Creative Lead: Sasha Kostenko

Designer: Eva Adams

Site: Snakes in Mythology

- Went with dropdown menu
- Like the current landing page, not a lot of information and encourages to scroll down and learn more
- How will the snake translate on the mobile view? Could just be on the web version
- Added details in places to understand there's more further down
- Love pull quotes! Also indent with different style treatment works to break up bulk of information
- Font working well as gray vs. white, subtle difference; background textures are nice, add something for the page
- Background texture would be faded in
- Do indents work? Yes, think it works both ways, depends on personal preference
- Should the dropdown be centered? Could a menu open up to the side? Black box behind it to prevent from covering up content, or sticky black shadow fade permanently on top as well as snake png
- Do we even need the big frontal snake menu? Looks cool, but if stuff gets too complicated can maybe nix it
- Should make the mini snake icon more obvious, clear that it's a menu