

GAME NAME - DESIGN COUNCIL

The game is a fun and interactive experience where players submit their creative work to a panel of four unique graphic designer judges. Each judge has a distinct personality—ranging from chill and indifferent to dramatic and perfectionist—and provides tailored feedback based on their style. The challenge lies not only in showcasing your design skills but also in impressing judges with wildly different tastes.



DESIGN COUNCIL

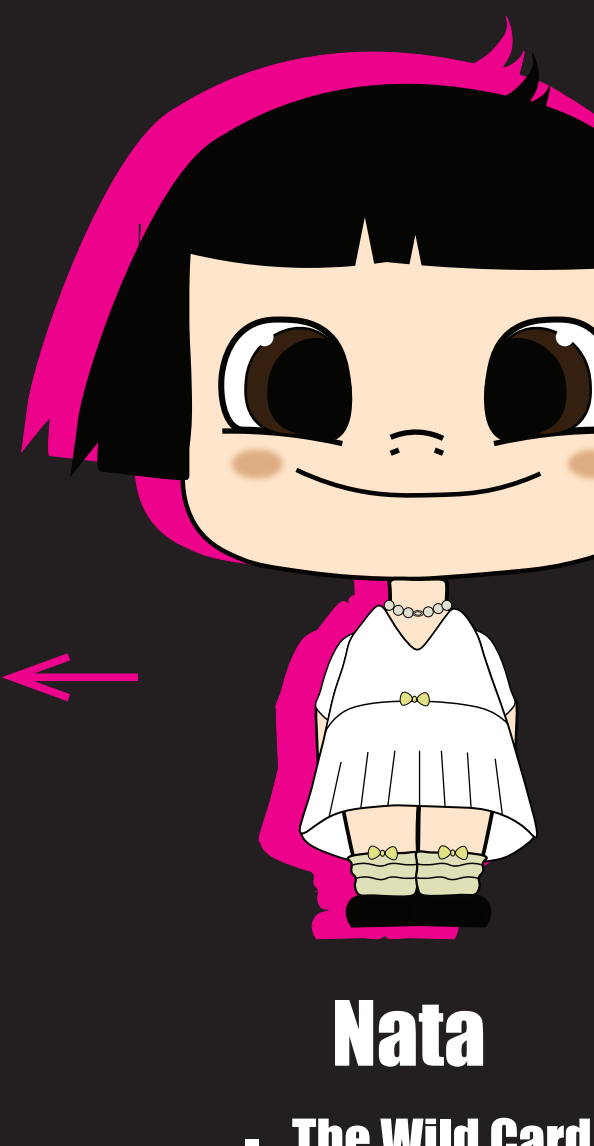
PLAY NOW

CHOOSE YOUR JUDGE

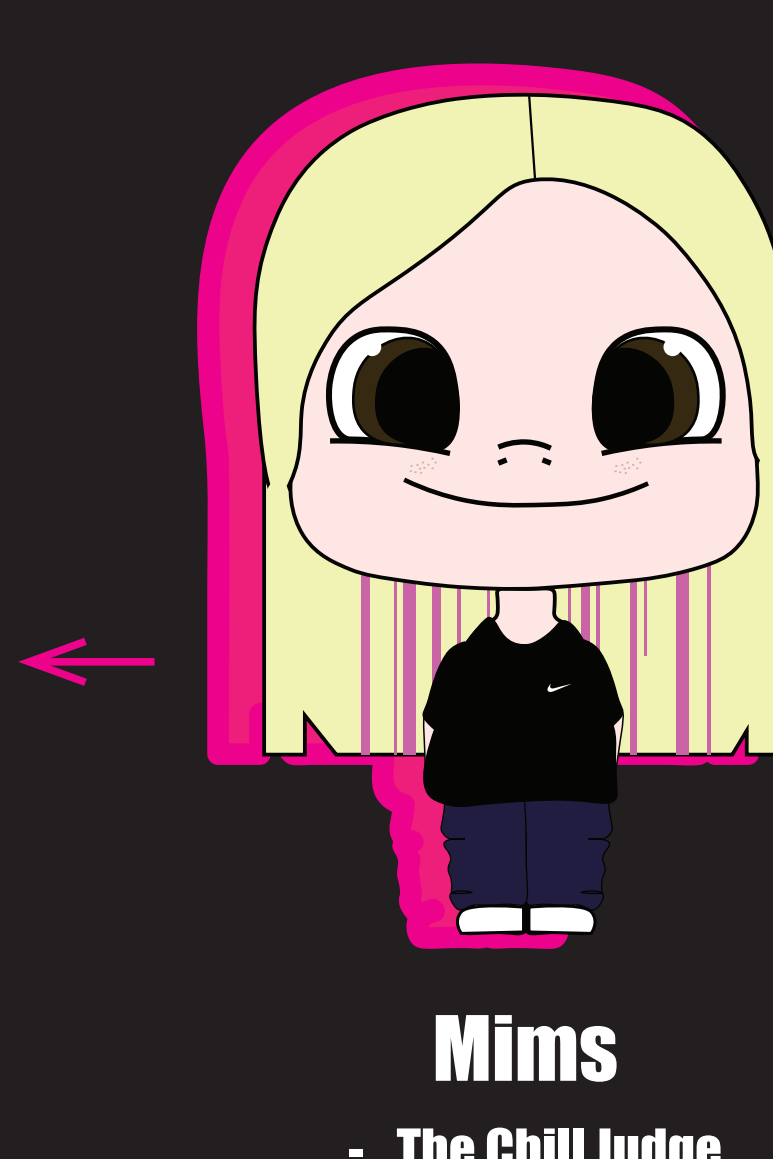
CHOOSE YOUR JUDGE
LEARN MORE



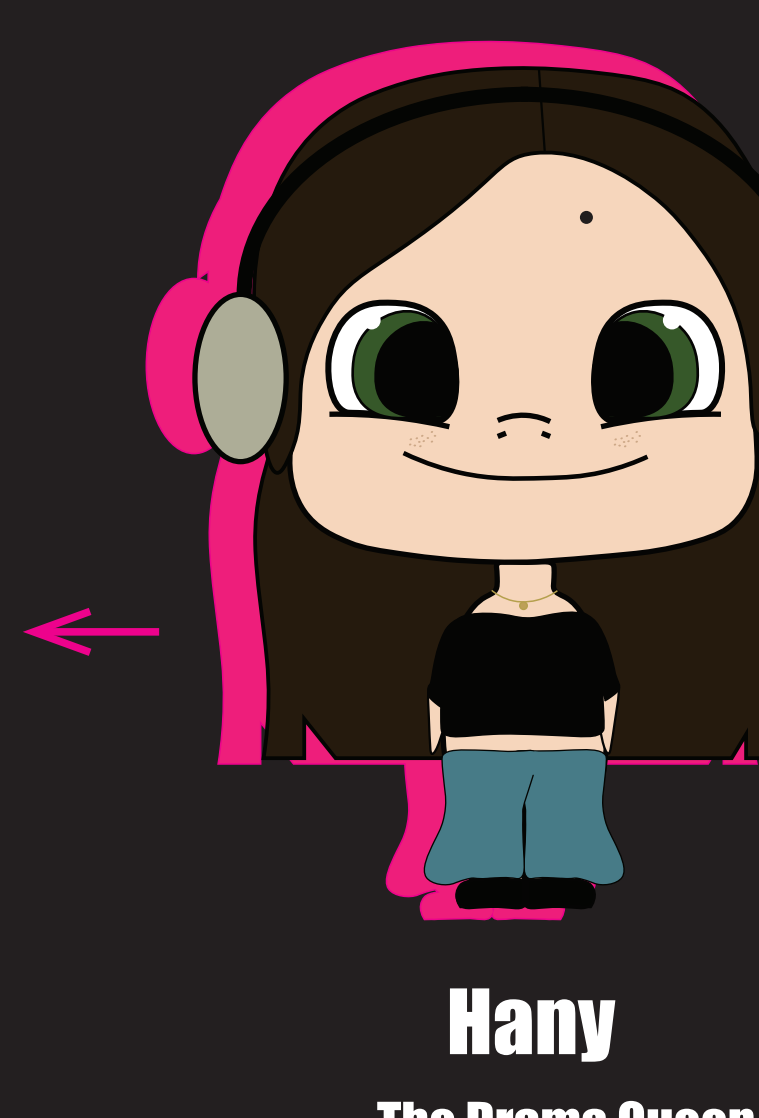
- Pros
 - Couldn't care less about your work—or anything
 - Rarely gives harsh critiques
 - Laid-back
- Cons
 - Hard to impress—if they even care.
 - Feedback is vague and nonchalant.
 - You might not get much reaction, no matter how great your work is.



