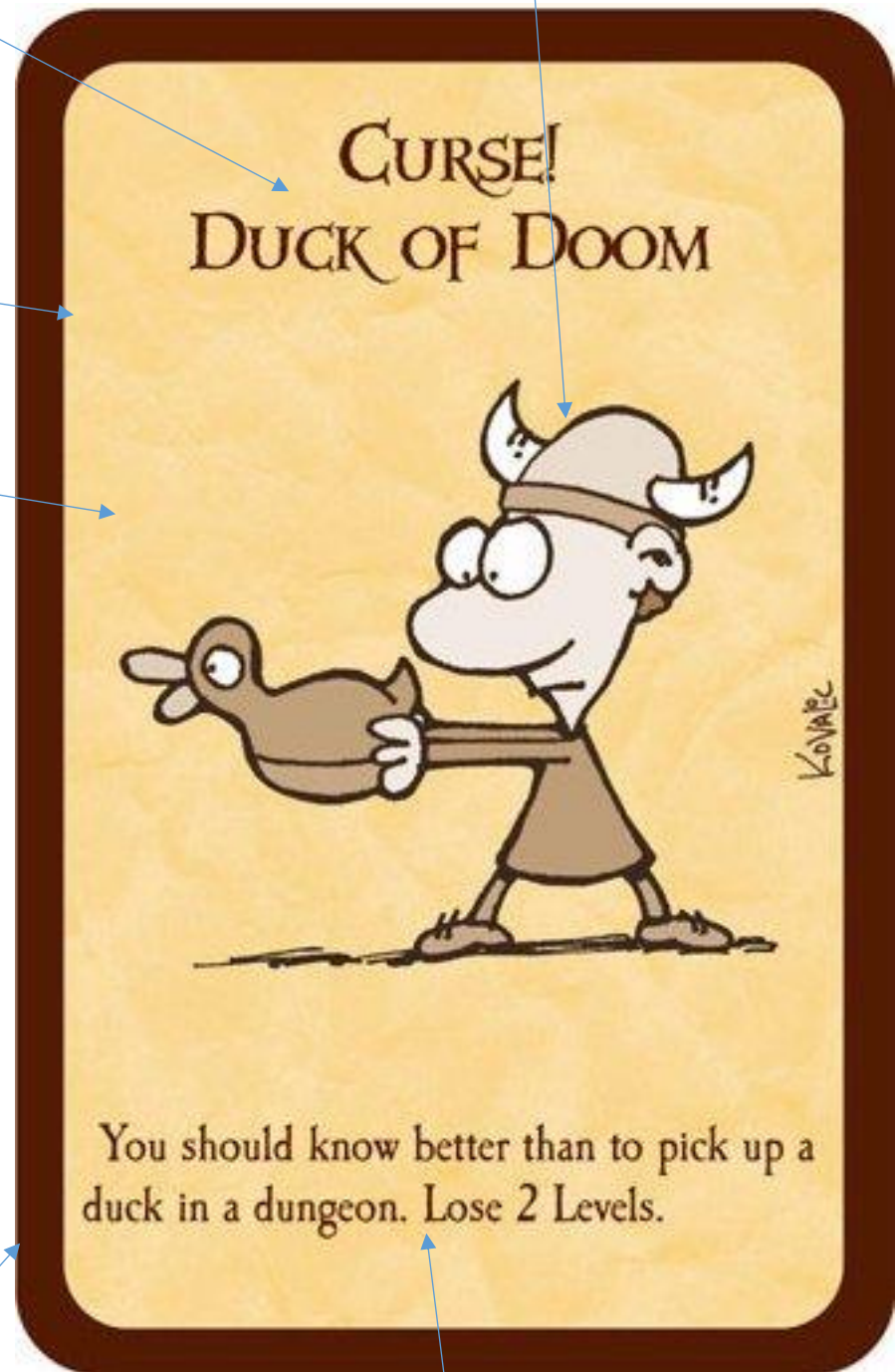


Title – Serif font stylised to suit art design of game.

Image – Centralised draws attention of player. Lacks colour, very simple design. Comedic style

Most preferred card design when discussed with child in previous blog post.

Colour scheme – Light browns and parchment style background to fit with the setting of the game.



