
→»PHANTOM Central Hub«←

Approved by: Senior Ranks from TR | Phantom

Written by former Phantom MR, Adrián Martín Vázquez (A.K.A PacoAlmodovar).



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[#1] – REQUIREMENTS SPECIFICATION

[#1-1] - Project description

This project centralizes the interests and activities of the members of a Roleplay group on a single website, where they can find information about events, Unit of the Week, clips, combat strategies from training events, tutorials, and guides on becoming the stealthiest unit. In short, it's a website that gathers all the information about this group, which is currently scattered across Discord chats, Roblox groups, and other social media platforms.

It will serve as an index for all types of information related to the roleplay and will be helpful for PHANTOM units (members). Additionally, it will include a link to view their uniforms and access their private training facility game ([HOLO](#)).

[#1-2] – Project goals

The project's purpose is to recruit more people, as the roleplay group desires increased activity. Therefore, the main goal is to boost the division's popularity, activity, and professionalism, as well as that of the game itself.

⚠ Measures to be taken to achieve this:

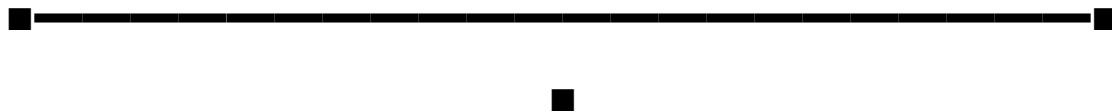
To make this possible, the website will spread propaganda through ads on various platforms, as well as on the Home Page. Once a visitor with interest clicks on "visit our website," they will be directed to a page with a tactical or military design that aligns with the division's theme (Home Page → About Us), drawing them into the website's topic.

Additionally, descriptions will be crafted professionally, and there will be a strong promotional effort to encourage visitors to join the group through videos, tutorials, guides, and forums. Notifications will pop up for those who register or log in to the website with the user registration system, and optional email adverts will be available for those who subscribe.

As mentioned, the primary focus will be on newcomers visiting the site. For this reason, the Home Page will include not only propaganda and ads, but also explanations of what Phantom is, the lore/history of the roleplay, promotional content, and reviews from other players about the game and the roleplay group.

To conclude, Phantom will add more sections where they can find events, Unit of the Week, clips, courses for new LUA developers in the HOLO, links to the uniforms and games, etcetera.

With these measures and advertisement on different platforms, Phantom aims to attract an audience of 16 years old to 30 years old who enjoy stealth military content, who help increasing the average number of active players to a 15% more than it was in July which it was 100 players active on the Roleplay Game City-17, also Phantom wants to increase their community members too for more activity, from 25 members to 50 members at least, and more developers that want to work on their games for a reasonable price, they want to increase their developers from 3 that it is right now, to 10 and make a group of 5 working on the Roleplay games, and other 5 working on the HOLO.



[#1-3] – Client Group Description

PHANTOM is a divisional subgroup of a larger open community called “The Robine”. PHANTOM, however, is a private group that requires specific criteria to be met for recruitment or invitation. This group functions as a clan and participates in Roblox Combat League (RCL) tournaments, where they win prizes in money or Robux (the virtual currency from Roblox that can be converted to real money). They also engage in roleplay games within the main community, "The Robine". In these games (such as [City-17](#), [City Reborn](#), and [Downtown RP](#)), PHANTOM operates as a Stealth Task Force, acting as "spies". Also, there are a few of their members who are developers of one of these games and the private training facility of Phantom (HOLO). They program in LUA which is a language for sandbox games.

They also spread propaganda for both their divisional group (PHANTOM) and the main community (The Robine) to gain recognition within the broader Roblox community.

Their philosophy revolves around their motto: "Strike when they least expect it!" This applies not only for roleplay purposes but also as a strategy to maintain their community by seizing any opportunity that comes their way and turning it into reality. This is how they envision making this website a reality. And is how they wanted to prevail on the future.

[This was all extracted from a meeting with the commander and owner of Phantom AdabWhen, and his Vice-commanders, tepigater and IamdeadX_Xdaedmal]



[#1-4] – Client Requirements

Our SRs (Senior Ranks) from "The Robine" specify the content they want to add to the page. They have also provided me with some posts to start with. The following sections contain a variety of items that are listed:

- >> **HOME PAGE:** This main page of the entire site will contain promotional material to encourage people to join the division, as well as explanations of what we do and other elements to attract you to our roleplay group. At the bottom of the page, there will be links to some of the sections you can explore within the site.
- >> **Announcements:** This is an aside section that reports announcements posted by Senior Ranks through various channels regarding new regulations or updates for the community and the benefit of the Phantom group. This section is controlled exclusively by SRs and is divided into "versions." Additionally, announcements from the game developers will also be posted here.
- >> **Information:** This is a footer section for visitors who may need more details before deciding to join. It serves as a reference for other documents where people can download or view additional information on external pages not directly related to the website. These documents explain important aspects of the group, such as rules, links to our game, and more.
- >> **Events:** In this section, there will be events scheduled by Higher Ranks for both current and former PHANTOM units to help boost activity.

- >> **PEP (Phantom Entrance Program):** This is a sub-page of the main events page. Here, visitors can apply to join the division. If selected, they will be redirected to another page where they must attend their first Tryout, which is a training event for newcomers. This event helps determine whether the applicant will be accepted or not.
- >> **PTEP (Phantom Tactician Entrance Program):** This is a sub-page of the main events page, where units ranked as Tacticians will be selected to undergo a variety of tests to prove their worthiness for the new rank of GHOST, which is part of the MR (Medium Ranks).
- >> **Activity Sweeps:** This page will showcase the best performer of the week, along with a section to congratulate the new units, which will be a subsection of this main section. It will also include a compilation of points earned by each unit each week, as well as those that have not met their quotas.
- >> **Promotions:** This is a subsection of the main Activity Sweeps page. It will contain the names of the new units that have joined the division, as well as schedules for entry into the PEP.
- >> **WoF (Wall of Fame):** This is a subsection of the main Activity Sweeps page. It will feature the unit, HR, or MR of the week, along with some promotional content to increase popularity.
- >> **Community:** This page serves as a forum for any unit or visitor, allowing them to engage in discussions and create various types of group chats.
- >> **Polls:** This is a subsection of the main Community page, where HRs, SRs, and Devs can create polls for all visitors or units to vote on as either YES or NO.
- >> **Request:** This is a subsection of the main Community page, where units or visitors can submit requests for the improvement of the website or the entire group.
- >> **Tutorials:** This is a subsection of the main Community page. As the name suggests, these are guides created by MR+ ranks to teach units and visitors how to be a good PHANTOM. This section is also helpful for newcomers to understand how the roleplay division works in-game.
- >> **Developers Media:** This is a subsection of the main Community page. This one is a forum only made for developers, inside they divide the tasks to optimize work and create an endearing atmosphere between developers.

>> **User Registration System:** A way for a user to register inside a website and see more info about them, as at what time is an event and more data that a guest (not logged) can't see.

In summary, the PHANTOM website covers a wide range of content to disseminate information about the roleplay group, including promotions, announcements, and community posts organized into sections and pages. Starting with the main one, the home page will feature promotional content, an explanation of what the PHANTOM group is, and links to other sections such as announcements, which will include updates from Senior Ranks (SRs), and an information section with important documents regarding group rules. Scheduled events will encourage activity among current and former units, while programs like the PEP and PTEP will assist current units and new members in integrating and ranking up. The site will also include a community forum for discussions, a request section for feedback, tutorials for newcomers and a developer's forum, and a registration system that will work for the next idea that is explained below.

▲ **IDEA: Personalized Recognition and Achievement System (PRAS):**
Personalized Recognition and Achievement System (PRAS): Implement a system that allows users to earn and display medals/badges based on their participation and contributions to the community, such as a Medal of Service or a Badge of Beta Tester for the Phantom | Holo game. These achievements could be showcased on an external page where users can see a list of their earned badges, with coloured badges (excluding negative colours) indicating what they have achieved. Additionally, there would be an option to share these badges on Twitter or other social media platforms to make the system more competitive.

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[#1-5] – Personas

Next Page ➡

PERSONA n°1



**Anthony
Waters**

Género:

Masculino

Edad:

24

Estado Civil:

Soltero

Nivel de estudios:

Educación superior

¿Dónde trabaja o estudia?

Freelancer

¿Cuáles son los principales problemas o desafíos de la persona?

Managing multiple projects at once can be overwhelming, which may affect his productivity.

Facing a large community of developers competing for visibility and opportunities can be challenging.

Standing out in a saturated community, especially within an even more saturated platform like Roblox, and gaining recognition for your

Ocupación profesional

Programming sandbox
videogames based on LUA
language

¿Cuáles son los medios de comunicación que usa regularmente?

Discord, Telegram, Twitter,
Whatsapp and Guilded

skills is difficult.

Balancing freelance work with hobbies and personal life adds to the complexity.

Keeping up with new technologies and changes in Roblox and Lua is also a constant challenge.

¿Cuáles son los principales objetivos de la persona?

Opportunities to contribute Lua scripts to enhance the roleplay experience or provide technical solutions.

Using the PHANTOM platform to connect with other developers and work with them.

Showcasing skills through achievements like PRAS to gain recognition within the community.

Participating in forums, sharing knowledge, and receiving feedback on his work.

Utilizing the site's resources (tutorials, guides) to improve both in-game and technical skills, while also enjoying the community aspect. Using the PHANTOM platform to connect with other developers or members.

Showcasing skills through achievements like PRAS to gain recognition within the

community.

Participating in forums, sharing knowledge, and receiving feedback on his work.

Utilizing the site's resources (tutorials, guides) to improve both in-game and technical skills, while also enjoying the community aspect.

¿Cómo mi empresa o producto puede ayudar a la persona?

Through the achievement system (PRAS), Anthony can showcase his skills and contributions.

Building connections within the community for future projects and freelance work.

Access to tutorials and guides to improve both his LUA programming skills and technical development.

A forum to interact with other developers, for take the opportunity on working as a LUA developer from Phantom Roleplay games and the HOLO.

Mensaje de marketing o pitch para hablarle a la persona (140 caracteres):

Boost your skills and visibility with PHANTOM Central Hub. Join our ficer, showcase achievements, and strike when they least expect it!

PERSONA n°2



Rhys Isidore

Género:	Edad:
Masculino	19
Estado Civil:	Nivel de estudios:
Soltero	Educación media

¿Dónde trabaja o estudia?

Yellowstone Club and Worten

¿Cuáles son los principales problemas o desafíos de la persona?

Staying competitive in Roblox Clan Leagues requires learning new tactics and strategies
Finding committed teammates with similar skills can be difficult and teammates are sometimes really annoying
Despite his efforts, gaining proper recognition for his contributions might be challenging
Keeping up with important events and updates in the PHANTOM community can be hard

Ocupación profesional
Electronic products seller and skii instructor

¿Cuáles son los medios de comunicación que usa regularmente?
Discord, Whatsapp, Instagram, Twitter and Facebook

¿Cómo mi empresa o producto puede ayudar a la persona?

Offering tutorials and guides that enhance his gameplay skills in Roblox Clan Leagues
Creating a community space where he can connect with other competitive players and form effective teams
Featuring a Wall of Fame and a Personalized Recognition and Achievement System (PRAS) to highlight his achievements and contributions to the community
Providing up-to-date announcements, events, and resources related to the PHANTOM community, ensuring he stays informed and engaged

Display his accomplishments within the PRAS system, gaining recognition for his contributions in the competitive Roblox scene representing our Phantom clan
Follow updates and announcements on upcoming tournaments and community events, staying actively involved

¿Cuáles son los principales objetivos de la persona?

Utilize community resources, guides, and tutorials to improve his skills and competitive edge in Roblox Clan Leagues
Engage with fellow clan members and players in the community, creating opportunities for teamwork and collaboration

Mensaje de marketing o pitch para hablarle a la persona (140 caracteres):

Join PHANTOM Central Hub today! Unleash your skills, connect with allies, and remember: 'Strike when they least

sona | markethax

<https://markethax.com/resultado-buyer-persona/?nombre=Rhys+Isidore&>

expect it!' Always!!

PERSONA nº3



Luna Carson

Género:	Edad:
Femenino	27
Estado Civil:	Nivel de estudios:
Casada	Educación superior

¿Dónde trabaja o estudia?

Twitch and Youtube

Ocupación profesional

Influencer, Streamer

¿Cuáles son los medios de comunicación que usa regularmente?

Discord, WhatsApp, Instagram, Twitch and Youtube

¿Cuáles son los principales problemas o desafíos de la persona?

Standing out in a highly competitive streaming and content creation space

Maintaining consistent viewer engagement

Keeping her content fresh and relevant

She also faces the difficulty of managing multiple platforms and keeping up with growing demands from her community, all while juggling collaborations and personal time

¿Cuáles son los principales objetivos de la persona?

Grow her audience

Improve community engagement

Increase her presence in the gaming and streaming world

She aims to consistently produce high-quality content on Twitch and YouTube, connect with her followers, and

participate in gaming communities. She also strives to build partnerships and increase her influence through collaborations and events

PHANTOM Central Hub can help by offering a platform where Luna can engage directly with roleplay gamers, stream exclusive events, and promote her content to a focused community

¿Cómo mi empresa o producto puede ayudar a la persona?

PHANTOM Central Hub simplifies Luna's engagement with her audience, boosts community interaction, and helps her deliver unique content more effectively

Also provides a central hub where she can join a roleplay community, where she can easily engage her audience, share exclusive content, and organize events

It will streamline communication and enhance her interactions with fans, allowing her to focus on creating immersive and engaging experiences for her followers

Mensaje de marketing o pitch para hablarle a la persona (140 caracteres):

"Boost your streams and roleplay with a hub that keeps your content engaged. Strike when they least expect it—role like a stealth unit!"

[#1-6] – Research on Competitors

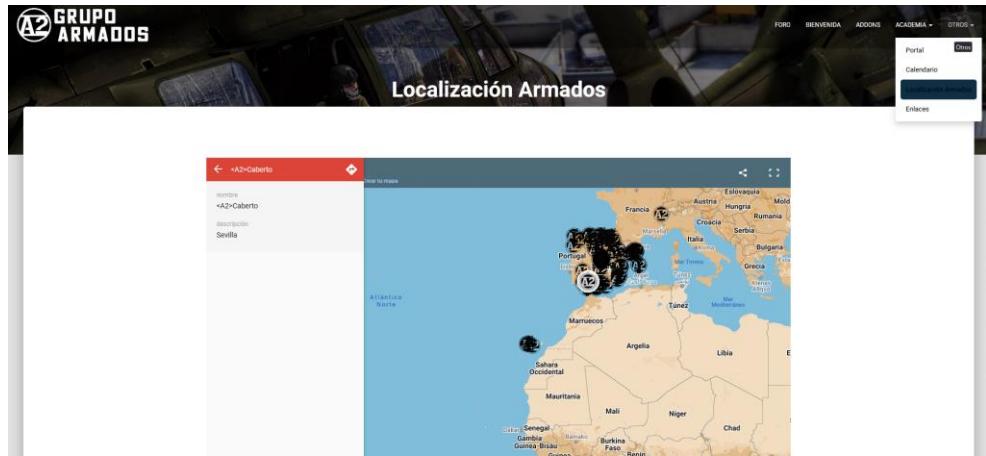
A thing Phantom liked about his competitors was the addition of a plugin to see the community channels, this could be useful for newcomers to see how each channel folder is aligned to not get lost inside the maze of channels. Also explaining what each channel is about.

