

My initial reaction was really positive. I was really impressed by how fun it was while also like not being super duper chaotic to where you would not be able to isolate the individual pieces. So, I thought that worked really really well and I think both of them are really fun. I see that Mockup A on the right here is a little more simplistic, especially on the mobile view. I also thought the difference between the mobile view and the desktop view worked really well, everything isn't too small on the mobile view and it's one scroll.

If continue with the other one, Mockup B, then would work on solid reason of separating them into like different like colors or like blocks. Just completely focused on the design aspect of it for now. Just wanted to do something fun, so coding wise, Mockup B would be easier, but shouldn't be impossible. You maybe sort of figure out what kind of shape you want to do here.

Designer enjoys more of the one for Mockup A for the homepage. Could use that as homepage design and the collection design could be simpler from Mockup B. Wasn't a fan of how like um only the collection part was part of the homepage and everything else you had to go to the other pages whereas Mockup A was more consistent to click through to get to the next page. Creative Director: I think this would work better functionally by having the user be able to click on any of these and then I I assume it would pop out and then fill the whole page if you clicked on it.

I think I really like the color palette because if it was like pastels or something, it wouldn't pop out as much and be as fun. I think like having this layout but also bright colors works perfectly. Like this is kind of what I imagined.

Designer will move on with the home page on the left. So, my mockup B and could just make the users click on the arrow and then it would move to the page- collections page, history page, visit page and those pages would look more simple.