- Pros
 - Unpredictable—could adore something others dislike.
 - Unexpectedly positive and energetic.
 - Would tell you to copy something
- Cons
 - Rarely gives compliments.
 - Would say that your design is disgusting.
 - Opinionated.



- Pros
 - Would give you good ideas.
 - If your design has a good vibe, she is into it.
 - Relaxed and open-minded.
- Cons
 - "It's fine. Maybe try something different?"
 - Doesn't get too excited about anything.
 - Doesn't often challenge you to push the limits of your creativity



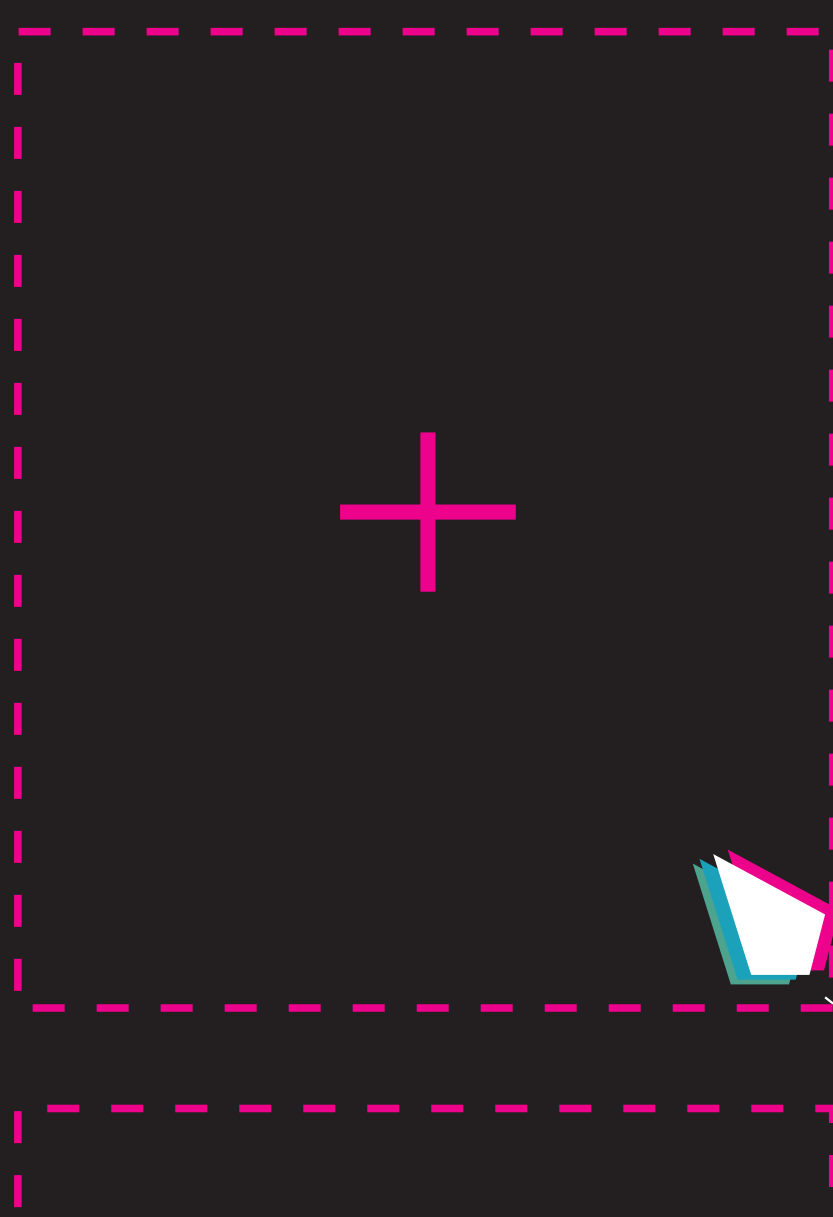
- Pros
 - Loves bold statements and designs that demand attention.
 - Cares too much.
 - Knows exactly what would work.
- Cons
 - Their reactions can be over-the-top.
 - Stressing you wouldn't finalize work on time.
 - If your design doesn't wow her instantly, she might dramatically declare it "not working."

SELECTED JUDGE



IMPORT WORK

DESCRIPTION



Hany

COMMENT...

YOUR WORK