As you can see below this is how our competitor has their information on TeamSpeak channels (same as Discord) on the aside section of the website. We can do the same and embed this information in the aside of the Phantom website



Another thing we liked about our competitors is that they show a map of their game (Arma 3) with a marking point of where a base is located, with info about it

Here's a picture from the website competitor:



Phantom wants this competitor's idea on their website because it shows how the map is made, what each area is called and information about if you can go to the said area or not, or if it is dangerous, etcetera. Also has a map from the main Roleplay game The Robine City 17 that is shown below:



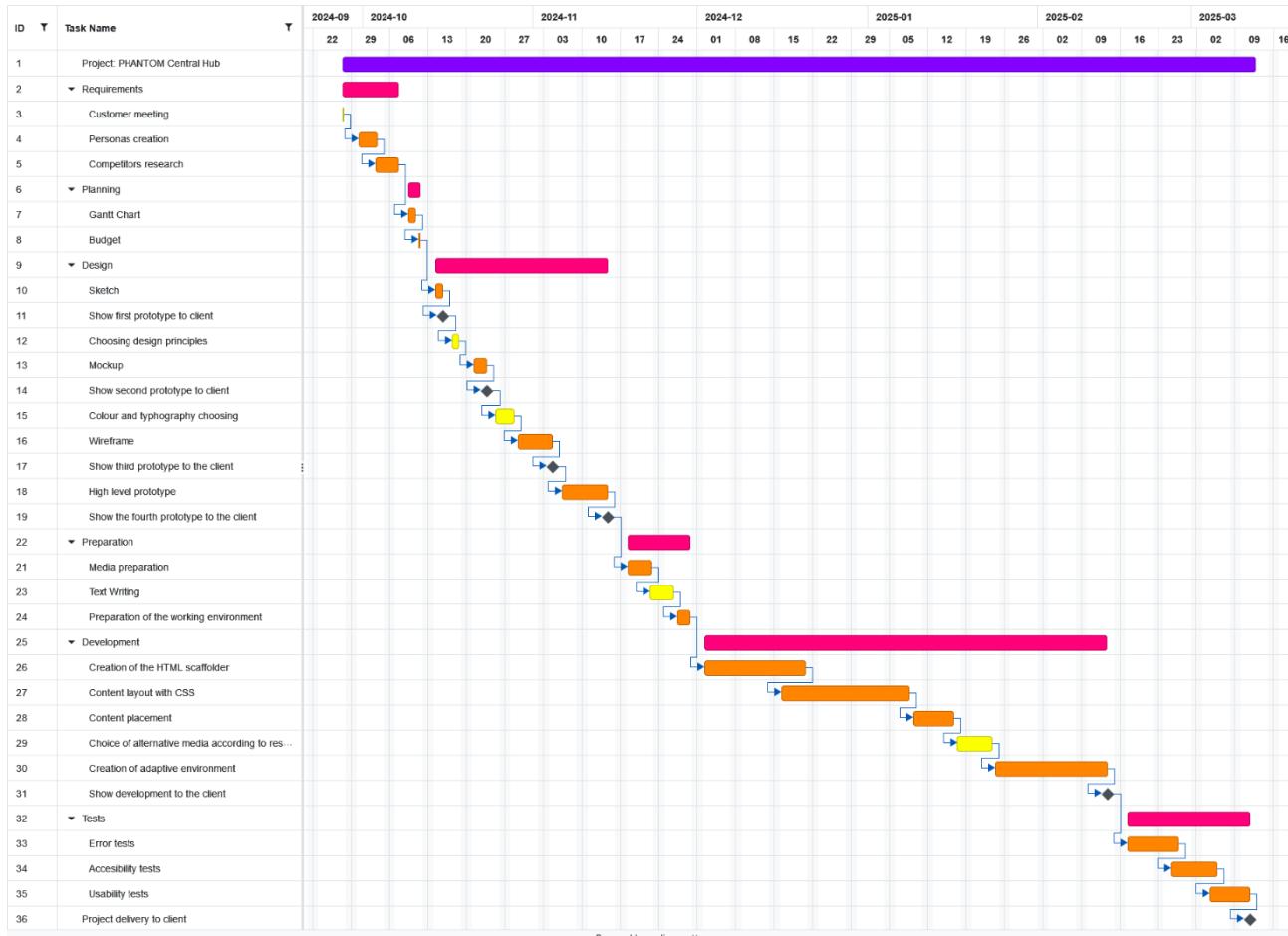
We can add this map picture and make plugins to show information about every area on the about us page of the website.

The Discord channels integration can be done with a plugin on copy paste on the about us section and tutorials section of the website.

[#2] – PLANNING DEVELOPMENT

[#2-1] – Gantt chart

A task plan has been created, outlining the design, planning, development, and testing of the website project called “Phantom Central Hub” over a duration of 6 months, before its final delivery to the client. This diagram already considers the previous information discussed with the client, such as the initial meeting, the requirements gathering, and the current focus, which includes the budget and the Gantt chart. The latter is shown below:



[#2-2] – Budget

After carefully considering the client's requirements and goals for the Phantom Central Hub website during the meeting, a budget has been created in accordance with the client's needs. It includes a fixed price for the complete development and design of the website, as well as a bimonthly fee for ongoing maintenance. These prices have been deemed reasonable for both the client and the developer, ensuring the website's prosperity and proper care.

OFFER	PRICE
Complete web design and development	16.500€
Website maintenance	2.062,5€
TOTAL	18.562,5€

The fixed price for the project is calculated based on a rate of 600€ per week, with half a week costing 300€. As the Gantt chart shows, the minimum work duration will be 6 months (24th of September 2024 to 12th of March 2025).

The website maintenance cost is estimated to range from 1.375€ to 2.750€. The final price may vary depending on three main factors:

- ▲ Whether the website backups and database saves are up to date to avoid data loss.
- ▲ The extent to which the website requires frequent updates.
- ▲ The need for technical support to resolve website-related issues.

All these factors can increase the price up to 2.750€. However, if the issue arises from poor programming or a mistake made by the developer during website creation, a 50% discount will be applied, reducing the price to 1.375€ or lower.

In the meeting with the client, it was agreed that an initial payment of 63% of the fixed price would be made, which amounts to 6.105€. After the project is completed and fully paid for, the website maintenance payments will begin two months after the website is delivered to the client, and will continue bimonthly until further notice.

[#3] – DESIGN

[#3-1] – Sketch

The sketch of Phantom Central Hub is a rough visual plan that helps visualize the layout, hear the client opinions, improve the user experience, save time, and clarify the content hierarchy. It serves as a “blueprint” for the design and development process, allowing for early feedback and adjustments before choosing design principles and creating the mockup.

Now, the sketches for this website will be described below.

1. LANDING PAGE:

This first sketch has a simple design to attract new users.

The page includes a predefined header with the website's logo and title, Log In and Register buttons in a dropdown menu, four buttons to navigate to other pages, and a footer with a certification mark from the Senior Ranks of Robine to make the page official, links to the About Us page, additional information (via a Google Drive link), and up to four social media buttons.

The main section features a title inviting users to join, options to log in or register, and a description explaining the PRAS system to help new users understand it.

2. HOME PAGE:

This next sketch is the home page after logging into Phantom Central Hub.

This page features a predefined header and footer (like the rest of the pages). The account is logged in, showing the profile picture, name, additional information about the account, and a link to the PRAS system to check out achievements, all in the dropdown menu.

In the main section, there is an announcements/news area with a background image (currently drawings). Below there are the announcements sorted by version, each accompanied by images, and a call to action at the end of each announcement saying, 'JOIN US NOW!' with a link button to the PEP or events page.

3. EVENTS

1. ACTIVES:

In this Events page, all the events currently taking place can be seen.

It features the predefined header and footer. In the main section, there is the title of the page along with a description stating that this is the active events page. Below, the events are displayed with the host's name and profile picture, the event name, an 'ON AIR' text with red glowing circles, and a JOIN button directing you to the game.

2. SCHEDULED:

This page is the same as the one from before but is designed for events that are going to occur in the future.

It features the predefined header and footer. The changes in the main section include a description under the title stating that this is the scheduled events page. Instead of the 'ON AIR' text, there is a date for the event, and instead of the JOIN button, there is a Reminder button to receive notifications about the event directly to your email.

4. COMMUNITY MENU:

This Community menu serves as a hub for all the activities that the Phantom community offers, such as Polls, Tutorials, Chats, and Dev's Work.

It features a predefined header and footer. On the main section there is a title that reads 'OUR COMMUNITY' displayed against a background image (currently drawings). Below, the menu is divided into four sections, and each of these subpages includes a description before clicking to enter. The sections are the Polls page, the Tutorials page, the User

Communication page, and the Dev Page; however, the last one needs verification because I'm not a developer of the game or of Phantom.

1. POLLS:

In this subpage of the community, users can ask the community what they would like in different contexts.

It features a predefined header and footer. In the main section, there is the title of the page with images (currently drawings) displayed in the background. Below, there are user polls with their names and profile pictures shown, asking the community various questions. Each poll includes a valid checkmark and a negative checkmark, along with a number indicating how many people clicked on each option. Some polls also allow for inserted images.

2. TUTORIALS:

In this community subpage, there are tutorials and guides related to the game and the roleplay aspect.

It features a predefined header and footer. In the main section, there is the title of the page with images (currently drawings) displayed in the background. Below, the tutorials are sorted by STEPS, which is a thoughtful approach to encourage users to read all the tutorials to become great members of Phantom and skilled players of the game. Each Tutorial Step includes a video explanation.

3. DEV PAGE:

This page is exclusively for developers to collaborate on maintaining Phantom and developing new features, as well as helping with bugs, glitches, and various issues, fixing them and receiving feedback and rewards (monetary) for their efforts.

It features a predefined header and footer. In the main section, there is the title of the page. Below, there are two dropdowns for a developer's chat and a multimedia section where developers can upload their work (links, images, videos, files, etc.), these two dropdowns are shown on the sketches. There is also a report and feedback section for developers to view issues that need to be fixed, which may be technical or related to their games.

4. USER PAGE:

This is the User page, which also contains communications for the chats you own and the friends you have earned. This page is designed to manage your user experience and includes the phrase 'be a gossip with your mates,' as the website developers chose to term it. It also displays the PRAS achievements for you to view.

It features a predefined header and footer. In the main section, there is the title of the page with images (currently drawings) displayed in the background. Below, there are two dropdowns for chats and friends, which can indicate whether they are online or offline, these two dropdowns are shown on the sketches.

Additionally, there is a profile section that includes the banner or background colour/image of the profile, the profile picture, the nickname, the email for contact, an about text for the user to describe themselves, and an edit button to rewrite all the information about the user. Below this, there is the PRAS achievements section that shows the awards you have earned along the way as a user on the page, along with the percentage of users who own each award and the name of each award. If you click on a locked award, a pop-up will display instructions on how to unlock it; if it's locked, you cannot see the percentage of people who own it or its name. There is also a share button to share your progress with your favourite friends.

5. ACTIVITY SWEEPS:

This last page is designed for users who want to know their roleplay points like Recommendation Points (RP) for promotion, as well as for those who have failed and may be subject to punishment. There is also a Wall of Fame featuring images (drawings) for the ranking positions of individuals who have patrolled the most, excelled in shooting, or are recognized as the best in the community, among other roleplay-related surplus.

It features a predefined header and footer. In the main section, there is the title of the page with images (currently drawings) displayed in the background. Below, there is a chart for the quota of each unit/user of Phantom (this could be an Excel import). Below that, there is the Wall of Fame section with the rankings mentioned earlier.

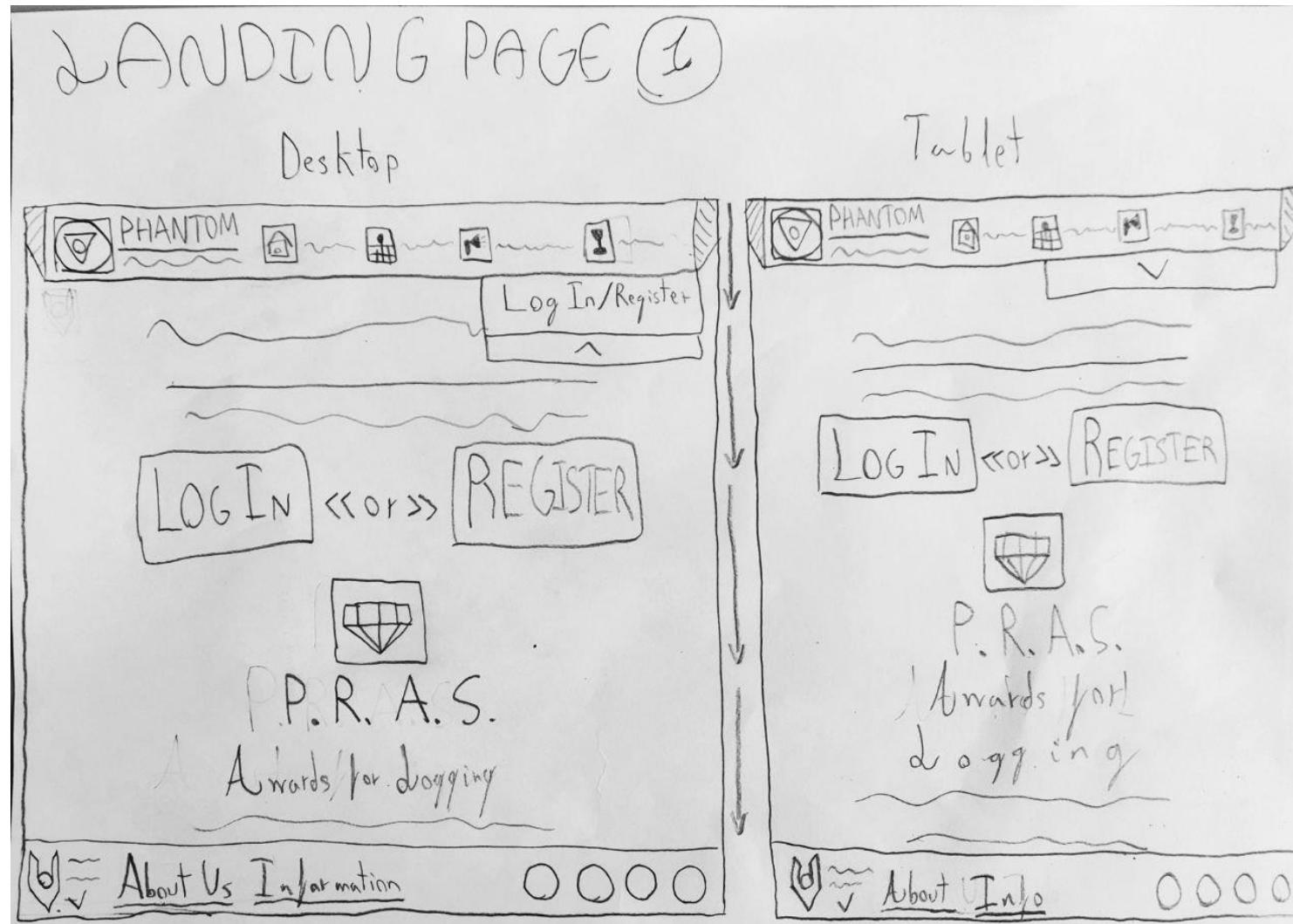
6. ABOUT US:

And last but not least, the About Us page showcases the story, the collaborators, and the creators of this roleplay subgroup of Robine. It features a trailer for the roleplay, as well as a map (that didn't fit entirely) of the main game that highlights each area. When you click on an area, a pop-up should display the area name, an explanation, and images or gameplay demonstrations. There is also Discord integration, similar to what is found in the tutorials section, although it didn't fit into the sketch. Nonetheless, it will be included on the website.

It features a predefined header and footer. In the main section, there is a styled title of the page with images (currently drawings) displayed in the background. Below, you will find the elements in the same order as stated before.

