

Comments on Design A (I prefer this design)

- Organization
 - The organization of the website looks great. I assumed that from the size of the frame that this is on a phone app currently.
 - The
- Image Treatment
 - The use of images on the games that I click is a little lacking. That is because most of the images are weirdly cut off and some do not match the actual games of the company. When we are making this into an actual website, search images with the name of each game on there. Also, try to rescale and cut the image before placing them in the html so that we have a clear image for the users of this website to see
- Structure/ Overall Cite management
 - This is the same for design b, but some of the text and letters are falling out of the box. It is easy to treat those problems in html, so I don't think that would become too big of a problem.
 - I wish there is some kind of a navigation bar at the top or the bottom of the page that we can click and go to a specific page, regardless of whether the site would be on mobile or desktop
- Variation
 - Hopefully, there is a Desktop version of the website that I could access through my desktop, then it would be good to have a navigation for both
- Navigation
 - Currently, there is not clear navigation through the pages except for the arrows that I can click at the bottom of Figma. When making the actual site, mark navigation for each website.
- Content
 - For the rules of each game, it could be better if we have a separate section to explain specifically about the rules. This is because some games in Riot Games are difficult to explain with 3 short paragraphs
 - Ex) League - maybe add explanation of the 5 different roles you can have in the game and what you have to do in each role to give people a better understanding of how the game works
 - Valorant - Explain about the buying phase, the attack/ defense turn swaps after a couple of rounds, and more about the game, you already have this, but just have them in little more detail.
 - TFT - Explain about how the game works in general. How to gain items, proceed through rounds to upgrade your team, etc

Comments on Design B

- Since the design b has the exact same structure with different colors, I would just say something about the choice of colors for this mockup
 - This color palette choice is great as well in comparison to the black based color choice.
 - However, I hope that in this mockup (if you want to follow through with this one) that we have even more vibrant colors that could make the website look even more colorful
 - Ex) have a contrasting blue tone color in comparison to the orange so that the coloring of the website has more variation
 - For other things, I have the same comment as design a