

Final Project

Design Document

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Web Creation Boot Camp

DGM 6501

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Introduction

Mission

This website is intended to provide information, advice, and recommendations on various types of video games.

Viewers can learn about new games they have never heard about, rediscover old favorites, or use the website to educate their friends and families.

As a disclaimer, there is no intention to sell or market any of these games on this website. The only intention of the website is to provide information and resources.

Reason

Video games and video gaming has steadily become more and more popular and accessible ever since its conception. Due to the sheer amount of games that exist today, it might appear hard for newcomers to know where to get started and how to get accustomed to the trends, community rules, and specific terminology needed when playing alone or with others. I personally love to have discussions with people in my favorite game communities as well as present recommendations to people who are looking for something to invest their time in.

Some people may not know much about the history of video games, certain popular titles, terminology, and et cetera, but this website is meant to educate on those topics. Additionally, it may be hard to know where to get proper information and where to look for more resources so this website will help people get started on exploring in the right direction. I grew up playing video games, and so many titles have nostalgia for me. Many people who did not own video games or even a television may not have that history, but it is never too late to get started.

Target Audience

The intended target audience is people who know little to nothing about video games or the gaming community. These people can simply be looking for ways to connect with their peers about games, or be trying to get into gaming themselves. While there is no intended demographic or age, most people who

have access to and have the funds to game will most likely be younger generations and people in higher ranges of economic and social status (video gaming is actually a pretty expensive hobby!). The most common age range for people playing games is slowly changing, but it is around ages 15 to 35. While many young children are playing games today, they might not necessarily need this website or they might not be able to understand it. Older folks are also allowed to use the website, and I suspect the website will be used more by them in order to learn more because a younger relative of theirs may be into gaming.

Measure of Success

I would consider this website a success if at least 1 person per day (365 people per year) will see this website, and learn something new. As long as people find this website informative and helpful, then the website will also be considered successful. I want this website to be a stepping stone in their exploration about video games which they can always refer back to or use to go to more resources.

Navigation

My plan for my final project is to create a website that provides information on, advice for, and recommendations about video games. The website would be split into very specific sections:

1.) Homepage

This page is the initial landing page when you open the website. It immediately showcases the logo, navigation bar, a nice photo, and a section to explain the about/ mission of the website. The homepage will also have different ways to get to the other pages other than the navbar if you scroll down.

2.) Terminology

This page is designed to provide details and descriptions on: big companies, consoles, game genres/ categories, terminology, slang/phrases, tips/advice, and also gaming equipment. This page is the main source for direct

definitions, important names, and lingo to recognize. The page itself is intended to contain a lot of written information and less on visuals.

3.) Top Games

This page provides ordered information on important or well-known video game titles. They are generally organized alphabetically and by year, and the page features prominent games that have been created over the years. The information provided on this page includes: game title (name), genre/ type of game, the year it was published, which company published it, a short description of each game, an image of the game, and a link to view the game's official video trailer.