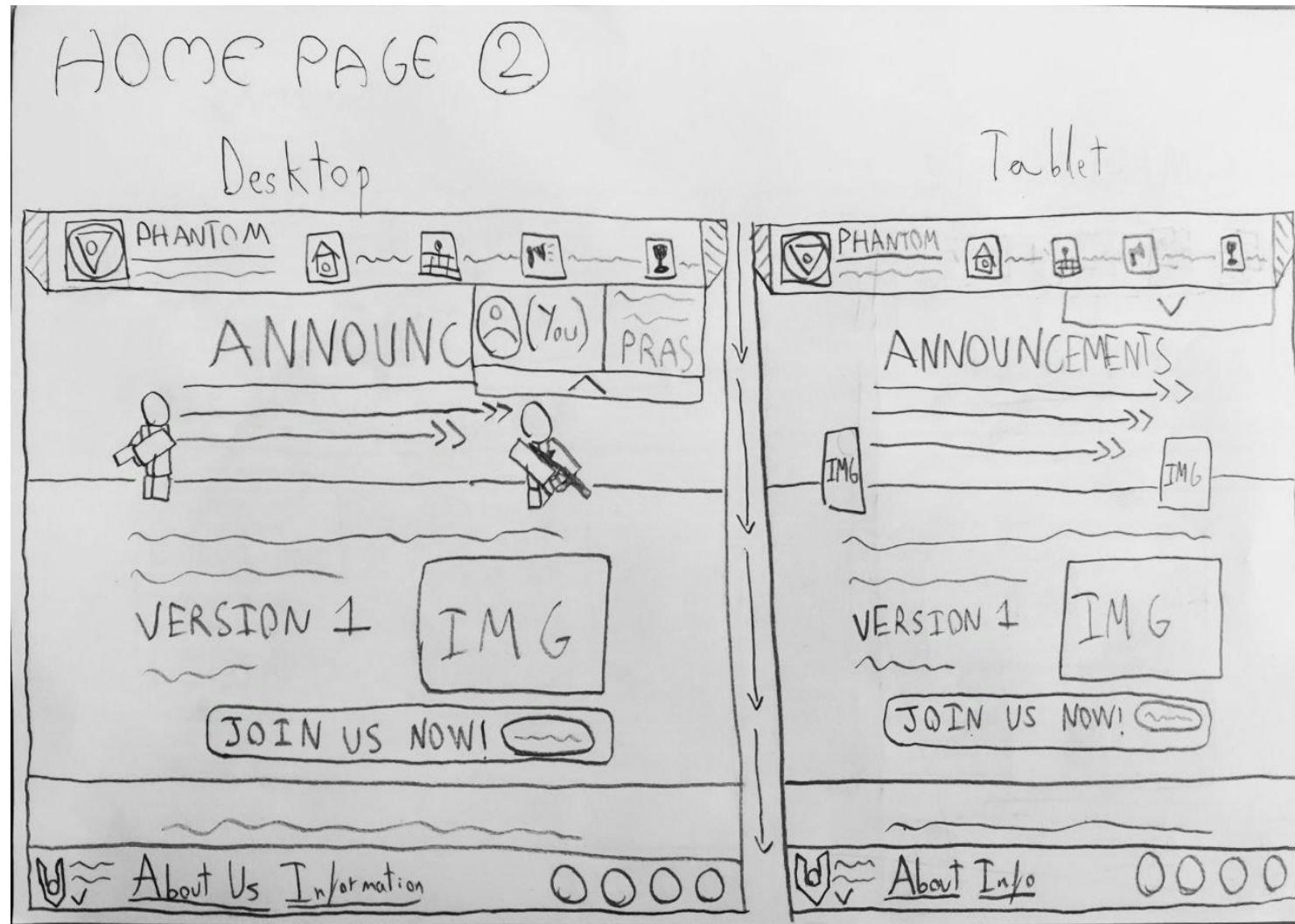
After the descriptions of each sketch, the images of the mentioned sketches are shown on the following pages:

1:

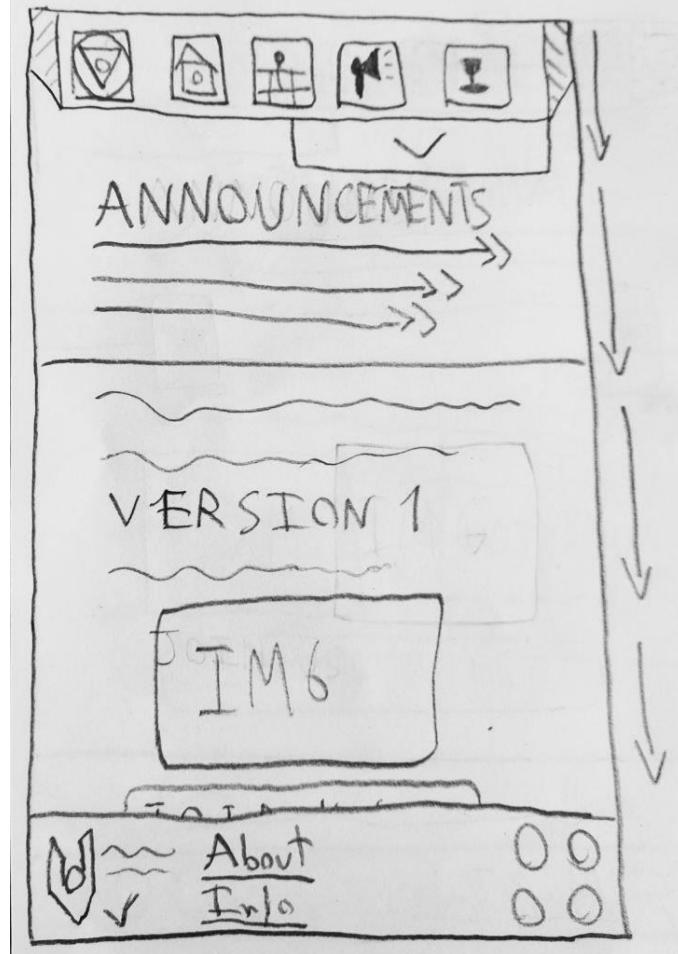




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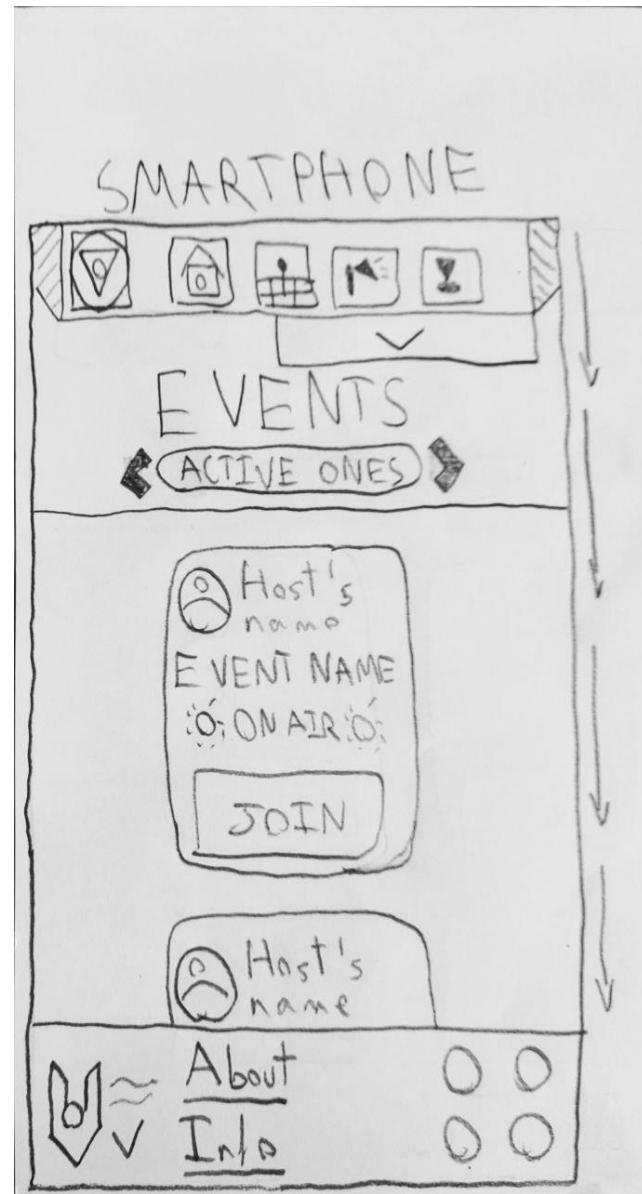


SMARTPHONE

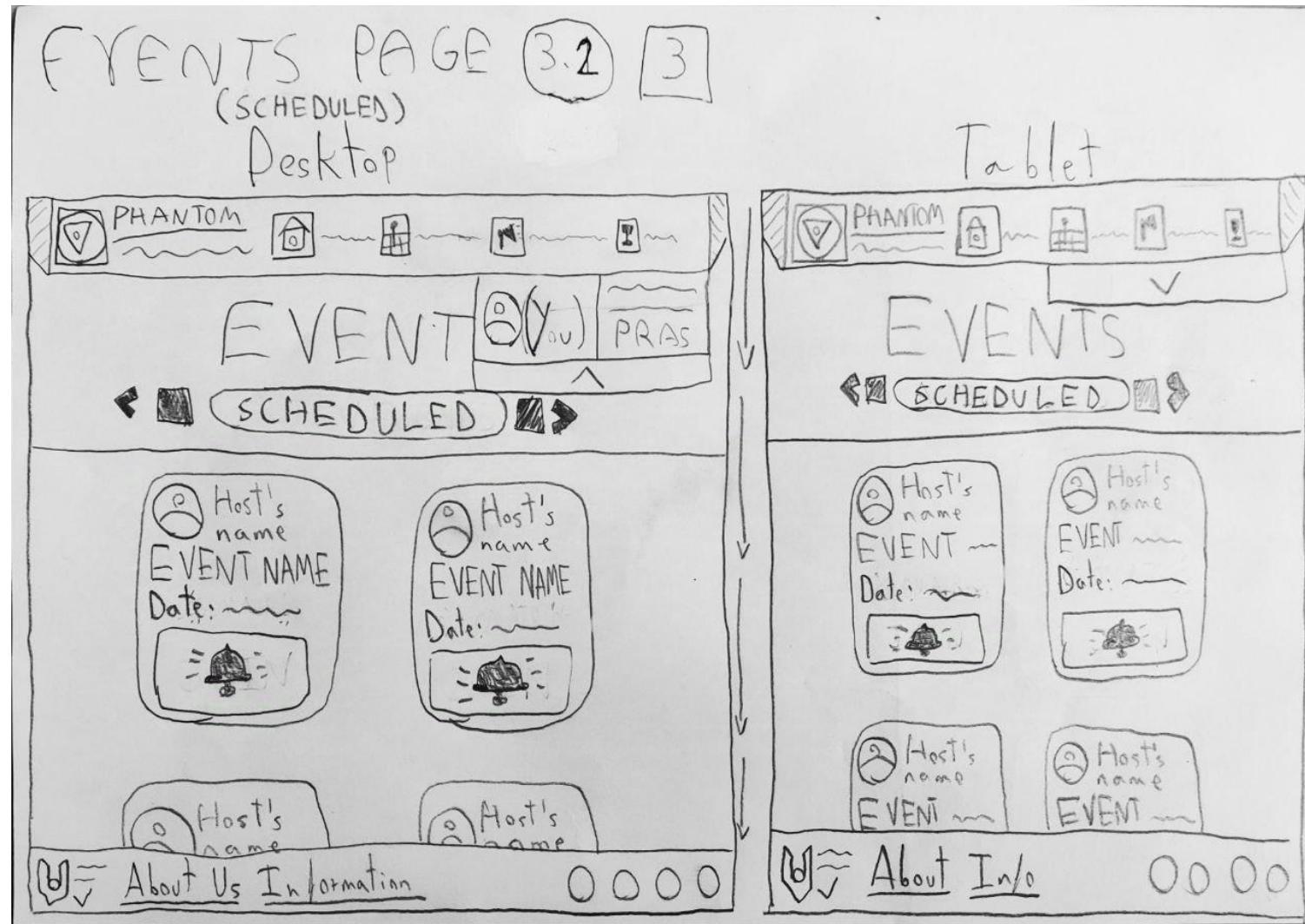


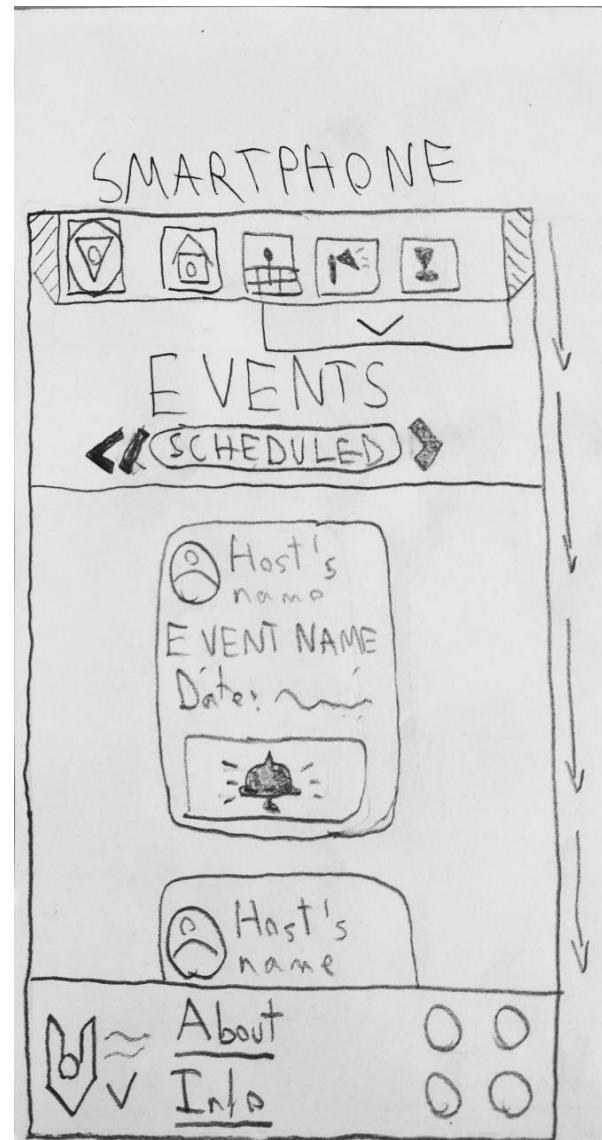
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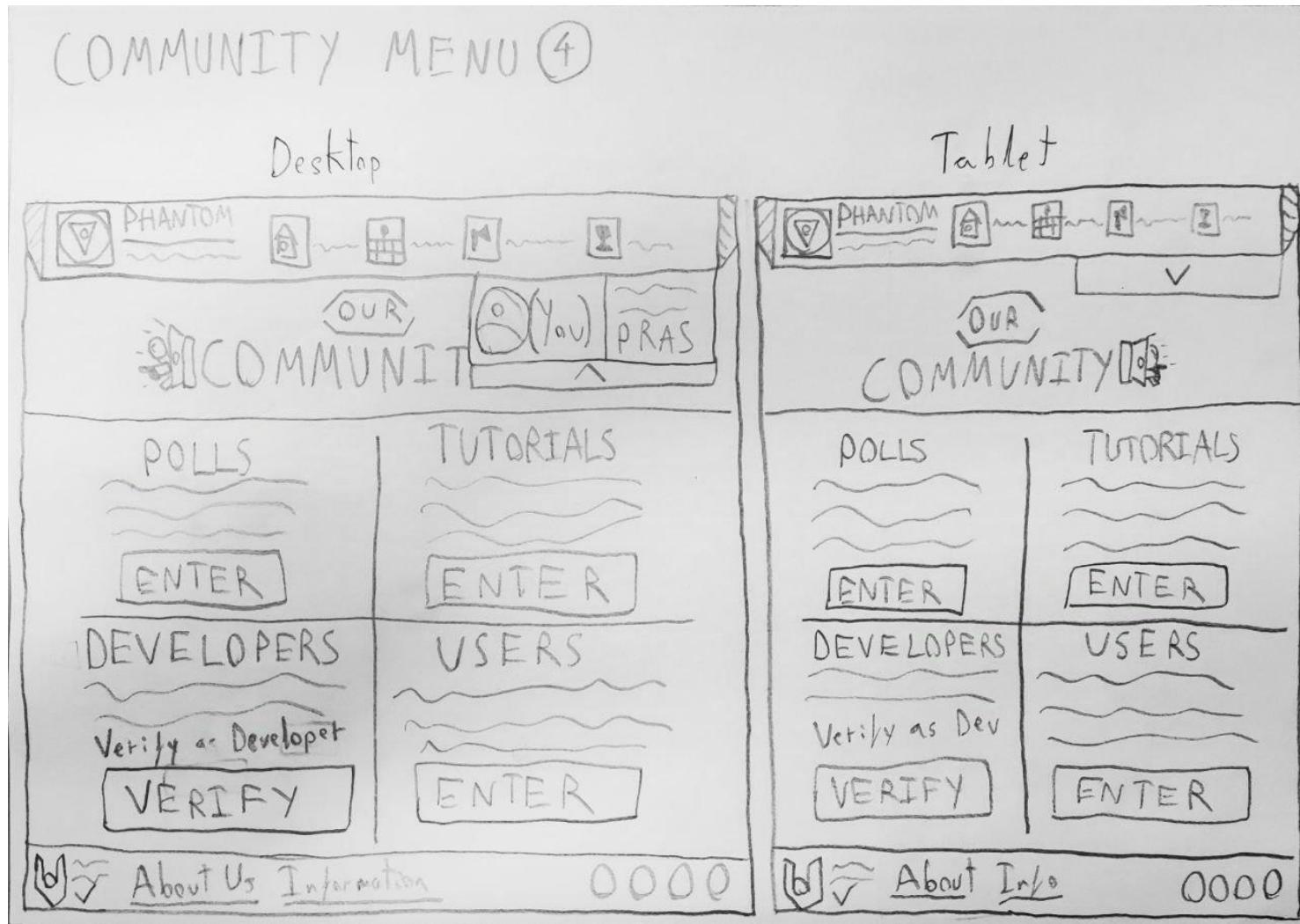


