Creative Director: Amy Hwang

Designer: Wyatt Tait

Was unable to record meeting

- **Topic: Medieval Weapons**
    - Categories of medieval weapons and a few examples
- Information: Basic overview of weapon / weapon categories
    - Historical context, time period / culture
    - Basic physical characteristics
    - Use, specialty, particular details
- Style: friendly, playful, simplistic
    - Typography: combination of blackletter + friendlier body type?
    - Images: possibly simpler doodle / sketch-like depictions of weapons
        - Depending on availability of images / editing
    - Color Palette: warm tones, beiges
    - Interactivity / responsiveness, maybe animations
        - More focus on playfulness / responsiveness than heavy information
- Prototypes:
    - More illustrated / decorative site, brighter colors, heavier medieval style
    - More minimalist / simplistic site, more modernized style