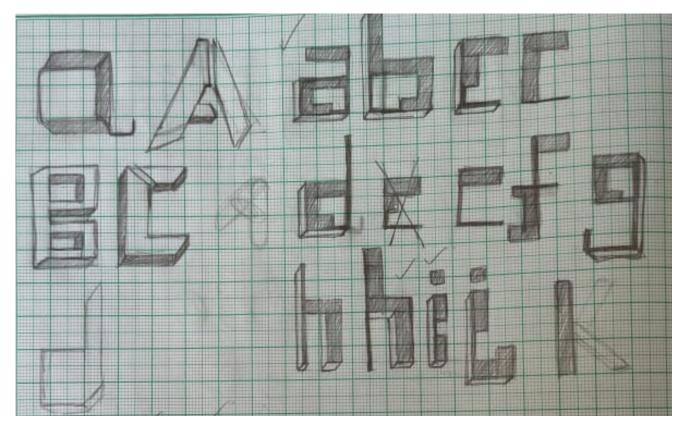
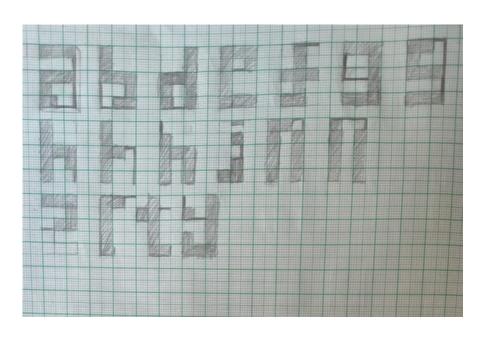
# CIA 4 PACKAGING FROM TYPE CONSTRUCTION

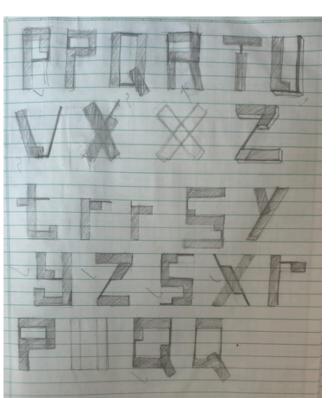
#### CONCEPT NOTE: SYNTAX

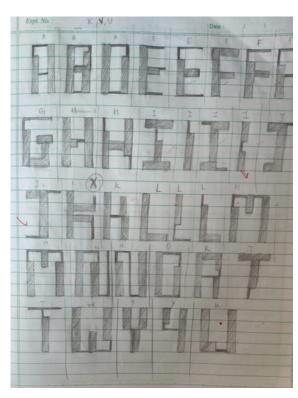
The block font "SYNTAX" inspired by computers reflects the clean, structured, and technical style often found in coding environments. Monospaced design, where each character takes up equal space, makes code easier to read and align, and block fonts follow this same principle. The pixelated look of early computer screens, which displayed text in blocky, lowresolution form, is another source of inspiration, giving the font a retro, tech-based feel. Coding requires clarity and simplicity, and block fonts, with their straightforward shapes and minimal curve. In coding, syntax ensures that commands are clear, logical, and properly formatted, much like how a block font emphasizes clarity, structure, and readability. Additionally, the gapes between the blocks was for a negative spacing, and the idea of separation of the blocks.