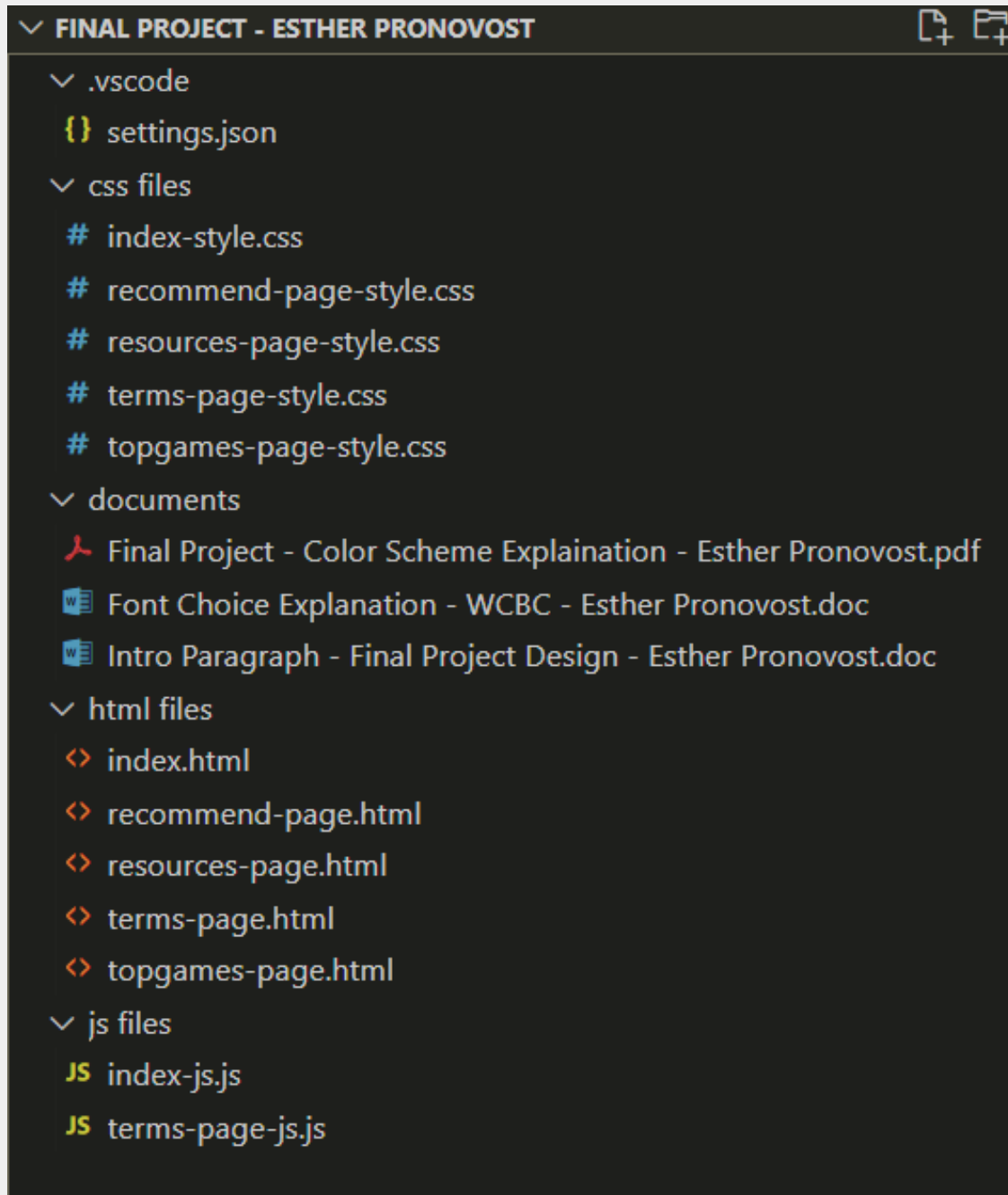
4.) Recommended

This page provides a more vetted or tailored list of games ordered by game genre. The list is based on personal experience as well as public opinion, but will feature games that may or may not be well-known. The information provided on this page includes: game title (name), genre/ type of game, the year it was published, which company published it, a short description of each game, an image of the game, and a link to view the game's official video trailer.

