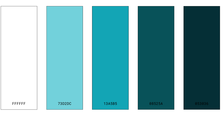
COLOR PALLETE

The GameGrid color palette blends modern digital tones with retro-inspired hues, creating a unique and immersive visual identity. The gradient transitions from light cyan to deep teal, symbolizing exploration—from the surface of indie discovery to deeper gaming experiences.



TYPOGRAPHY

The typography was designed to create a bold first impression through large, pixel-style headings, maintaining clarity in subheadings and body text. A consistent hierarchy was followed, with scalable sizes to ensure readability across all screen sizes.

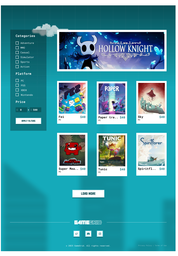
MAIN LOGO	**FLASTY TRIAL**	size 96-128
HEADINGS	**ALOO THE APACHE**	size 96
SUB HEADING	Roboto Mono	size 24-32
TEXT	Roboto Mono	size 16-24

PAGE EXPLANATIONS

PAGE 1 - HERO

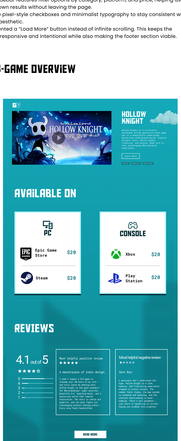
- The page follows a pixel-art aesthetic, appealing to fans of classic and indie games.
- The grid background subtly references retro game level maps while giving structure to the layout. The pixel clouds floating above add life to the static screen and reinforce the 8-bit style, helping set the tone without overwhelming the main content.
- The red pixel car and futuristic tower enhance the thematic atmosphere, making the interface feel like part of a game level.

PAGE 2- EXPLORE



- This page showcases a dynamic game grid layout that gives indie titles plenty of visual space.
- The game listing screen is designed to highlight game visuals while keeping browsing intuitive and engaging.
- The left sidebar features filter options by category, platform, and price, helping users narrow down results without leaving the page.
- Filters use pixel-style checkboxes and minimalist typography to stay consistent with the retro aesthetic.
- I implemented a "Load More" button instead of infinite scrolling. This keeps the interface responsive and intentional while also making the footer section visible.

PAGE 3-GAME OVERVIEW



- This page serves as the individual game details view, giving users a deeper look at a selected title.
- A large featured banner with a play button helps showcase trailers or highlight footage.
- The game's title, description, and genre tags are shown clearly to provide essential context and encourage exploration.
- A "Learn More" button is provided to prompt further interaction or external linking.
- Consistent pricing is displayed clearly beside each store/platform for easy comparison.
- The Reviews section uses visual ratings and bar charts to show community feedback at a glance.
- Positive and negative reviews are highlighted side-by-side for balanced user insights.
- A "Read More" button invites users to view additional reviews or deeper content.
- The layout maintains the retro grid background and pixel-style headings to stay cohesive with the overall design.

PAGE 4- ABOUT

- This page introduces GameGrid's core values and mission using a clear, focused layout.
- The introductory paragraph emphasizes simplicity, usability, and seamless design in a content-heavy digital space.
- The "Our Mission" section explains the goal of bridging great content with effective discovery tools.
- A realistic laptop mockup displaying the platform helps reinforce the professionalism and function of the UI in action.
- The message prioritizes both visual beauty and usability, ensuring the platform is not only attractive but accessible.
- The design sticks to the same pixel-grid background and type style, keeping visual consistency across all pages.
- The footer continues to include brand identity and social links, reinforcing continuity.

Designing a space where indie games shine.

GameGrid was designed with the player in mind — to make indie game discovery intuitive, fun, and visually engaging. This project reflects a passion for games, thoughtful design, and building digital spaces that feel both playful and purposeful.