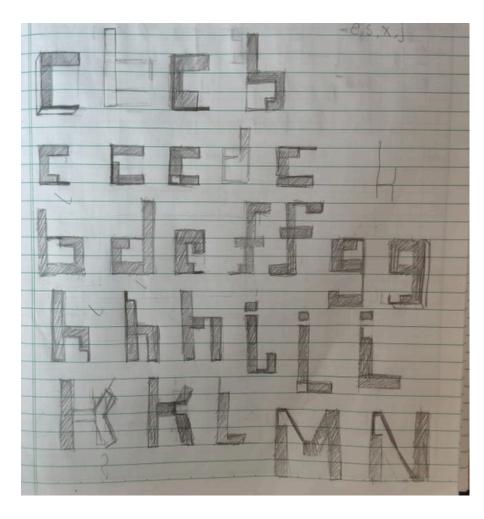
### PROCESS WORK

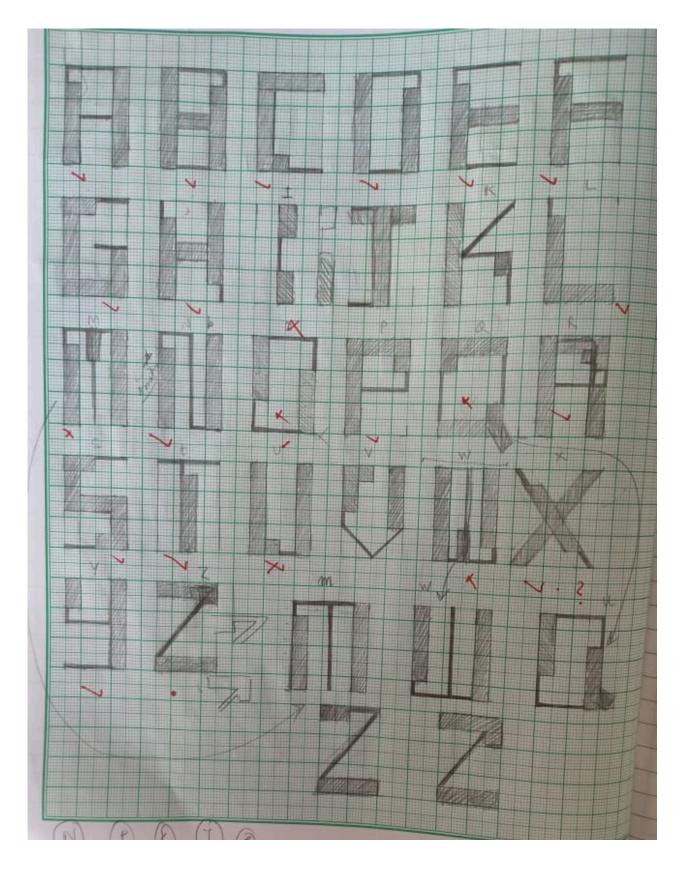












## 

NAME OF THE FONT

### 

FINAL OUTPUT

Ha Bh Cr. Od Ep Ff Gq HH. II II KA LI MINI 55 It Uu Vu Uu Xx 72

FINAL OUTPUT

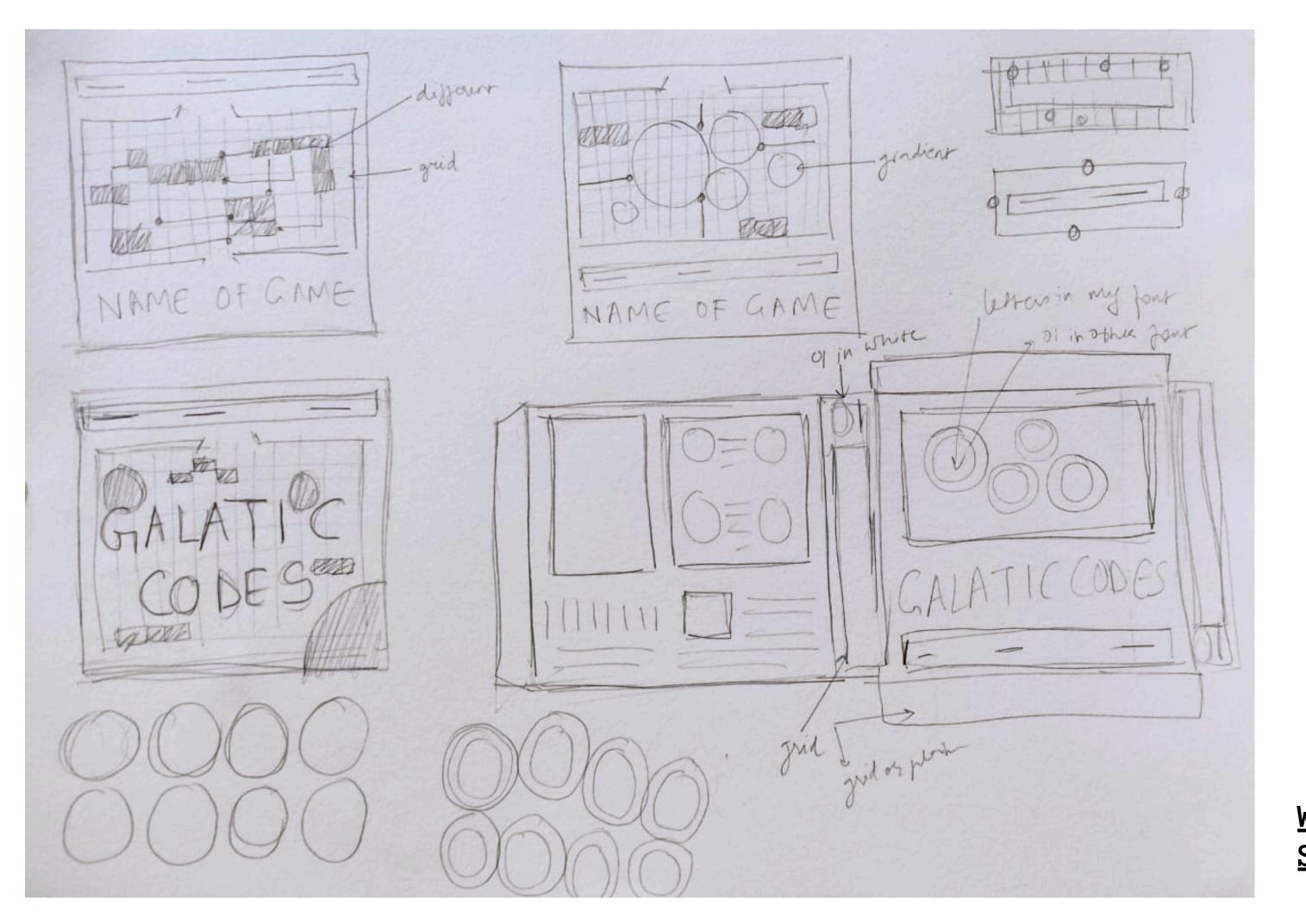
#### PRODUCT SELECTION CONCEPT

The font for this project was inspired by the clean, block-like structure of coding, making it a perfect fit for products related to programming. Since video games are entirely coded, I thought it would be exciting and educational to center the entire game around coding. This approach not only adds an element of fun but also teaches players the basics of coding as they progress.