3.2 (3):



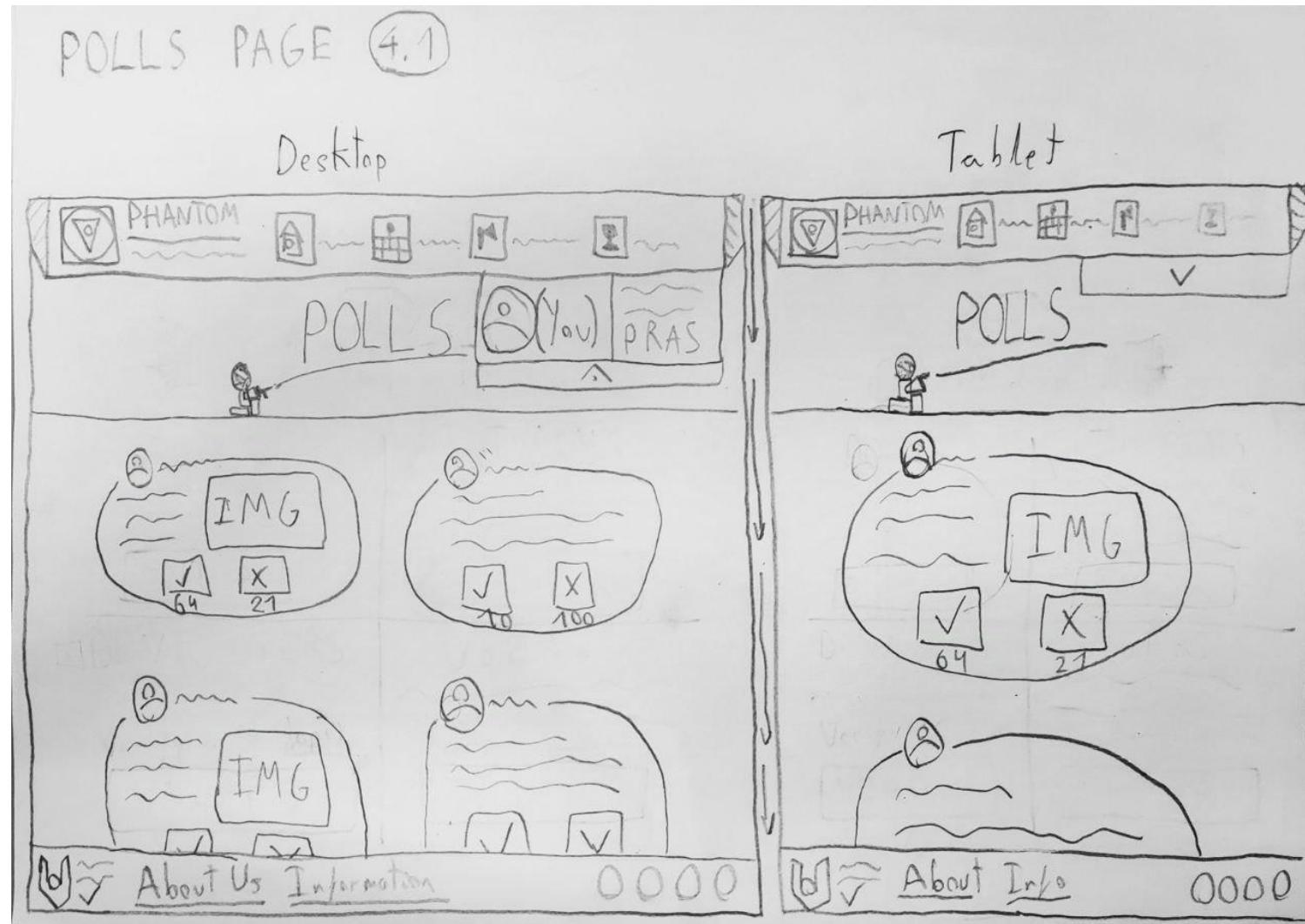


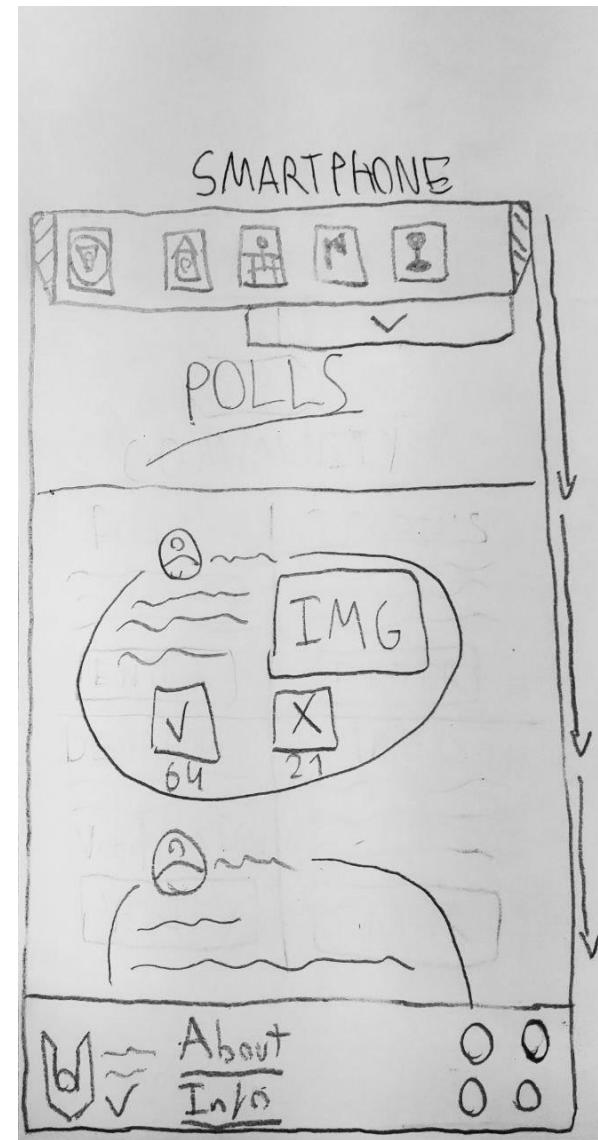
4:



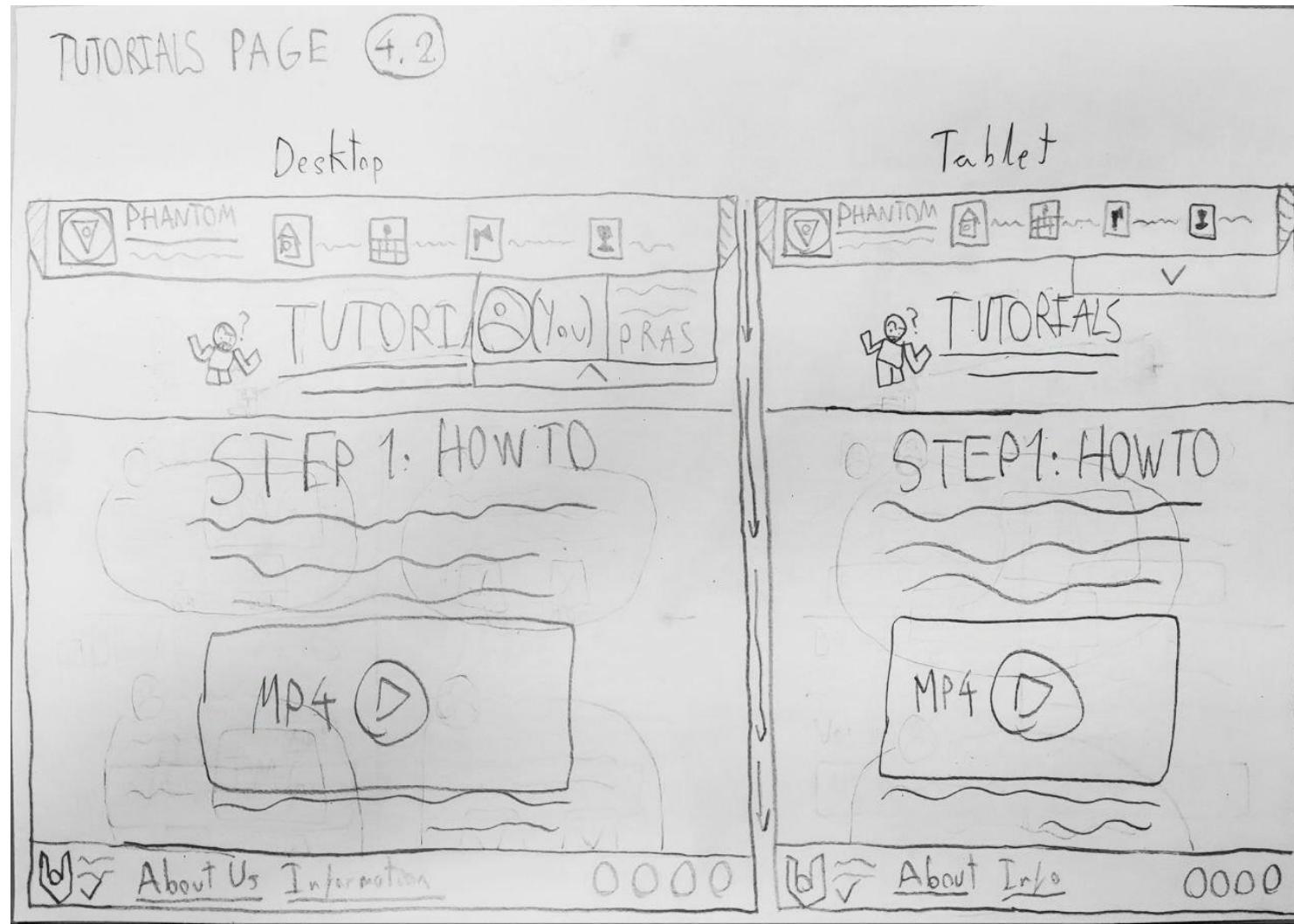


4.1:



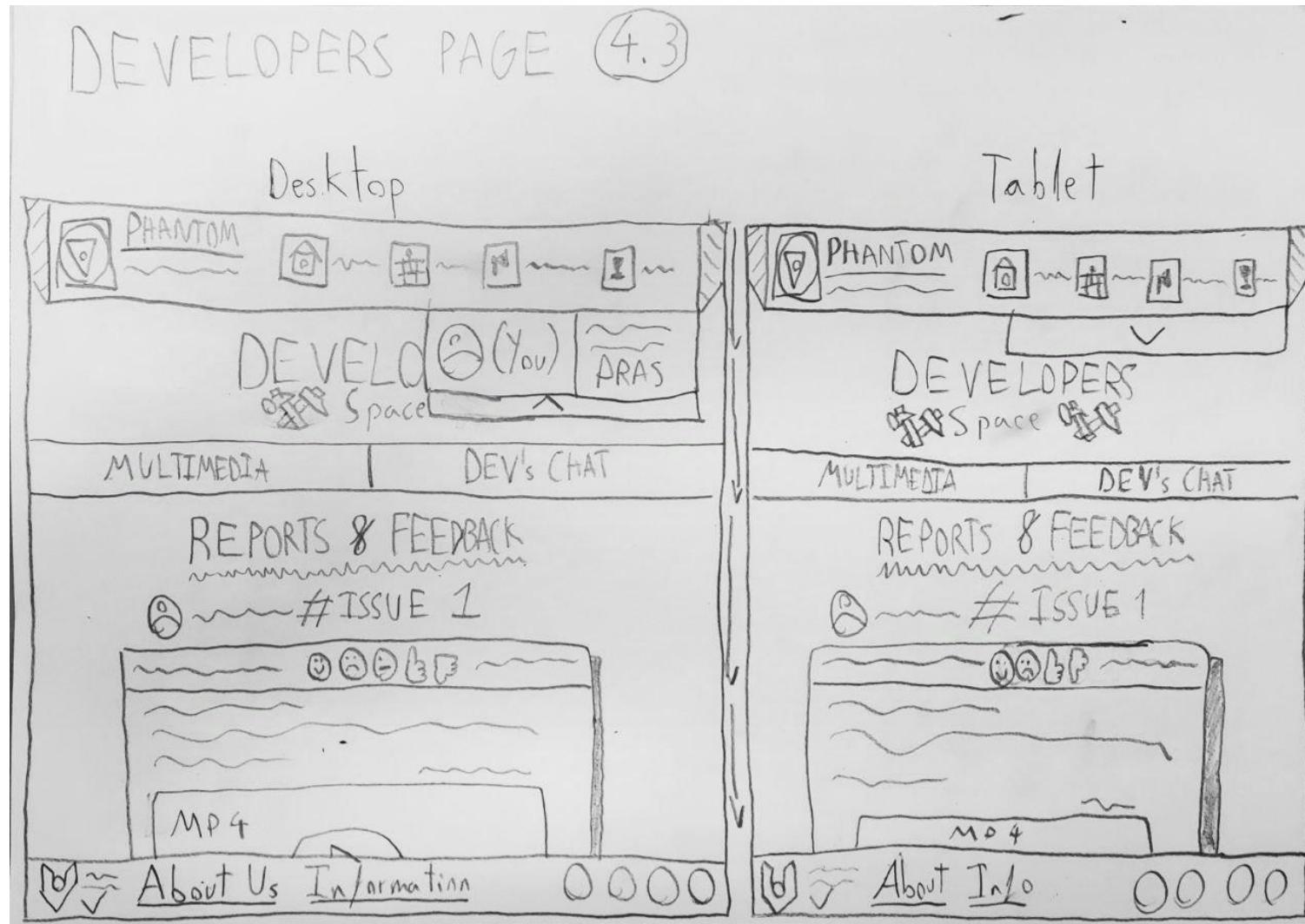


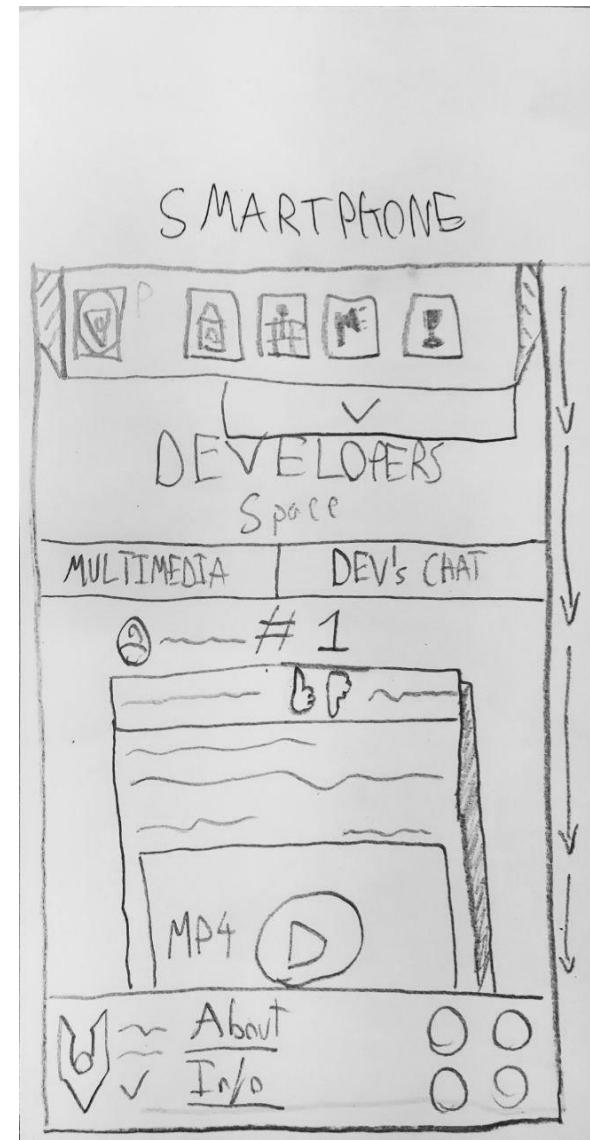
4.2:



