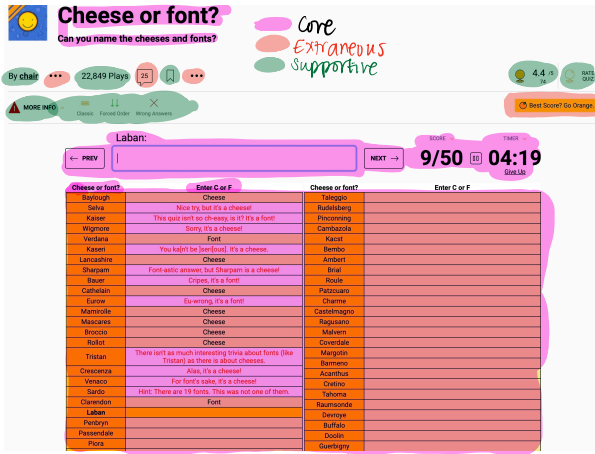


#1

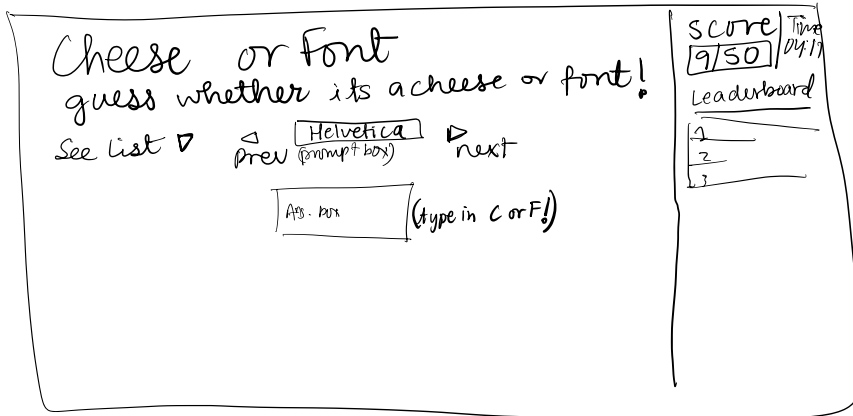


Core parts are elements that are actively useful to a user playing the game ex. list of questions, answer textbox, score/time tally, name & instructions for game.
Extraneous are unnecessary elems. such as comment section (low usage denotes inessential nature)

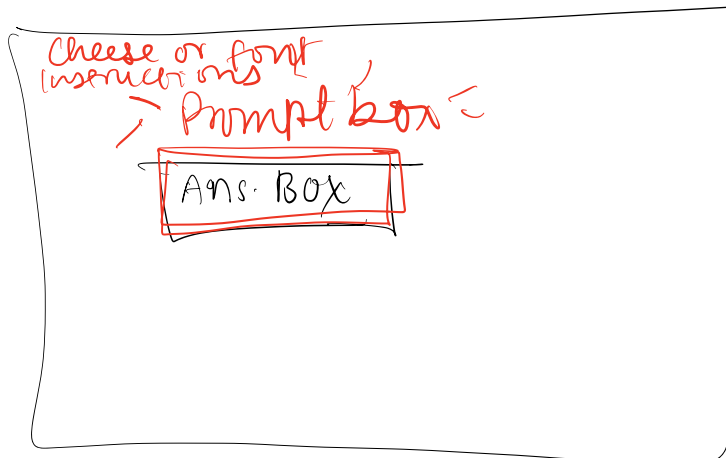
Supportive elements are parts of the graphic design that are not absolutely necessary to play the game, but still helpful to perform high functions eg. scoreboard, create info etc.

#2

Core elements:



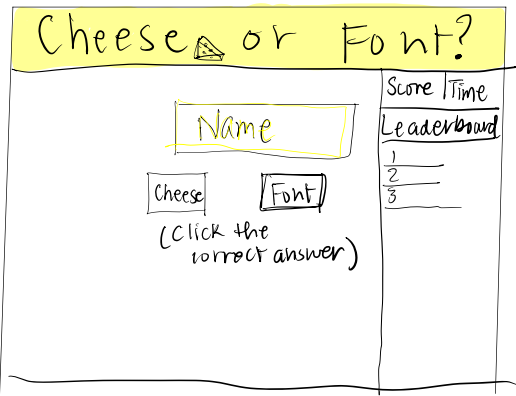
#3



making the prompt & answer textbox bigger will draw attention to the actions needed to play the game while putting full list of prompts in a drop down will create