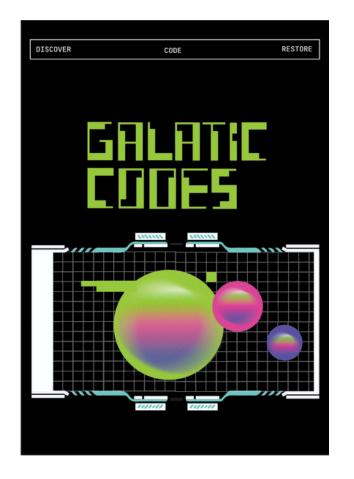
The game, titled Galactic Codes, takes place in various planets and galaxies filled with resources. Players must code their way through different nodes that connect these planets. The ultimate goal is to collect and restore resources in order to win the game.

The game's packaging features a color palette of grey, blue, purple, and pink, which reflects the cosmic setting while giving off a playful and engaging vibe. These colors are specifically chosen to appeal to players aged 12 to 15, as the game is designed for beginners in coding. For the typography, I used Roboto Mono, which pairs seamlessly with my custom font. Both fonts share a computer code aesthetic, enhancing the overall tech-driven theme of the game.

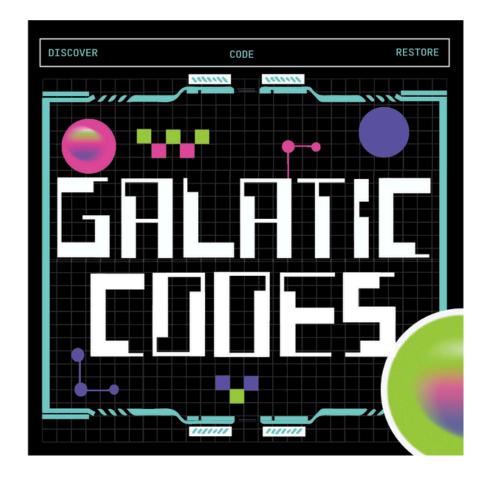


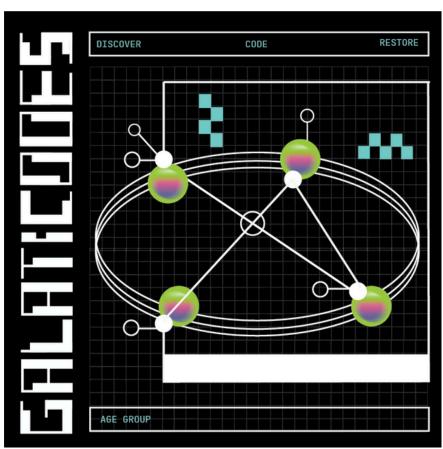


WORK IN PROCESS
SKETCHES

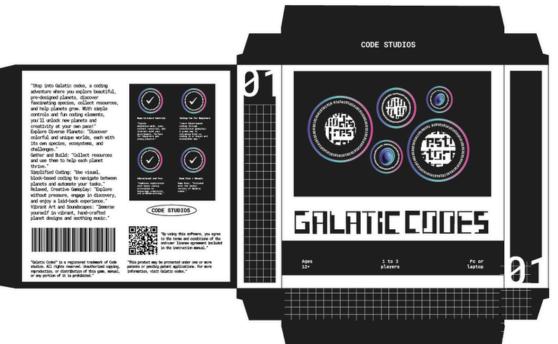














WORK IN PROCESS
DIGITAL DOCUMENTATION

"Step into Galatic codes, a coding adventure where you explore beautiful, pre-designed planets, discover fascinating species, collect resources, and help planets grow. With simple controls and fun coding elements, you'll unlock new planets and creativity at your own pace!" Explore Diverse Planets: "Discover colorful and unique worlds, each with its own species, ecosystems, and challenges."

Gather and Build: "Collect resources and use them to help each planet thrive."

Simplified Coding: "Use visual, block-based coding to navigate between planets and automate your tasks." Relaxed, Crestive Gameplay: "Explore without pressure, engage in discovery, and enjoy a laid-back experience." Vibrant Art and Soundscapes: "Immerse yourself in vibrant, hand-crafted planet designs and soothing music."





Educational and Fan:



coding through interactive gameplay! A great may to introduce kids to coding in a visual and acceptable way."



Game Disc: "Included with the latest version of Galatic





CODE STUDIOS

**DISCOVER** 

CODE

RESTORE

Ages 12+

1 to 3 players

Pc or laptop

#### FINAL OUTPUT DIE-CUT









#### FINAL OUTPUT







### THANK YOU

MAHI MEHTA\_CD B

CD SOPHOMORE 2024-25