Overall, I tried to give a playful, almost optimistic vibe to the cover. Primarily, the magazine’s masthead is *Play* to help convey what the primary focus of the magazine is, in this case, gaming. *Play* is literally telling the viewer to go play. In conjunction, the strapline “*Why not stay informed*” and the image of the new spiderman game coming out are obvious tells as to the main premise of the magazine. Both suggesting our main focus as a magazine and one of our main topics, that is news about gaming and the upcoming games. The image in particular is a close-up shot of the human superhero *Miles Morales* so we get a full frontal of his face which is rather resolute and stern, staring off into the night. Which with the city-at-night background helps establish a rather colorful, yet dark and interesting mood. It’s a mood that can be interpreted in several ways, personally, I like to see it as a hopeful, yet serious tone, which helps illustrate the core of our magazine. With the addition of the darker font colors but contrasting whites and fonts though, it enhances that mood, almost like a comic-book style of typography, it helps create vivid themes with room for creative interpretation. In essence, the cover is there to present the magazine’s purpose and help illustrate an assortment of themes to make it intriguing.