

# Initial Meeting Notes

3/27/2026

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Designer: Lakshmi Mulgund

\*MET IN PERSON - NOT ABLE TO RECORD MEETING

## Project Title: Wandersong Website

### Pages

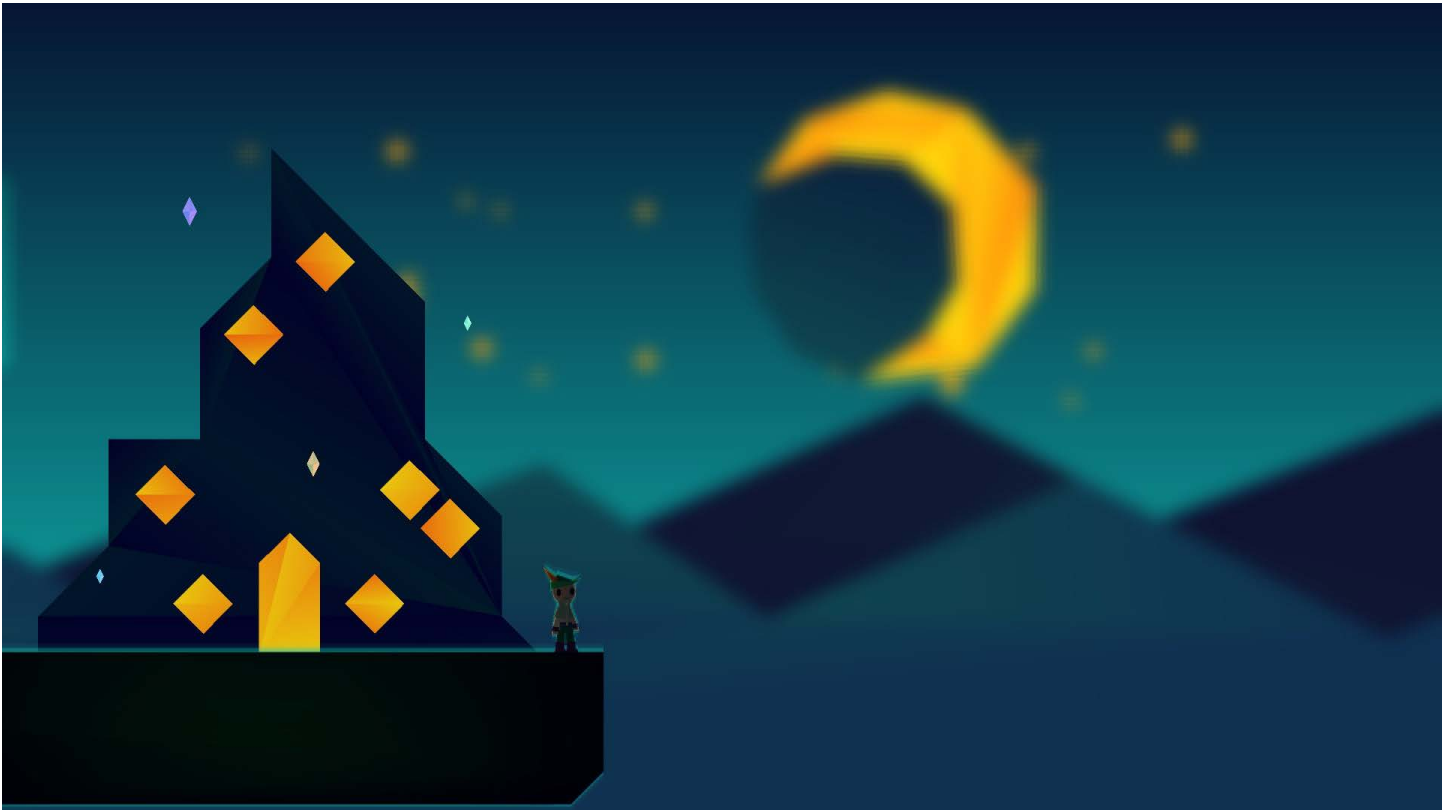
- Home Page - like the wandersong website found here <https://wanderso.ng/>. Page should feature mostly images/gifs of the game, plus links to a gameplay trailer (possibly an embedded video), where to buy/play the game on different platforms, soundtrack/ost
- About the Game - basic plot summary of the game, sneak peak into the main game mechanic (the music/color wheel), introductions to the main characters (The Bard [https://wandersong.fandom.com/wiki/The\\_Bard](https://wandersong.fandom.com/wiki/The_Bard), Miriam <https://wandersong.fandom.com/wiki/Miriam>, Audrey [https://wandersong.fandom.com/wiki/Audrey\\_Redheart](https://wandersong.fandom.com/wiki/Audrey_Redheart))
- Creation Page - basically copy-paste the info from wikipedia, highlighting the inspiration for the visuals and mechanics
- Sound and Music - info about the sound creator. Basically that whole section on wikipedia