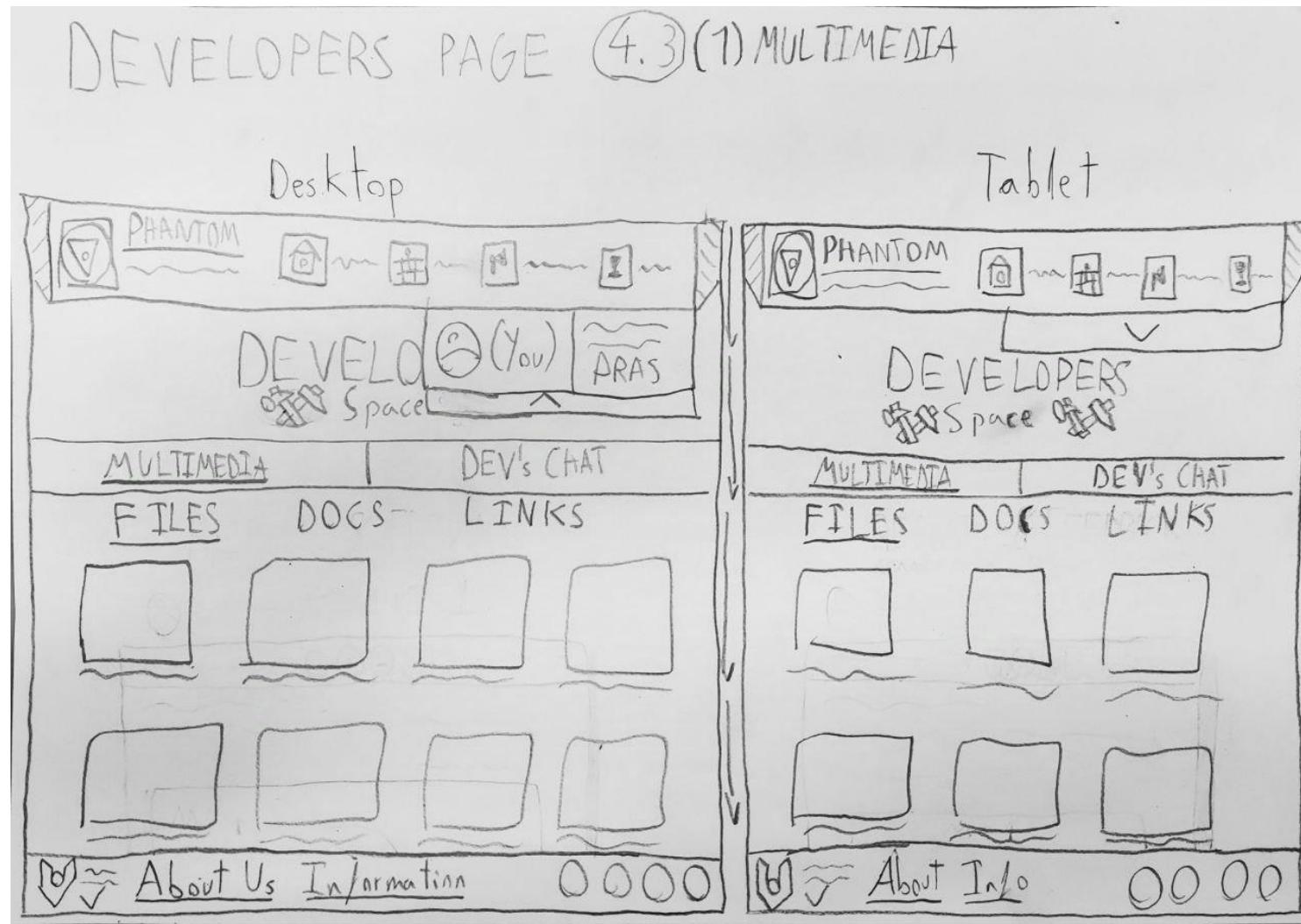


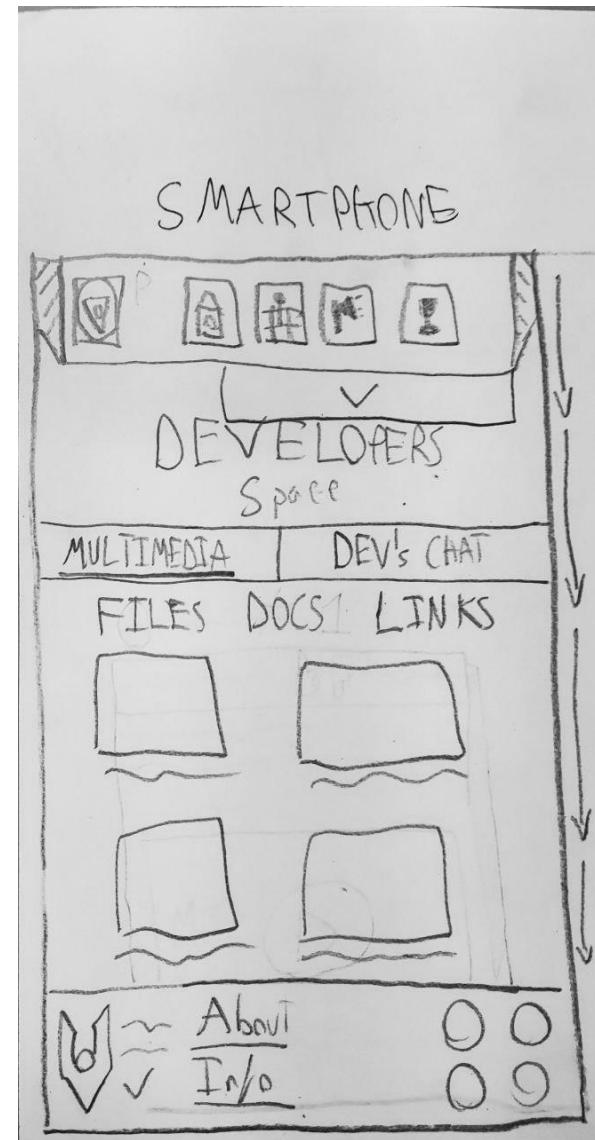
4.3:



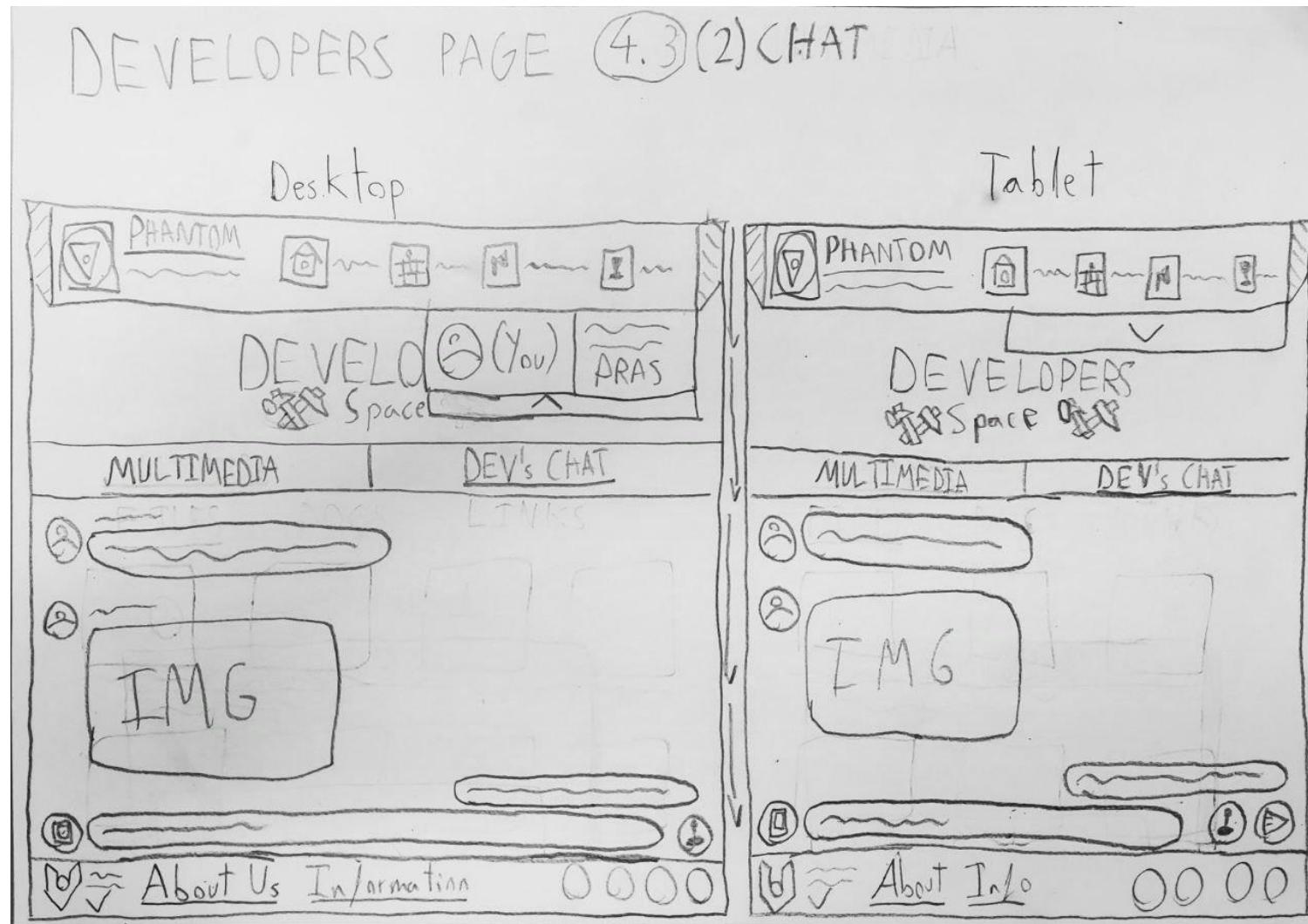


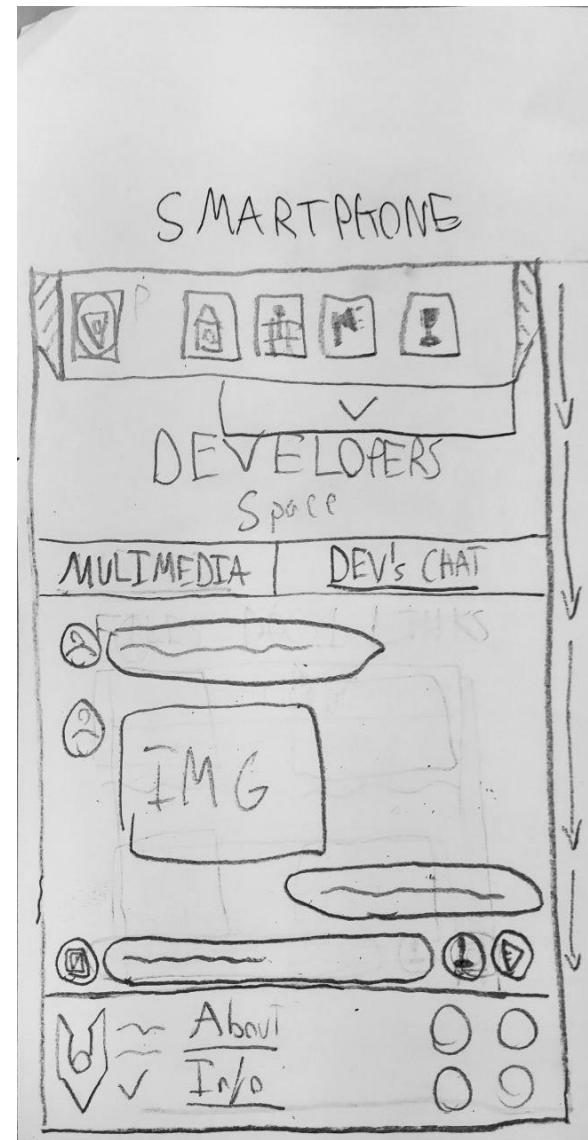
4.3 (Multimedia):