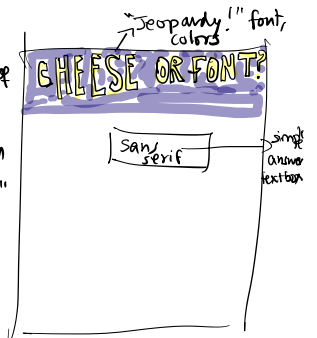
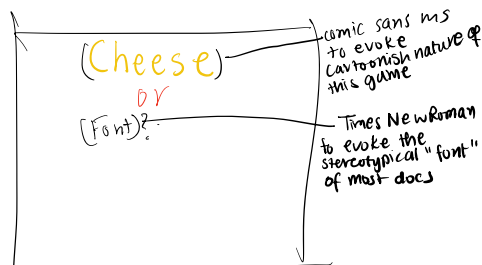
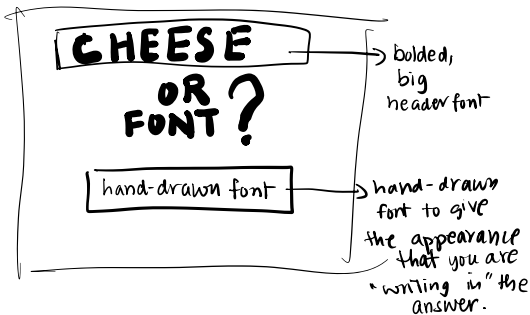
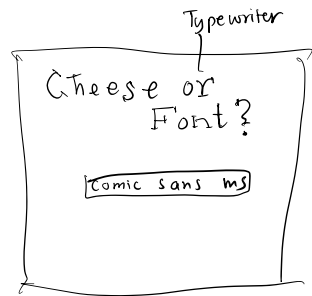
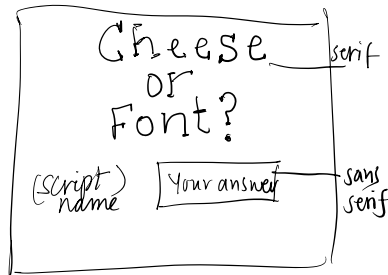
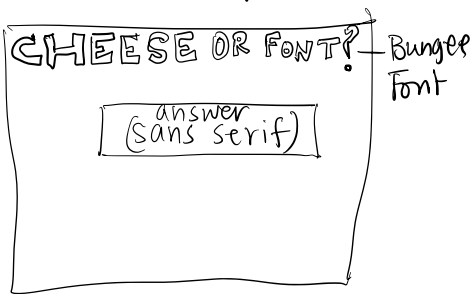
space for more important elements on the main page

#4. Color Exploration



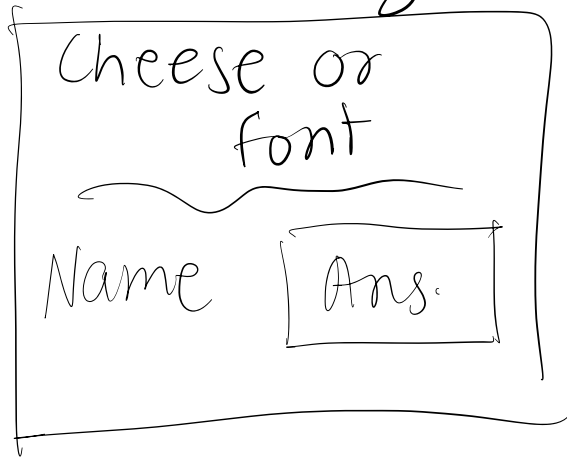
Yellow would be a good color to incorporate as it is the color of cheese.

#5. Type Exploration

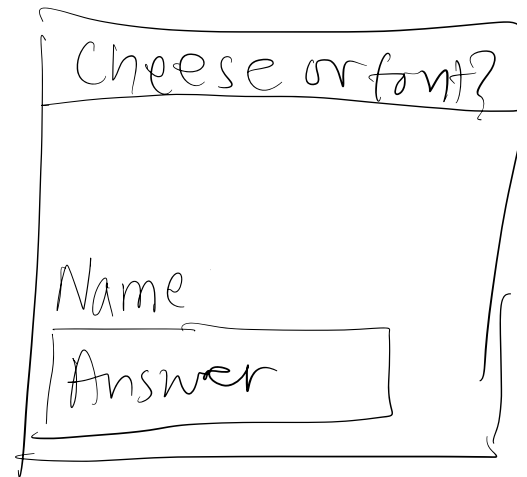


⊗ "Cheese vs font" sounds like a "highlow vs lowlow" game i.e something that sounds very fancy could turn out to be just a cheese/font... evoking this contrast in the game by picking 2 distinct formal/cartoonish fonts which contrast in the same way is a good ideal

Proximity



vs



Keeping the name/prompt
closer to the answer textbox
than to the name/directions
of the game will help
a player sort out description vs
action on the game screen.