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Mahjong Microsite: Design Meeting Notes Meeting II

What's working

- The mahjong tiles as buttons look great
- Strong integration of tile design into the interactive elements
- Lots of informative historical context
- Prefer Version A and the lighter color scheme
- The red heading concept is a good one

Structure

- Add a header and footer
- Work on the links connecting the home page to the other pages
- You talked about breaking out of the boxes! Let content and box edges run to the sides of the screen, rather than keeping everything contained

Design refinements

- Add more of the tile-inspired design in the interactive elements
- Increase the contrast between the red heading and the background text
- Texture

Content and imagery

- Use more images
- Include images of a tile set (Do not need to display all of the tiles), showing the varying tile types rather than every tile
- Add a dedicated page about the tiles and their different designs; since designed tiles are hard to code, explore using images instead

Text with questions!