

# Meeting Notes

During our initial meeting I brought up some thoughts pertaining to the documents Kevin uploaded. I asked about whether there was a specific typeface I should use as well as color palette. I also asked about outlining the history of the wii and therefore of Nintendo, as well as how much of nintendo's history should be outlined as they are connected. For the wii menu portion, I was confused what was desired- thus I asked for clarification as to what I should include. I then asked about the statistics I should include and how in-depth these were to be, as Nintendo sold out of their wii console in many countries and had to ramp up production.

Kevin replied by saying the following to clarify my questions and concerns:

- visuals should be pretty clean and minimal white backgrounds with gray transparent boxes with hints of blue (whether that's rings or something else is up to you)
- type face I'm unclear about so it's up to you. If you need some more direction with that I can help out just not as much right now but probably later tonight
- the focus should mostly be on the Wii, I don't think there should be much if any history for Nintendo other than like their experiences with the GameCube maybe
- the tv channel graphic shell is basically the Wii menu since each individual app on the Wii was structured to look like a television screen/channel. I can show you an example if you would like
- the launch should just be about some expectations and stuff that led up to the Wii's release and should def include some sales statistics but not too much. It should be fine to talk about selling out since it was super popular and in demand since it was such a departure from traditional games. Remember that the audience should be for people around our age or younger since it is geared towards people who would be most interested in the Wii