### Resources

- A Wandersong Website <https://wanderso.ng/>
- Wikipedia Page <https://en.wikipedia.org/wiki/Wandersong>
- Gameplay Trailers <https://youtu.be/-xfmb7S-aAI?si=QiiTmrWgQoGD5w7B>, [https://youtu.be/\\_8fjXrzkUhM?si=HvdYAA32KSxuZSMO](https://youtu.be/_8fjXrzkUhM?si=HvdYAA32KSxuZSMO)
- Where to buy: Steam <https://store.steampowered.com/app/530320/Wandersong/>, Nintendo Switch <https://www.nintendo.com/us/store/products/wandersong-switch/>, PlayStation [https://store.playstation.com/en-us/product/UP3864-CUSA13934\\_00-APP0990000000022](https://store.playstation.com/en-us/product/UP3864-CUSA13934_00-APP0990000000022)
- Soundtrack <https://ashellinthebit.bandcamp.com/>
- Fandom Wiki [https://wandersong.fandom.com/wiki/Wandersong\\_Wiki](https://wandersong.fandom.com/wiki/Wandersong_Wiki)
- Use google to find other gifs/screenshots of gameplay

## Visuals

- Colors! Two approaches to try out: 1. Bold, vibrant, punchy (basically like the game). 2. Colorful but a bit more muted/soft.
- Navigation: Either in the corner as a pocket/drop down type menu that uses the color wheel mechanic, or center/across the top but in the shape of the color wheel (but maybe only a semi-circle?)
- Use a lot of gifs in place of images - for characters, dances, the color wheel mechanic, etc.
- Geometric shapes (sharp edges), solid colors and textures
- Layout: Can try a version with a center column for the content but with a background image that spans the entire screen. Second version is up to you, but maybe play with a grid layout with different types of shapes (To sort of mimic the geometric visual language of the game).
- Analog elements! I'd really like you to give analog elements and textures a try, such as cut paper or fabric, since this game was inspired by that visual style. Let's aim to have one mockup with some analog elements (doesn't have to be a lot) and the other can be completely digital/your preferred way of image making.
- Themes/shapes: falling stars, music and music notes, sky and clouds, other celestial objects (moon, sun, eclipse), layering



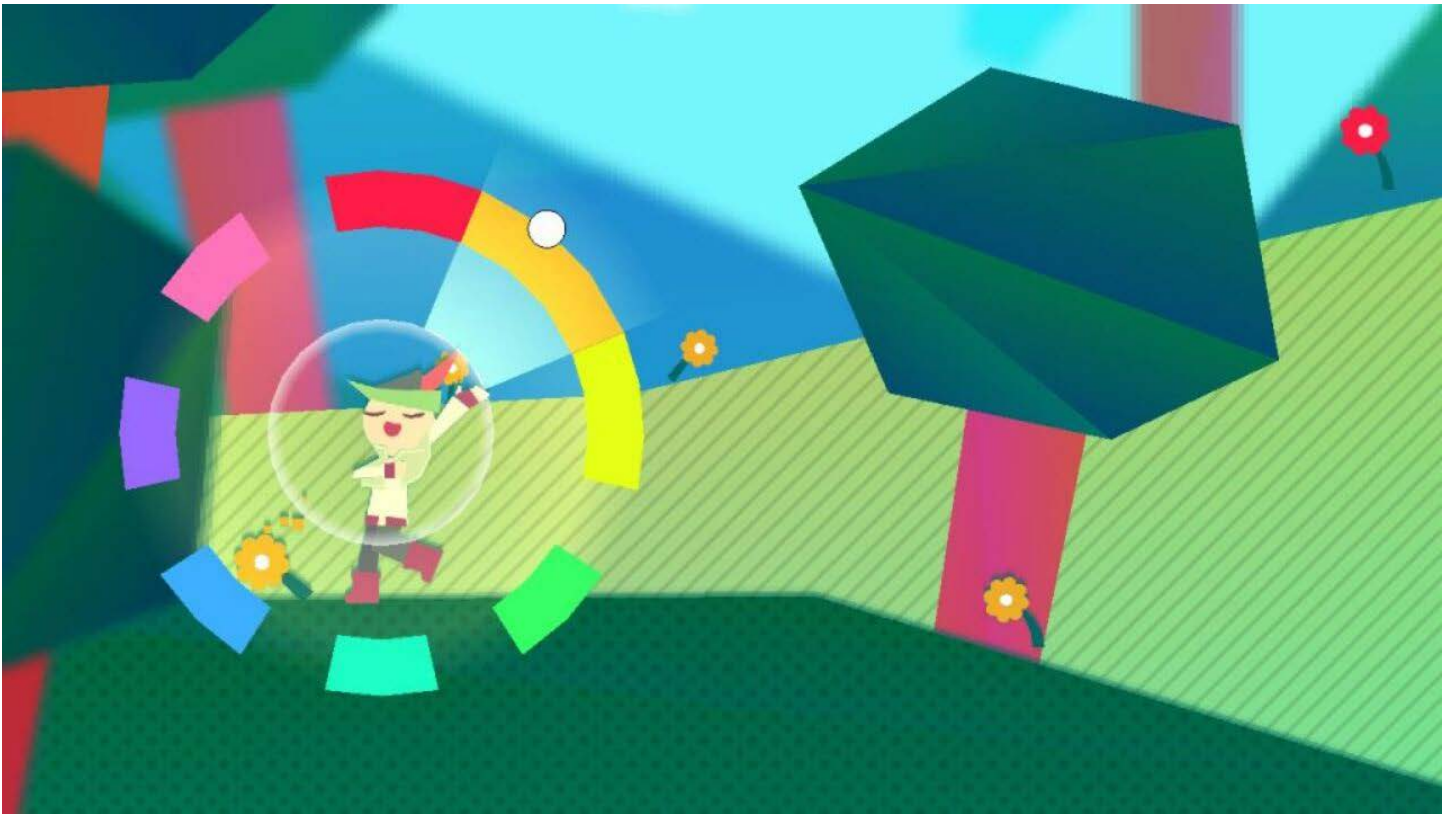
I like the layering here, might also be fun to play with a darker color palette