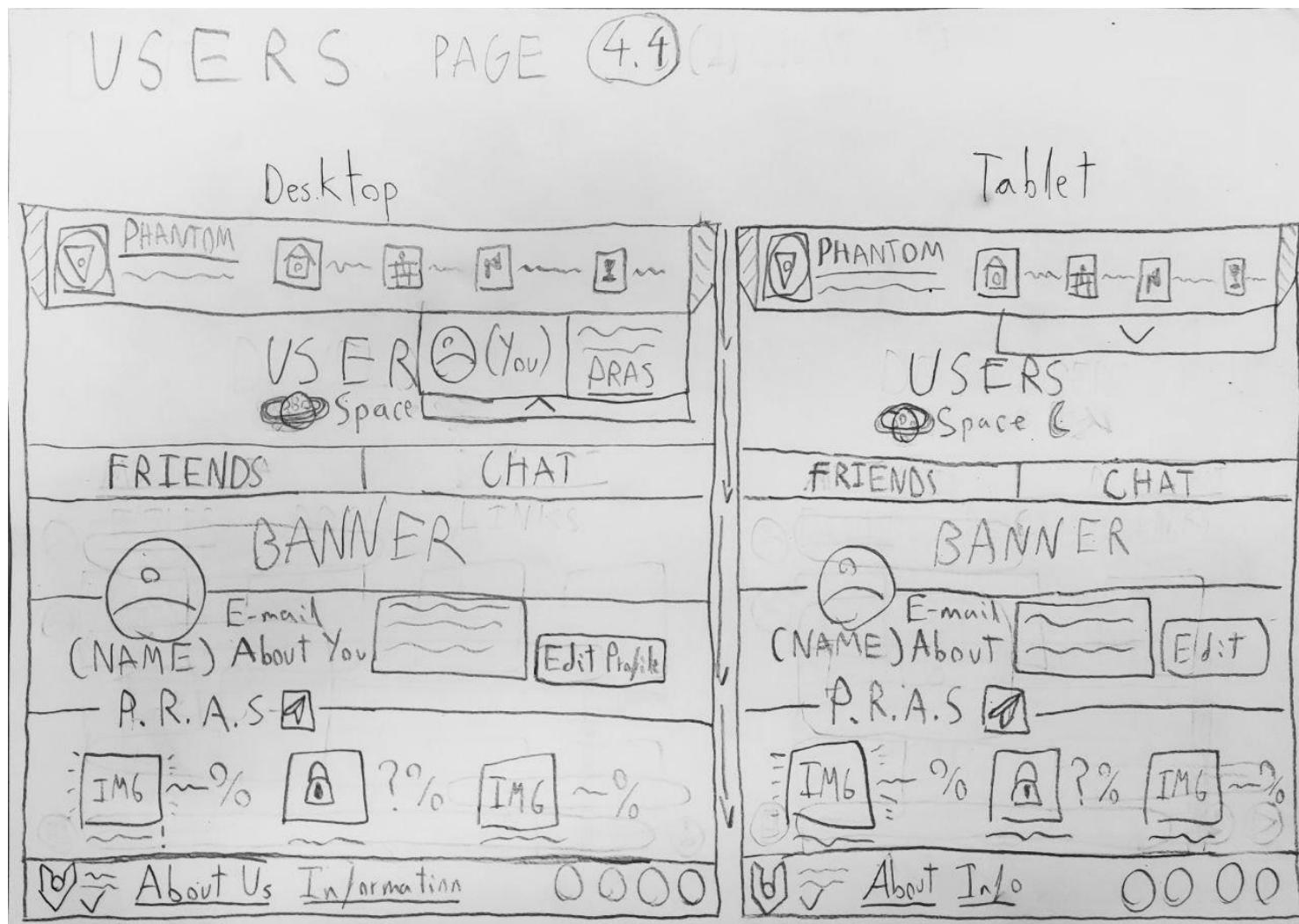


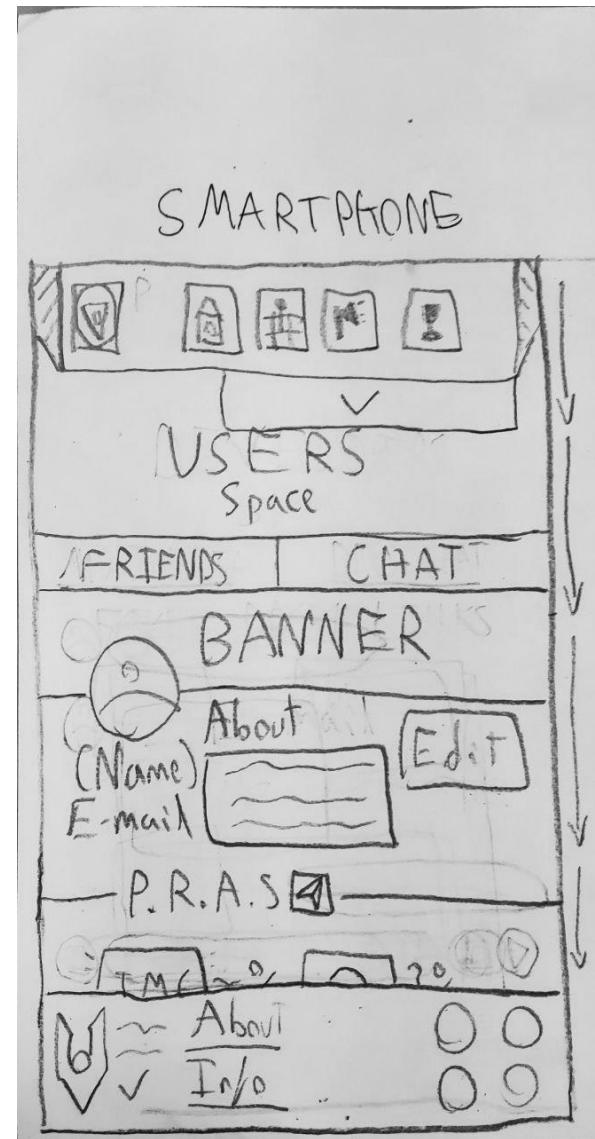
4.3 (Chat):





4.4:





4.4 (Friends):

USERS PAGE (4.4) (1) FRIENDS

Desktop

Tablet

PHANTOM

USER (You) PRAS

Space

FRIENDS CHAT

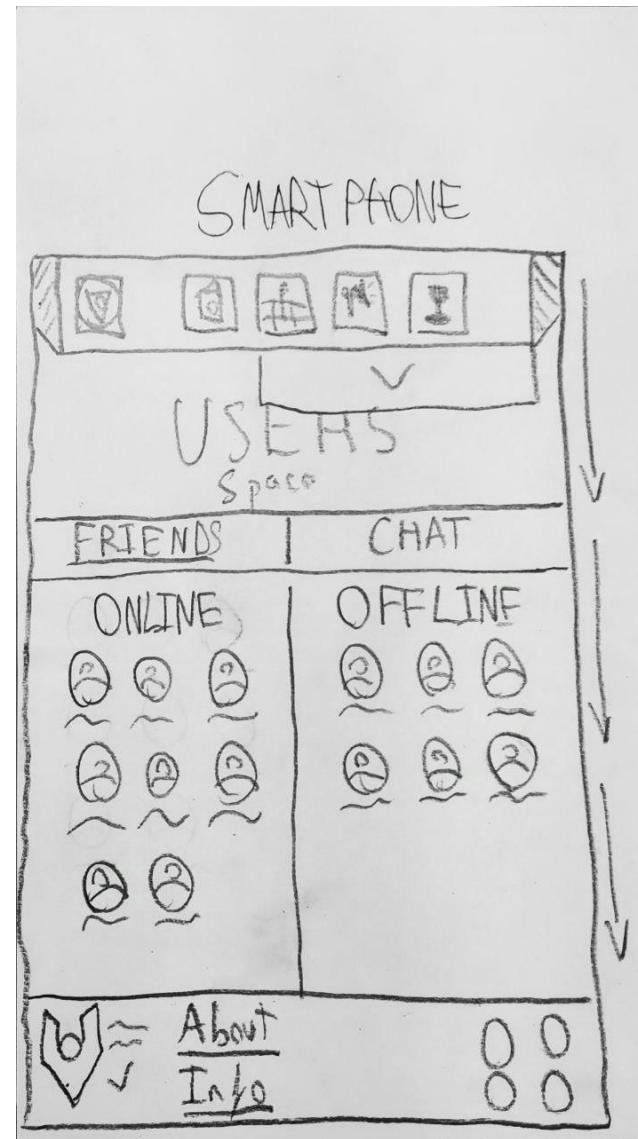
ONLINE 6 OFFLINE 6

About Us Information

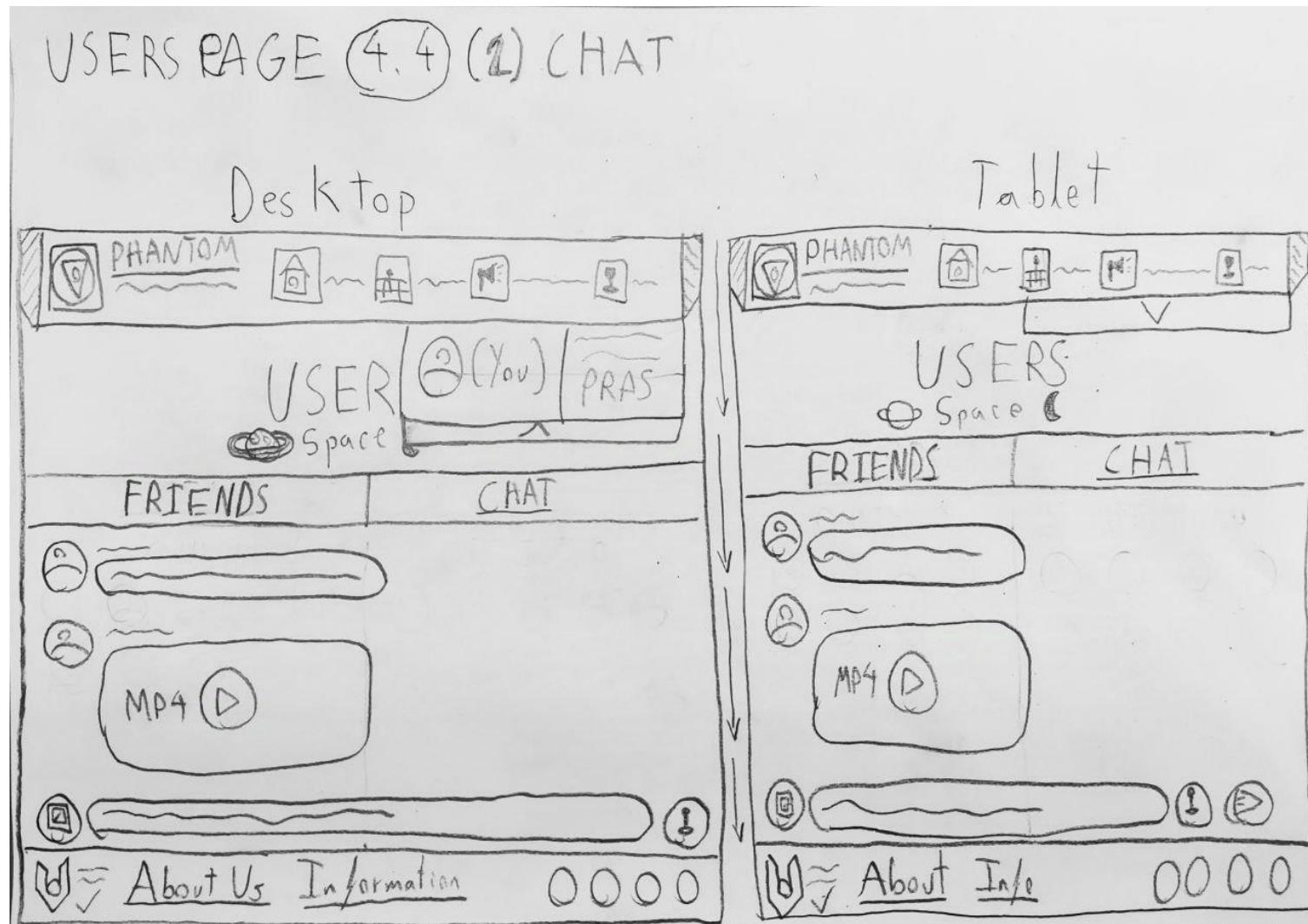
FRIENDS CHAT

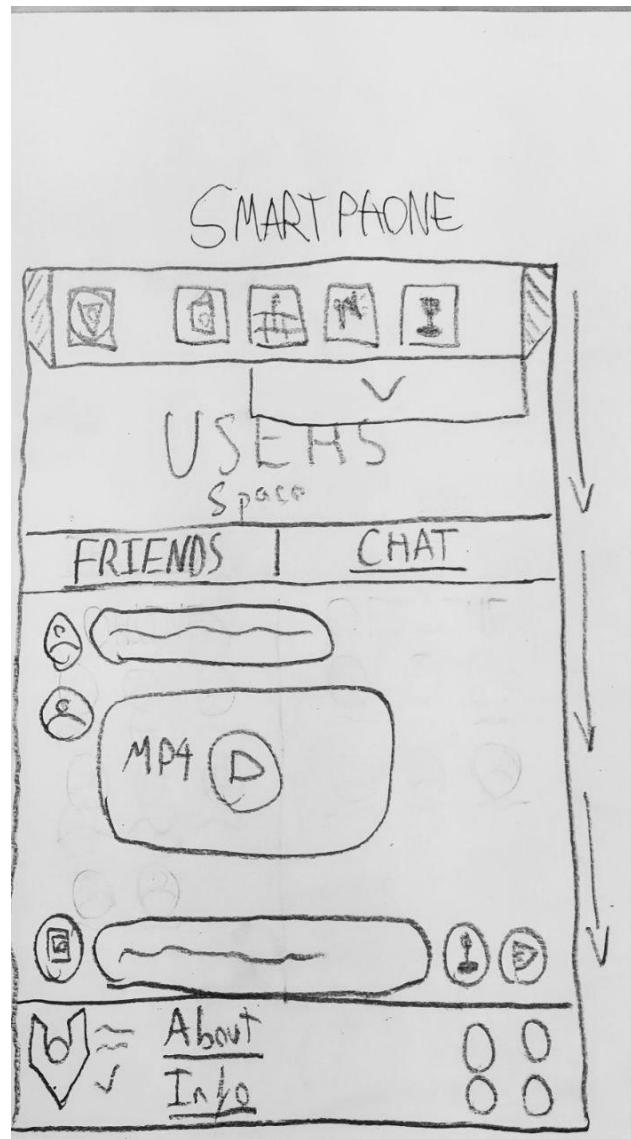
ONLINE 6 OFFLINE 6

About Info



4.4 (Chat):





5:

ACTIVITY SWEEPS PAGE ⑤

Desktop

A hand-drawn sketch of a desktop application window. At the top, there's a toolbar with icons for 'PHANTOM', a lock, a grid, a search bar, and other symbols. Below the toolbar, the title 'ACTIVITY SWEEPS' is displayed in large letters, with '(You)' in parentheses next to it. To the right of the title is a button labeled 'PRAS'. A decorative sword icon is positioned below the title.

QUOTA of the WEEK

USER	FAIL/PASS	AP	RP	PROMOTED
~	FAIL	1	0	X
~	PASS	20	1	✓

Wall of Fame

2nd TMC 3rd

About Us Information 0000

Tablet

A hand-drawn sketch of a tablet application window. It has a similar layout to the desktop version, featuring a toolbar at the top with icons for 'PHANTOM', a lock, a grid, a search bar, and other symbols. The title 'ACTIVITY SWEEPS' is centered above a decorative sword icon.

