zhang

Designer: Erin Lee

General Guidelines

- Purpose - offer an overview of Minesweeper's gameplay, history, and impact
- Can be multiple pages or one long page

Design Decisions

- Incorporate "mines" into page concept (ex. square/button that can be clicked to "blow up" and reveal content)
- Color Scheme - imitate Minesweeper site
 - Grays with default RGB swatches as accents
- General aesthetic would be fun to imitate, but shouldn't be clunky beyond comprehension
 - Maybe incorporate some pixel art icons (flags, mines, section/page headers) but generally keep website modern
 - Or keep color scheme but design everything else cleanly
 - If you experiment and think you can pull off fully incorporating the Minesweeper aesthetic without making the website look unintentionally dated, go for it

Overall take content notes more as guidelines/suggestions. If you think of something you'd want to try that isn't in the notes or decide that certain ideas wouldn't actually work well, feel free to take any creative liberties.