5.) Resources

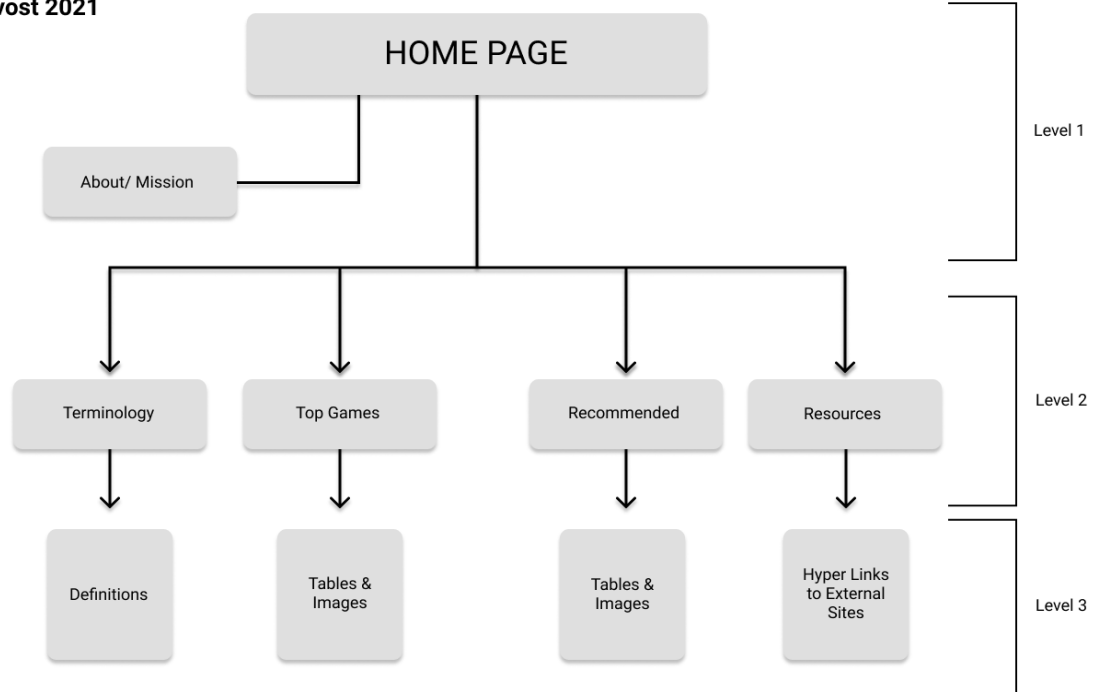
This page is meant to lead visitors/ users to external sites by the end of using this website in order to broaden their knowledge and explore more on their own. The page lists important stores, websites, people to follow, and the references the website uses.

Directory Structure



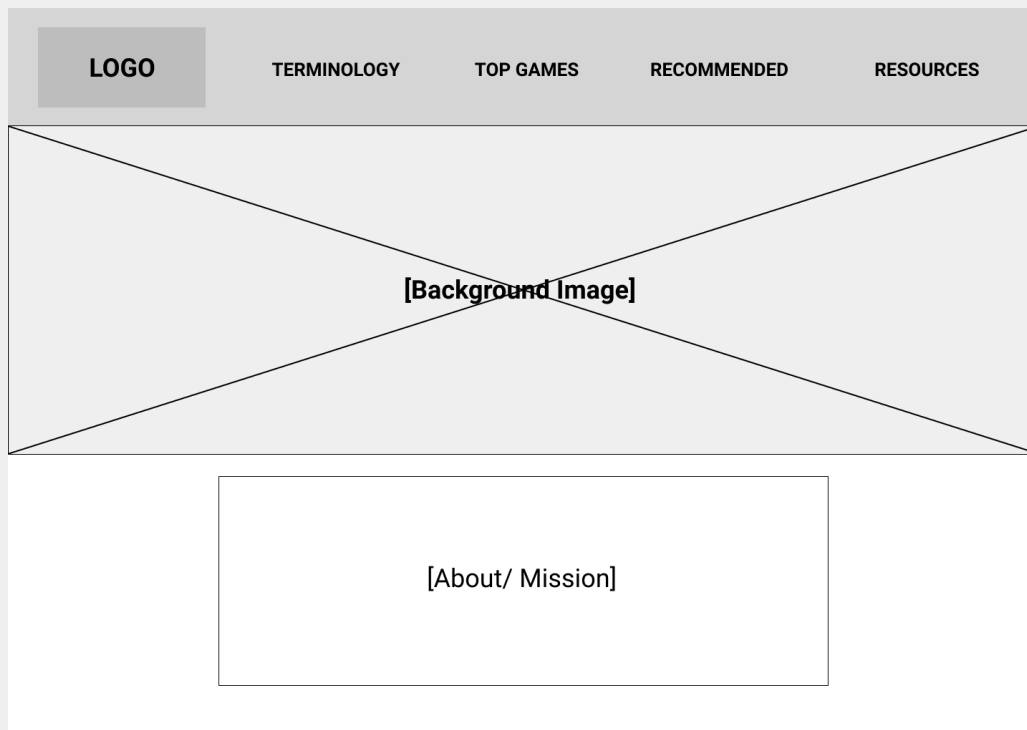
Site Map

Esther Pronovost 2021
Site Map
DGM 6501



Wireframes

Homepage



Terminology Page

LOGO

TERMINOLOGY

TOP GAMES

RECOMMENDED

RESOURCES

TERMINOLOGY PAGE

Side Menu

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TOPIC 1

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[DEFINITION/ DESCRIPTION]