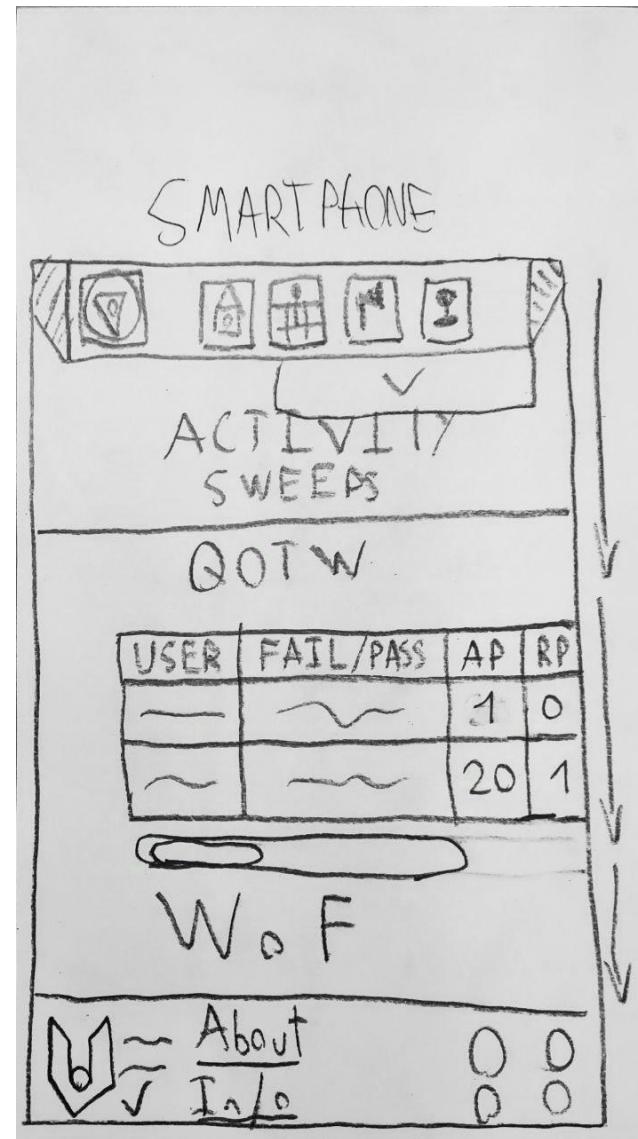
QUOTA of the WEEK

USER	FAIL/PAS	AP	RP	PROMOTED
~	~	1	0	X
~	~	20	1	✓

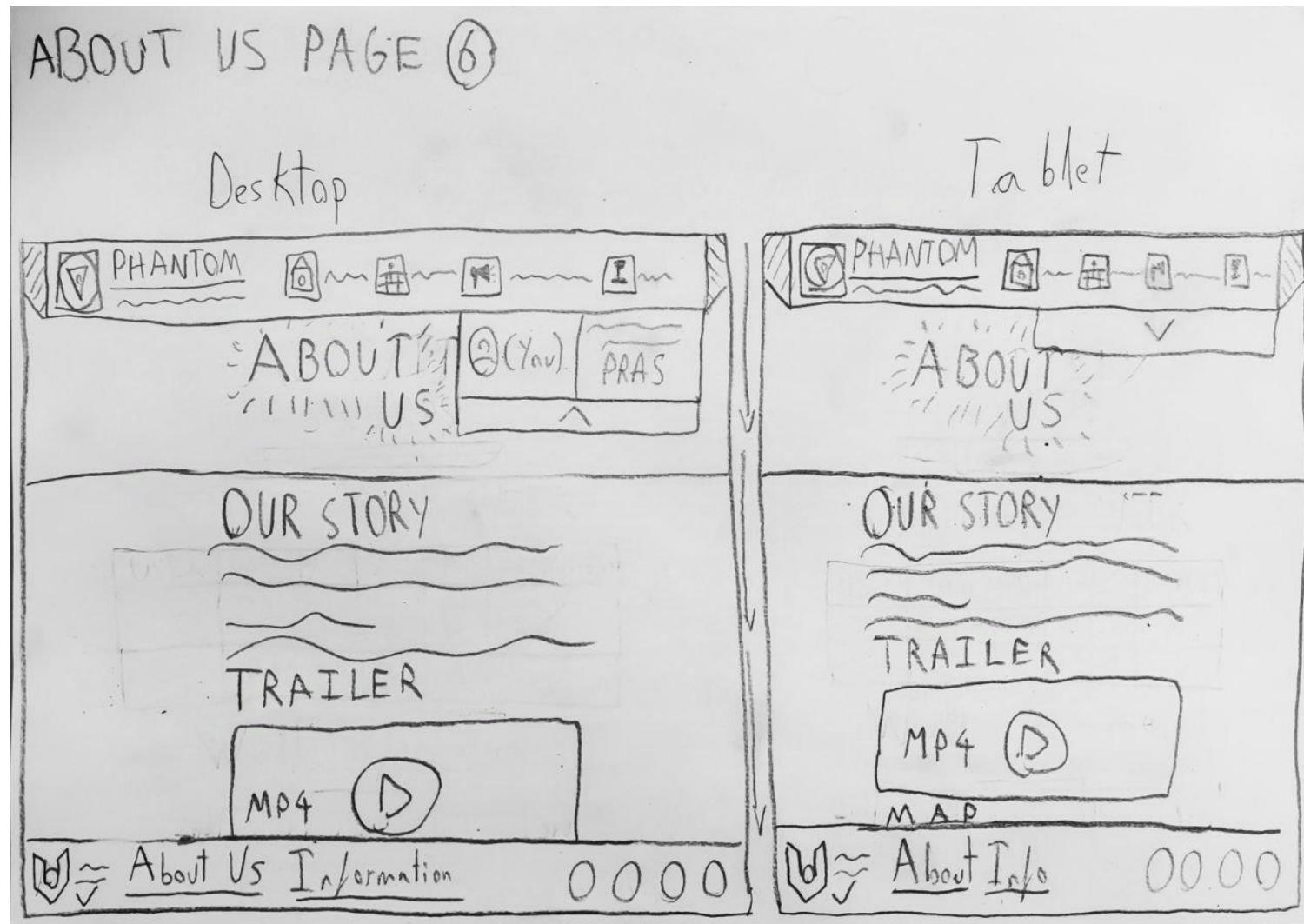
Wall of Fame

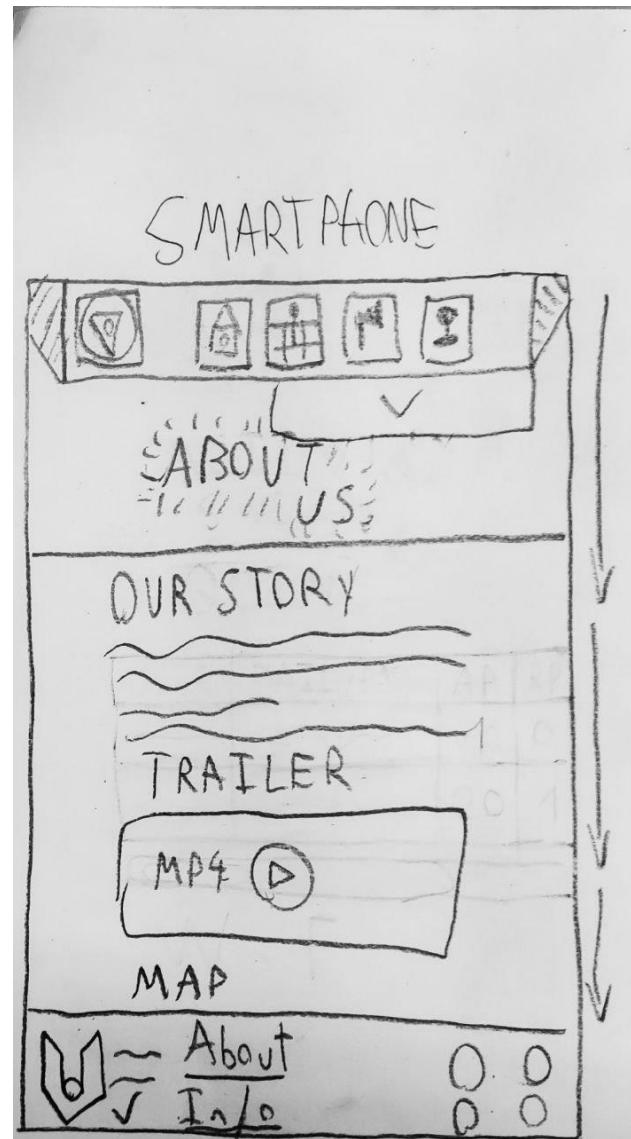
2nd TMC 3rd

About Info 0000



6:





[#3-2] – Scheme

This section will explain each page of the website, including its purpose, design principles, descriptions of the most important areas, and how the user can interact with each one.

Before diving into every page, there is some general information to explain, as it provides an overview of shared design features and technical details:

- ▲ Each page has a scroll bar, allowing users to scroll from the start to the end of the page to view all extended information.
- ▲ Every page, except the landing page, features a hero image at the top, separated from the page content by a dividing line.
- ▲ For some calls-to-action (CTAs) like the "Log In" and "Register" buttons, as well as images, videos, and the map on the "About Us" page, the Figure-Ground design principle is applied. Clicking on these elements triggers a pop-up, where buttons continue their respective actions, while images and videos expand to full size.
- ▲ Consistency and harmony is maintained across the website with a cohesive style, including uniform typography, buttons, and other recurring elements, aswell with respect of margins and good looking.

With this context, an explanation of each page follows below:

1:

The wireframe illustrates a mobile application interface. At the top, a navigation bar includes a central hub icon and links for HOME, EVENTS, COMMUNITY, and A.S. Below this, a user profile card displays the placeholder text "Lorem ipsum dolor sit amet, consectetur adipiscing elit. Integer finibus auctor ornare" and the user "PacoAlmodovar". To the right of the profile is a placeholder for "A.S.". A legend on the right side defines design principles: CALL TO ACTION (red border around "LOG IN" and "REGISTER"), NEGATIVE SPACE (green oval highlighting the space above the profile), PROXIMITY (red boxes grouping "LOG IN" and "REGISTER"), ENCLOSURE (purple box enclosing the profile text), and HIERARCHY (the overall layout structure).

PHANTOM CENTRAL HUB

HOME EVENTS COMMUNITY A.S.

PacoAlmodovar

Legend:
CALL TO ACTION
NEGATIVE SPACE
PROXIMITY
ENCLOSURE
HIERARCHY

LOG IN <> REGISTER

P.R.A.S.

CERTIFIED BY TR ✓

ABOUT US INFORMATION

This version of the mobile interface shows a simplified navigation bar at the top with icons for PHANTOM, HOME, EVENTS, COMM., and A.S. Below the bar, the placeholder text "Lorem ipsum dolor sit amet, consectetur adipiscing elit. Integer finibus auctor ornare" is displayed. The user profile card is present, and the "LOG IN" and "REGISTER" buttons are shown with a red border. The "P.R.A.S." logo is centered below the text.

PHANTOM CENTRAL HUB

HOME EVENTS COMM. A.S.

LOG IN <> REGISTER

P.R.A.S.

CERTIFIED BY TR ✓

ABOUT INFO

This final version of the mobile interface features a minimalist design. The navigation bar at the top is composed of five simple icons. The main content area contains the placeholder text "Lorem ipsum dolor sit amet, consectetur adipiscing elit. Integer finibus auctor ornare" and the "P.R.A.S." logo. The "LOG IN" and "REGISTER" buttons are large and prominent. The "CERTIFIED BY TR" badge is located in the bottom left corner, and the "ABOUT" and "INFO" buttons are in the bottom right corner.

LOG IN <> REGISTER

P.R.A.S.

CERTIFIED BY TR ✓

ABOUT INFO

1. LANDING PAGE:

As shown, the page will feature a hierarchy of information designed to draw attention to the log-in process (currently unspecified). Below this hierarchy, two buttons—Register and Log In—act as calls to action.

When either button is clicked, a form appears on the page, allowing users to log in or register. These actions are required for users to continue navigating the page.

The entire page will have a background image, excluding the header and footer, with content displayed in the foreground. The header and footer will remain consistent across all pages.

Design principles, particularly symmetry, play a significant role in the layout of this initial page. The page follows a triangular layout with three main elements: the two interactive options (register and log in) and a third element that explains the benefits or upgrades available upon logging in. Rectangular, circular, and triangular shapes are used throughout the design, with negative space centering the information. Another recurring feature across all pages is the header and footer. The header includes icons placed closely together to enhance proximity, along with a dropdown menu within two rectangles: one for user options and the other for settings and the PRAS system. The footer includes links to the "About Us" page and a Google Document with additional information, as well as social media links and a certification mark. In the future, improvements will be made to the backgrounds, typography, and additional elements, such as symbols, though these details are yet to be finalized.

2:

The wireframe shows a dark-themed mobile application interface. At the top, there's a navigation bar with icons for 'PHANTOM CENTRAL HUB', 'HOME', 'EVENTS', 'COMMUNITY', and 'A.S.'. Below the navigation is a header section with a user profile for 'PacoAlmodovar' and a status message 'Lorem ipsum dolor sit amet, consectetur P.R.A.S.'. The main title 'ANNOUNCEMENTS' is displayed prominently. A large 'IMG' placeholder is centered below the title. A 'JOIN US NOW!' button is located at the bottom. The interface includes several text blocks: 'VERSION 1' and 'VERSION 2' on the left; and 'VERSION 1' and 'VERSION 2' on the right. A legend on the right side defines the design patterns: 'Z-PATTERN' (represented by a Z-shape), 'SIMMETRY + HIERARCHY' (represented by a central vertical axis with arrows pointing outwards), and 'CALL TO ACTION' (represented by a red-bordered button). The footer features a 'CERTIFIED BY TR' badge, 'ABOUT US' and 'INFORMATION' links, and a decorative circular icon.

This wireframe shows a similar mobile application interface to the first one, but with different layout and content. The top navigation bar and user profile are identical. The main title 'ANNOUNCEMENTS' is flanked by 'I' and 'M' on the left and 'A' and 'N' on the right, with horizontal arrows indicating symmetry. Below the title is a text block: 'Lorem ipsum dolor sit asit amet, consectetur adipiscing elit. Integer finibus auctor ornare.' A 'JOIN US NOW!' button is present. The right side contains two text blocks: 'VERSION 1' and 'VERSION 2'. The footer includes a 'CERTIFIED BY TR' badge, 'ABOUT' and 'INFO' links, and a decorative circular icon.

This wireframe shows a third version of the mobile application interface. The top navigation bar and user profile are consistent. The main title 'ANNOUNCEMENTS' is positioned at the top right, with arrows pointing towards it from the sides. Below the title is a text block: 'Lorem ipsum dolor sit asit amet, consectetur a dipiscing elit.' A 'JOIN US NOW!' button is located at the bottom. The right side contains two text blocks: 'VERSION 1' and 'VERSION 2'. The footer includes a 'CERTIFIED BY TR' badge, 'ABOUT' and 'INFO' links, and a decorative circular icon.

2. HOME PAGE:

On the homepage, a styled title serves as a visual hierarchy for users, similar to titles on the other pages that are going to be explained

Symmetry is created by arrows placed below the title and images that give the page a unique format. Negative space is used effectively, with calls to action included in each announcement or advertisement, encouraging users to join Phantom by clicking a simple button. This redirects them to a tryout or event page if available.

Each announcement is organized in harmony, with information on the left and a descriptive image on the right. This layout creates a z-pattern, guiding the user's attention from the logo to the navigation menu or user icon in the header, then to the hero image, followed by the announcement details, and finally to the image, video, or call-to-action button to join Phantom.

Announcements are sorted by version, indicating whether they are newer or older updates.

In the future, improvements will be made to the backgrounds, typography, and additional elements, such as symbols, though these details are still to be finalized.

3:

The image displays three mobile application screens, likely from a wireframe or design prototype, illustrating a user interface flow for an events platform.

Screen 1 (Left): This screen shows a navigation bar at the top with icons for PHANTOM CENTRAL HUB, HOME, EVENTS, COMMUNITY, COMMS., and A.S. Below the bar, a user profile for "PacoAlmodovar" is shown, along with a placeholder text "Lorem ipsum dolor sit amet, consectetur P.R.A.S.". The main content area features a large title "EVENTS ACTIVE ONES" with a yellow rectangular highlight around it. Below the title are two event cards, each with a host icon, "(HOST)" label, "(EVENT)" label, "ON AIR" status, and a "JOIN" button. At the bottom, there are links for "CERTIFIED BY TR", "ABOUT US", "INFORMATION", and a row of five circular icons.

Screen 2 (Middle): This screen shows the same navigation bar and user profile as Screen 1. The main content area displays the "EVENTS ACTIVE ONES" title and the two event cards. A pink double-headed arrow connects the two event cards, indicating they are part of the same list or collection.

Screen 3 (Right): This screen shows the same navigation bar and user profile as the others. The main content area displays the "EVENTS ACTIVE ONES" title and the two event cards. In this version, the event cards are positioned side-by-side without a connecting arrow, suggesting a different layout or state in the flow.

PHANTOM
CENTRAL HUB

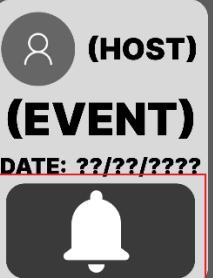
HOME EVENTS COMMUNITY A.S.

LEGEND:
CALL TO ACTION

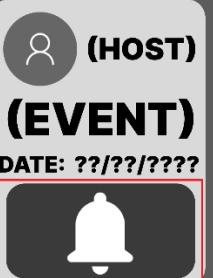
EVEN SCHEDULED

PacoAlmodovar

Lore ipsum
dolor sit amet,
consectetur
P.R.A.S.



(HOST)
(EVENT)
DATE: ??/??/????

(HOST)
(EVENT)
DATE: ??/??/????




(HOST)



(HOST)

CERTIFIED
BY TR ✓

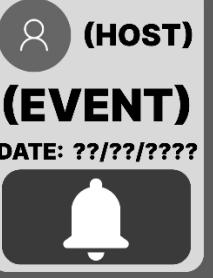
ABOUT US INFORMATION



PHANTOM
CENTRAL HUB

HOME EVENTS COMM. A.S.

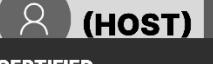
EVENTS SCHEDULED



(HOST)
(EVENT)
DATE: ??/??/????




(HOST)
(EVENT)
DATE: ??/??/????

(HOST)



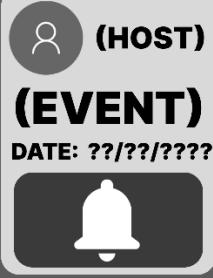
(HOST)

CERTIFIED
BY TR ✓

ABOUT INFO



EVENTS SCHEDULED



(HOST)
(EVENT)
DATE: ??/??/????




(HOST)

CERTIFIED
BY TR ✓

ABOUT INFO



3. EVENTS PAGES:

The active and scheduled events pages are nearly identical, with only minor differences. For instance, instead of the "ON AIR" text indicating that an event is currently live, scheduled events display the event date to inform the user of when it will occur. The "JOIN" call-to-action button for live events is replaced by a notification icon on the scheduled page, allowing users to click it if they wish to receive an email reminder for the event they selected. The page hierarchy also distinguishes between active and scheduled events, but otherwise, the layout remains the same.

In terms of design principles, the page effectively utilizes negative space and includes calls to action for joining live events, linking directly to the game. A new design style brings uniformity and cohesion to each event, with an enclosure that creates a sense of closeness while maintaining the page's margins.

Future improvements will include updates to backgrounds, typography, and additional elements such as symbols, though these details are still to be determined.

4:

The image displays three wireframe prototypes of a community platform interface, labeled 1, 2, and 3 from left to right.