[https://i0.wp.com/looselogic.com/wp-content/uploads/2019/01/20190114212653\\_1.jpg](https://i0.wp.com/looselogic.com/wp-content/uploads/2019/01/20190114212653_1.jpg)



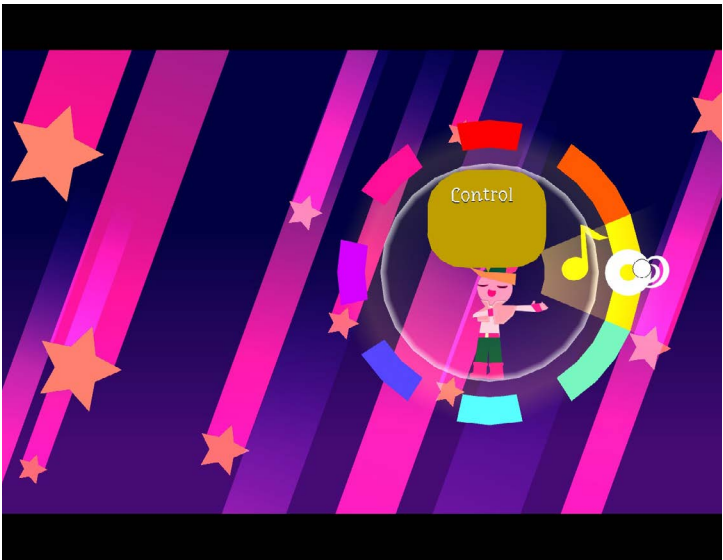


The "standard" colors and visuals I associate with this game

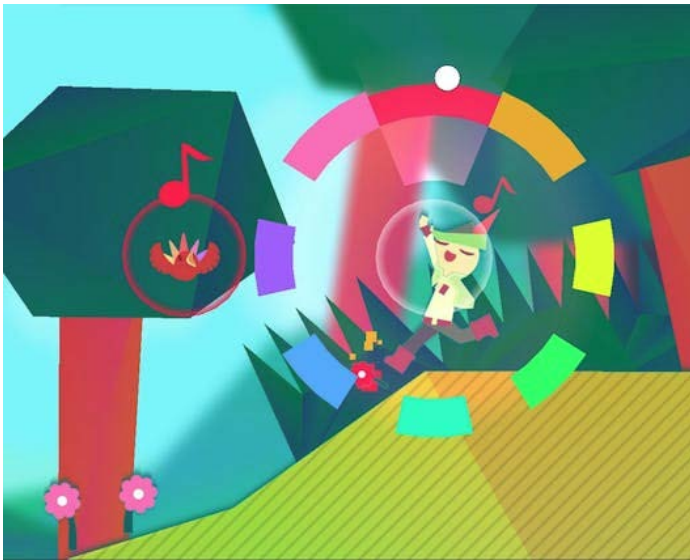


A more "earthy" color palette. Also really enjoy the digital textures on the solid color "ground"





Falling stars



Music note and music wheel



Stars and moons, but also a sky with layered clouds (really like layers)



Celestial theme, sun, moon, eclipse. Could be fun to try for one of the pages



From Kirby's Epic Yarn. Could take some inspiration from the texture of everything, how they mimic real life materials



This is from one of the Paper Mario games. I really like this flat + layered look, whether you get that from analog or digital strategies



Just thought I'd share an example of what analog layering/textures can do while also being really simple. From illustrator Shelley Hanmo <https://www.junoniaarts.com/paper-collage-illustrations>