Top Games Page *(same format as Recommended)

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TERMINOLOGY

TOP GAMES

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RESOURCES

TOP GAMES PAGE

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TOPIC 1

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Game Title & Description	Game Trailer	Game Image
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TITLE Lorem ipsum dolor sit amet, consectetur adipiscing elit. Risus, integer a lorem imperdiet consectetur aliquet dui dui gravida. Pulvinar amet, non porttitor proin.	Link to Video	[IMAGE]
TITLE Lorem ipsum dolor sit amet, consectetur adipiscing elit. Risus, integer a lorem imperdiet consectetur aliquet dui dui gravida. Pulvinar amet, non porttitor proin.	Link to Video	[IMAGE]

Recommended Page *(same format as Top Games)

LOGO

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TOP GAMES

RECOMMENDED

RESOURCES

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Side Menu

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TOPIC 1

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Game Title & Description	Game Trailer	Game Image
TITLE Lorem ipsum dolor sit amet, consectetur adipiscing elit. Risus, integer a lorem imperdiet consectetur aliquet dui duis gravida. Pulvinar amet, non porttitor proin.	[VIDEO] (Caption)	[IMAGE]
TITLE Lorem ipsum dolor sit amet, consectetur adipiscing elit. Risus, integer a lorem imperdiet consectetur aliquet dui duis gravida. Pulvinar amet, non porttitor proin.	Link to Video	[IMAGE]
TITLE Lorem ipsum dolor sit amet, consectetur adipiscing elit. Risus, integer a lorem imperdiet consectetur aliquet dui duis gravida. Pulvinar amet, non porttitor proin.	Link to Video	[IMAGE]

Resources Page

LOGO

TERMINOLOGY

TOP GAMES

RECOMMENDED

RESOURCES

RESOURCES PAGE

Further Sources

- [Website 1: URL LINK](#)
- [Website 2: URL LINK](#)
- [Website 3: URL LINK](#)

Stores

- [Store 1](#)
- [Store 2](#)
- [Store 3](#)

Notable People

- [Person 1: Website](#)
- [Person 2: Website](#)
- [Person 3: Website](#)

References

- [Source 1](#)
- [Source 2](#)
- [Source 3](#)

Font

The Google fonts I am mainly using throughout my website are “Press Start 2P” (used for the main heading-1 on the homepage), “Play” (used for the text in the navigation bar), and “Recursive” (used for the regular paragraph and description text). I am limiting the font choice for the same reason I limited my color palette. I am mainly using 3 fonts because having only 1 font is a bit boring and monotone and having 3 can lend itself to more flair and expressiveness.

I specifically picked these fonts because they fit the theme of my website well, which is about video games. The most obvious choice was “Press Start 2P” for the homepage’s heading-1 text as it looks pixelated and is reminiscent of old-school retro games. The font name itself is also a reference to video games (2P referring to a player 2 when playing with someone else). I picked “Play” for the navigation bar because I also felt it fit the video game theme and it was also more readable than “Press Start 2P”. It seemed good for larger sized text and is more modern looking as it is a sans serif font. Lastly, I picked “Recursive” because it is another easily readable font, but I picked it less so because of the theme. The font is a little reminiscent of typewriter font, but it is still more modern and sleek looking like the “Play” font.

Overall, I thought these 3 fonts (mainly “Play” and “Recursive”) worked well together and were not too abrasive to look at. The most important thing with text if your website relies heavily on a lot of written text and description (which mine does) is having it be easy to look at and easily readable/legible.

Color Scheme

The color scheme of the website will be mainly blue, black, and white. Specifically, the types of blue hues I will use will include a lighter sky blue color and a darker blue closer to lapis or cobalt, although I will use various types of blue hues if I need. For the 2 main blues, they look like this **lighter blue** and this **darker blue**.