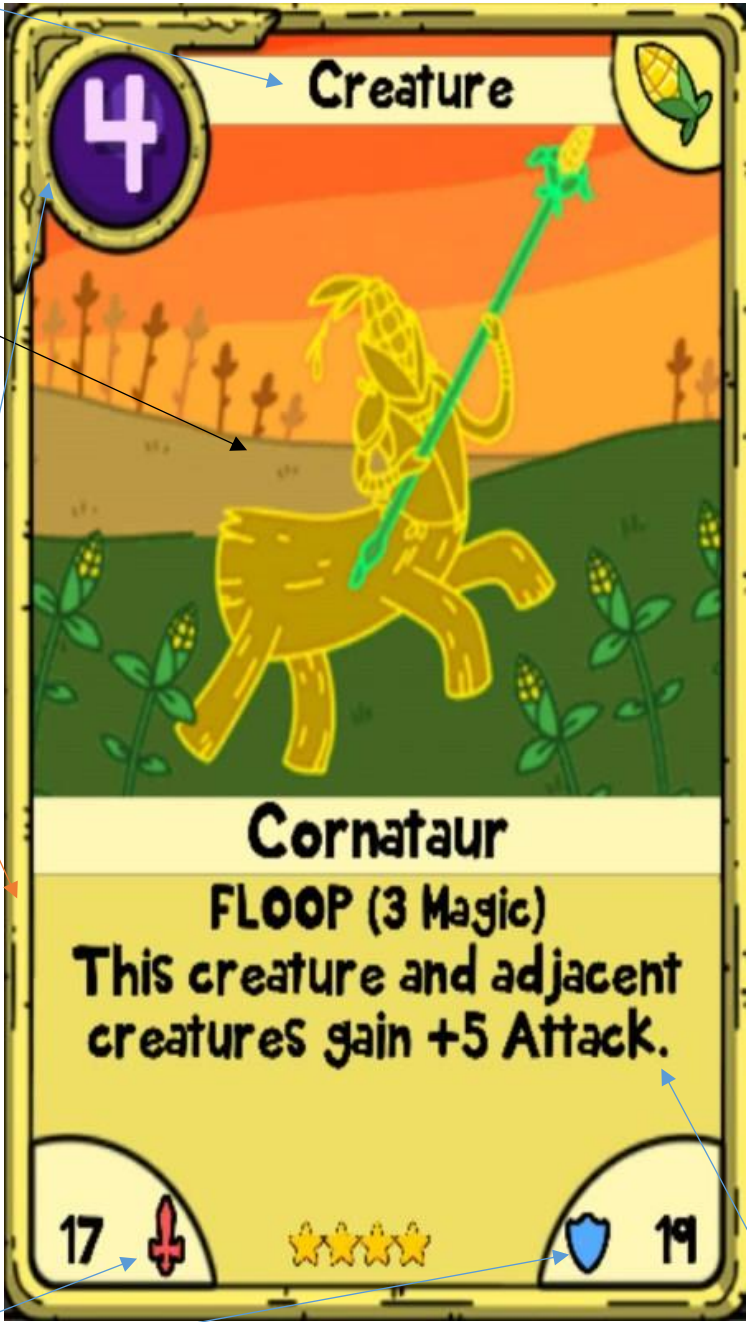
Border – Matches colour scheme curved likely to prevent card damage from folding and cuts.

Flavour text- Short and simple comedic tone. Sans serif style. Follows colour scheme.

Title – Serif font slightly stylised to suit art. States type of card rather than name of card

Main image – centred in top half of the page.

Border – Curved design as with other cards



Colour scheme: bright colours used to denote different things. Red for attack blue for defence purple for level.

States and flavour text: All font is same style and uniformed. Again could be overwhelming for children.

Title – top left centre in bold sans serif font

Border – Corners are curved, likely in order to prevent corners from folding

Very complex design a lot of information. Could be overwhelming to a young child and would prevent younger children from joining in. Design elements could be used but would need to be simplified.



Colourful design – reds and yellows

Card information – abilities take up approximately half the page. Flavour text all sans serif.

Title – Slanted under border to the top left.

Colour scheme – Very colourful, mix of different colours

Main image – takes up the majority of the page and has the other sections overlaid on it.



Border – Red, unlike other cards the border is not curved.

Flavour text – sans serif, lots of factual text. Would likely lose interest of children in my target audience.