

Designer: Maggie Liu

Creative Director: Christine Bi

- Mockup B has a clearer hierarchy and also visually really engaging
- Color scheme is nice but the contrast between background color and text color could be stronger, either with a darker background or with a lighter text color
- The text on the buttons could be removed to avoid confusion
- When clicking on the buttons it could navigate to paragraphs with text and potential images if necessary
- Trying to recreate the feeling the player had when they first entered the game
- The mobile display flows really good and is easy to read