I picked 3 main colors for the website mainly because I wanted to have a limited color palette. Having between 2-3 colors is a good amount so that there can be room for flair but it is also limited enough to stick to a consistent theme.

The reason I picked these specific colors is because I thought they all work well together visually. Blue is often seen as a calming color with attached meanings such as representing wisdom, knowledge, and understanding. It is not an aggressive color and is usually easy to look at, even at a distance. The website is meant to inform and be easily readable so this color seemed to work well as opposed to other bright colors like red or yellow. I picked black and white as the 2 secondary (less emphasized) colors because they often go well together and are seen as very formal colors, similar to how a tuxedo looks. I want the website to be clear, accurate, and informative, and to come off as professional, and black and white is the easiest to read in general.

In summary, the blue can add a bit of color, character, and visual flair while the black and white can provide clarity and formality.

Conclusion

In conclusion, this course was very informative and I am glad I took this course! This was my first time learning coding, and I am happy that I have gained a lot of experience with VSCode, HTML, and CSS. I came into this course already having knowledge of general art and design principles, so I think my background was able to help me a bit with visual planning.

One of the most challenging aspects of this course was not only learning a new language for the first time, but becoming more efficient in writing and utilizing what I learned. I felt that if I learned something for the first time, I was often brute-forcing my understanding. This made it hard to be flexible with my code as I was stuck using the same techniques which I knew worked instead of trying a different method. To explain this better, for me personally, I struggled the most with responsiveness and making the hamburger menu. When I first made the resume project, I had made the navigation bar using a very specific way with an unordered list tag and many div tags. When I started working on the final project, I realized I was over-complicating my code and learned how to simplify it all, which made modifying it a lot easier! To be honest, I had many other small issues simply getting the navbar to function correctly even before making the hamburger menu. The most satisfying part of the course however, was finally getting something to work after spending a few hours on it!

I think there are a lot of areas where my website could be improved. For one, I wanted it to feel legitimate and professional, but it might not have come off that way entirely. The website itself looks clean, but lacks some imagery and other features that could make it appear more welcoming and filled out. The website is not “empty” per say, but reliable resources have a certain look and feel to them that I think is not present in my website. I think it’s hard to establish that feeling if the website has no credentials too, so that might be a factor. Additionally, I wish I knew more JavaScript so that I

could've improved my website, although I am aware this class was not intended to teach us about it. I think I did a better job of creating my final website than my resume website because I became more efficient and I understood the code better the second time around. I would probably re-write a lot of my extraneous code in my final website if I were to do it over again. I'm happy with the final result, but it is far from perfect!

Once again, I had a good time in this class and I think there were a lot of good resources given to help us learn. Thank you for teaching this course Professor! :)

References & Resources

HTML & CSS Resources:

- General
 - MDN Mozilla Web Docs: <https://developer.mozilla.org/en-US/>
 - Stack Overflow: <https://stackoverflow.com/>
- HTML
 - W3Schools (HTML): <https://www.w3schools.com/html/default.asp>
 - HTML Tutorials: <https://htmldog.com/guides/html/>
- CSS
 - W3Schools (CSS): <https://www.w3schools.com/w3css/default.asp>
 - CSS Tutorials: <https://htmldog.com/guides/css/>
 - CSS-Tricks: <https://css-tricks.com/>

Other Resources:

- Helpful Youtubers:
 - Coder Coder: <https://www.youtube.com/c/TheCoderCoder/videos>
 - Dani Krossing: <https://www.youtube.com/user/TheCharmefis>
 - Filip: <https://www.youtube.com/c/FilipDev/featured>

- Kevin Powell: <https://www.youtube.com/kepowob/videos>
- Programming with Mosh Hamedani:
<https://www.youtube.com/user/programmingwithmosh>
- The Net Ninja: <https://www.youtube.com/c/TheNetNinja/playlists>
- Fonts & Color
 - Google Fonts: <https://fonts.google.com/>
 - (W3School) Color Picker:
https://www.w3schools.com/colors/colors_picker.asp