Visual design of Games
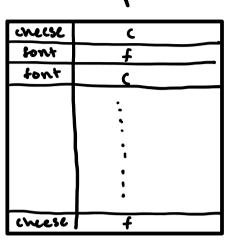
1. game elements

CHEESE or FONT

- list of 50 cheeses/fonts — core
- space to enter c/f — core
- label 'enter c or f' — supportive
- timer — extraneous
- colors — extraneous

2. core components

cheese	c
font	f
font	c
⋮	⋮
cheese	f

3. size sketch

brial	FONT
derby	CHEESE
	⋮

4. color sketch

DERBY	cheese

5. 3 type explorations

1.

CHEESE or FONT   (fun header + normal body font)

brial	
cheese	
⋮	

2.   cheese or font

(cheese + fonts in serif and answers in non-serif font)

brialh	c
derby	f
seliva	c
⋮	⋮

3.   cheese or font

(cheese + fonts in big text and answers in small)

DERBY	c
BRIAL	f
SELVA	c
	⋮

6. proximity

```
DERBY
<                    >
[ cheese ]  [ font ]
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