Prototype 1 (Left): This prototype shows a user profile for "PacoAlmodovar" with the title "P.R.A.S.". The main content area is divided into four quadrants:

- POLLS:** Contains placeholder text: "Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc ac magna non dui pharetra". Below it is a large "ENTER" button.
- TUTORIALS:** Contains placeholder text: "Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc ac magna non dui pharetra". Below it is a large "ENTER" button.
- DEVELOPERS:** Contains placeholder text: "Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc ac magna non dui pharetra". Below it is a "VERIFY" button with the subtext "Verify as Developer".
- USERS:** Contains placeholder text: "Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc ac magna non dui pharetra. Morbi eget euismod". Below it is a large "ENTER" button.

Prototype 2 (Middle): This prototype has a larger header section and a more organized layout:

- POLLS:** Placeholder text: "Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc ac magna non dui pharetra". Below it is a "ENTER" button.
- TUTORIALS:** Placeholder text: "Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc ac magna non dui pharetra". Below it is a "ENTER" button.
- DEVELOPERS:** Placeholder text: "Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc ac magna non dui pharetra". Below it is a "VERIFY" button with the subtext "Verify as Developer".
- USERS:** Placeholder text: "Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc ac magna non dui pharetra. Morbi eget euismod". Below it is a "ENTER" button.

Prototype 3 (Right): This prototype follows a similar structure but with different content and visual styles:

- POLLS:** Placeholder text: "Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc ac magna non dui pharetra". Below it is a "ENTER" button.
- TUTORIALS:** Placeholder text: "Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc ac magna non dui pharetra". Below it is a "ENTER" button.
- DEVELOPERS:** Placeholder text: "Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc ac magna non dui pharetra". Below it is a "VERIFY" button with the subtext "Verify as Developer".
- USERS:** Placeholder text: "Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc ac magna non dui pharetra. Morbi eget euismod". Below it is a "ENTER" button.

Common UI elements across all prototypes include a top navigation bar with icons for PHANTOM CENTRAL HUB, HOME, EVENTS, COMMUNITY, and A.S., a user profile card, and footer links for CERTIFIED BY TR, ABOUT US, and INFORMATION.

LEGEND: CLOSURE, CALL TO ACTION, FIGURE-GROUND

4. COMMUNITY PAGE:

On this page, there is a title with an image beside it. Below this, there is a menu where the user can select the page they wish to visit, including options for polls, tutorials, developers, and users. Each option has a brief description to inform the user about its content before they click "Enter," except for the developers' page, where users must verify themselves as developers by completing a pop-up form. Once the form is submitted, a moderator will review the request and grant access if the user qualifies as a developer. After approval and reloading the page, the "VERIFY" button will change to "ENTER".

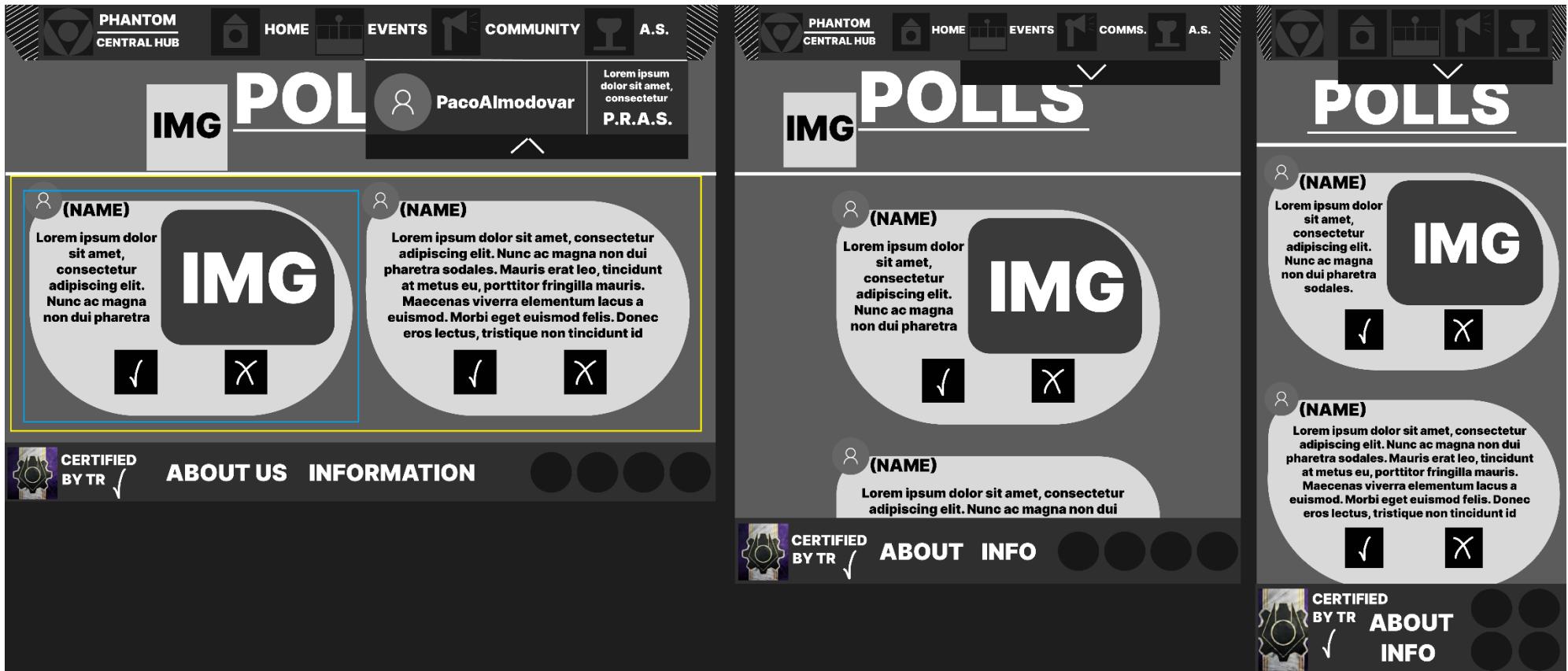
Also, this menu gives the feel of a z-pattern, because it moves your view through the 4 options.

The design principles include:

- ▲ Closure, in the menu, giving the impression that it is enclosed due to the lines separating each page description.
- ▲ Calls to Action (CTAs), in the menu, allowing the user to enter each page from its description.
- ▲ Figure-Ground, on the "Verify" button, which acts as a CTA and opens the verification form as a pop-up.

Future improvements will involve updates to backgrounds, typography, and additional elements such as symbols, though these details are still to be determined.

4.1:



LEGEND: ENCLOSURE, SIMILARITY

4.1. POLLS PAGE:

On this page, there is a title with an image beside it. Below, there are multiple polls created by high-ranking members, allowing users to vote "yes" or "no" using check marks. Each poll includes a description, and some feature an image to further illustrate the proposal.

The design principles include:

- ▲ **Enclosure:** Each poll is encased, with only the poll's profile picture extending slightly beyond the border.
- ▲ **Similarity:** All polls share a similar layout, differing only by the inclusion of images in some polls.

Future improvements will involve updates to backgrounds, typography, and additional elements such as symbols, though these details are still to be determined.

4.2:

PHANTOM
CENTRAL HUB

HOME EVENTS COMMUNITY A.S.

IMG TUTORIALS PacoAlmodovar

Legend: Hierarchy Harmony

**STEP 1:
HOW TO LOREM IPSUM**

MP4

Made by PacoAlmodovar Date: ??/?/?/????

CERTIFIED BY TR ✓ ABOUT US INFORMATION

This screenshot shows a website header with navigation links for Phantom Central Hub, Home, Events, Community, and A.S. Below the header, a user profile for 'PacoAlmodovar' is displayed. The main content area features a large title 'IMG TUTORIALS' and a sub-section titled 'STEP 1: HOW TO LOREM IPSUM'. This section contains a placeholder text block and an MP4 video player with a play button icon. At the bottom, there's a 'CERTIFIED BY TR' badge and links for 'ABOUT US' and 'INFORMATION'.

PHANTOM
CENTRAL HUB

HOME EVENTS COMMS A.S.

IMG TUTORIALS

**STEP 1:
HOW TO LOREM IPSUM**

MP4

Made by PacoAlmodovar Date: ??/?/?/????

CERTIFIED BY TR ✓ ABOUT INFO

This screenshot shows a similar website interface to the first one, but with a dropdown menu open over the 'COMMS' link in the header. The main content area has a larger title 'IMG TUTORIALS' and a sub-section titled 'STEP 1: HOW TO LOREM IPSUM'. It includes a placeholder text block and an MP4 video player. At the bottom, there's a 'CERTIFIED BY TR' badge and links for 'ABOUT' and 'INFO'.

PHANTOM
CENTRAL HUB

HOME EVENTS COMMS A.S.

TUTORIALS

**STEP 1:
HOW TO LOREM
IPSUM**

MP4

Made by PacoAlmodovar Date: ??/?/?/????

CERTIFIED BY TR ✓ ABOUT INFO

This screenshot shows a simplified version of the previous pages. The header is minimal, and the main content area has a large title 'TUTORIALS' and a sub-section titled 'STEP 1: HOW TO LOREM IPSUM'. It includes a placeholder text block and an MP4 video player. At the bottom, there's a 'CERTIFIED BY TR' badge and links for 'ABOUT' and 'INFO'.

4.2. TUTORIALS PAGE:

On this page, there is a title with an image beside it. Below, tutorials are organized into steps, with higher steps covering more advanced guides. Each step includes a title that explains the content, creating a clear hierarchy. Below the title, there is a written guide, a video tutorial that can be viewed in full screen, as well as information about the creator and the date the post was submitted.

The page is styled to create a sense of harmony, with negative space on the sides to center the content.

The design principles include Harmony and Hierarchy, along with the use of negative space on the sides.

Future improvements will involve updates to backgrounds, typography, and additional elements such as symbols, though these details are still to be determined.

4.3:

The image displays three wireframe prototypes of a developer space interface, illustrating design variations for a 'REPORT & FEEDBACKS' section.

Legend:
CONTRAST + CLOSURE ENCLOSURE

PHANTOM CENTRAL HUB

HOME EVENTS COMMUNITY A.S.

DEVELOPERS SPA

PacoAlmodovar

A.S.

MULTIMEDIA DEV's CHAT

REPORT & FEEDBACKS

(NAME) ISSUE #1

Lore ipsum dolor

Lore ipsum dolor

Lore ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna

Lore ipsum

MP4

CERTIFIED BY TR ✓

ABOUT US INFORMATION

PHANTOM CENTRAL HUB

HOME EVENTS COMMMS. A.S.

DEVELOPERS SPACE

MULTIMEDIA DEV's CHAT

REPORT & FEEDBACKS

(NAME) #1

Lore ipsum dolor

Lore ipsum dolor

Lore ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna

Lore ipsum

MP4

CERTIFIED BY TR ✓

ABOUT INFO

PHANTOM CENTRAL HUB

DEVELOPERS SPACE

MULTIMEDIA DEV's CHAT

REPORT & FEEDBACKS

(NAME) #1

Lore ipsum dolor

Lore ipsum dolor

Lore ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna

Lore ipsum

MP4

CERTIFIED BY TR ✓

ABOUT INFO

PHANTOM
CENTRAL HUB

HOME EVENTS COMMUNITY A.S.

LEGEND:
CONTRAST
CONTINUITY
SIMILARITY PROXIMITY
FIGURE-GROUND

DEVELOPERS SPA

PacoAlmodovar

Lore ipsum dolor sit amet, consectetur P.R.A.S.

MULTIMEDIA DEV's CHAT

FILES DOCS LINKS

>Lorem Ipsum	>Lorem Ipsum	>Lorem Ipsum	Lorem Ipsum
>Lorem Ipsum	>Lorem Ipsum	>Lorem Ipsum	Lorem Ipsum

CERTIFIED BY TR ✓ ABOUT US INFORMATION

PHANTOM
CENTRAL HUB

HOME EVENTS COMMS. A.S.

DEVELOPERS SPACE

MULTIMEDIA DEV's CHAT

FILES DOCS LINKS

>Lorem Ipsum	Lorem Ipsum	Lorem Ipsum
>Lorem Ipsum	Lorem Ipsum	Lorem Ipsum

CERTIFIED BY TR ✓ ABOUT INFO

PHANTOM
CENTRAL HUB

DEVELOPERS SPACE

MULTIMEDIA DEV's CHAT

FILES DOCS LINKS

>Lorem Ipsum	Lorem Ipsum
Lorem Ipsum	Lorem Ipsum

CERTIFIED BY TR ✓ ABOUT INFO

PHANTOM
CENTRAL HUB

HOME EVENTS COMMUNITY A.S.

DEVELOPERS SPA

PacoAlmodovar

Lore ipsum dolor sit amet, consectetur P.R.A.S.

MULTIMEDIA DEV's CHAT

(NAME) Lorem ipsum dolor sit amet, blah.

(NAME)

IMG

LEGEND:
CONTRAST
HIERARCHY
ENCLOSURE
HEAVY/WEIGHT
PROXIMITY + SIMMETRY

Lore ipsum dolor sit amet, blah.

CERTIFIED BY TR ✓ ABOUT US INFORMATION

PHANTOM
CENTRAL HUB

HOME EVENTS COMMS. A.S.

DEVELOPERS SPACE

MULTIMEDIA DEV's CHAT

(NAME) Lorem ipsum dolor sit amet, blah.

(NAME)

IMG

LEGEND:
SIMILARITY + PROXIMITY

Lore ipsum dolor sit amet, blah.

CERTIFIED BY TR ✓ ABOUT INFO

DEVELOPERS SPACE

MULTIMEDIA DEV's CHAT

Lore ipsum dolor sit amet, blah.

IMG

Lore ipsum dolor sit amet, blah.

CERTIFIED BY TR ✓ ABOUT INFO

4.3. DEVELOPERS PAGE:

On this page, there is a title with two images on either side, creating symmetry. There are three main sections: the main page and two dropdowns.

▲ Main Page

The developer user can interact with two dropdowns, each using contrast to divide the page into two sides and a closure design, as the lines do not form a complete rectangle. Below, there is another title labelled "Reports and Feedback," the only section on this page apart from the dropdowns. Here, developers can view bug or glitch reports from regular users, as well as feedback from other developers. Each report is enclosed in a box with shadowing for emphasis, and at the top of each report, the user's profile picture, name, and issue number are displayed.

▲ First Dropdown: Multimedia

The Multimedia dropdown uses contrast in the title, dividing it from the rest of the page. Below, a menu applies continuity, with a line highlighting each menu item when hovered. Each section within the Multimedia dropdown shares a uniform style but differs in content, creating similarity. For the files section, figure-ground design is applied, while the documents and links sections simply offer downloads or external links.

▲ Second Dropdown: Dev's Chat

In the Dev's Chat dropdown, there is a chat feature that allows developers to communicate directly, share images, and engage in conversations. Each message, except for images and videos, is enclosed, with the sender's name and profile picture displayed to the left. At the bottom, there is an input box where developers can type messages. On the left of this box is a button for attaching images, and on the right, a button for emojis. This layout creates symmetry and proximity among these elements.

On tablets and mobile devices, an additional button is added on the right to send messages, as the "Enter" key is used to

send messages only on desktop. This change maintains similarity and proximity among the send and emoji buttons across platforms.

Future improvements will involve updates to backgrounds, typography, and additional elements such as symbols, though these details are still to be determined.

4.4:

PHANTOM CENTRAL HUB

HOME EVENTS COMMUNITY A.S.

LEGEND:
CONTRAST
CLOSURE CALL TO ACTION
PROXIMITY

USE SPA PacoAlmodovar

Friends Chat

BANNER

E-MAIL: (NAME) EDIT PROFILE

ABOUT YOU: P.R.A.S.

IMG 90% Lorem! ?% Ipsum ?% Dolor

CERTIFIED BY TR ABOUT US INFORMATION

PHANTOM CENTRAL HUB

HOME EVENTS COMMS. A.S.

LEGEND:
SIMMETRY

USERS SPACE

FRIENDS CHAT

BANNER

E-MAIL: (NAME) EDIT PROFILE

ABOUT YOU: P.R.A.S.

IMG 90% Lorem! ?% Ipsum

CERTIFIED BY TR ABOUT INFO

USERS SPACE

FRIENDS CHAT

BANNER

EDIT PROFILE

(NAME)

E-MAIL:

ABOUT:

P.R.A.S.

IMG 90%

CERTIFIED BY TR ABOUT INFO

PHANTOM CENTRAL HUB

HOME EVENTS COMMUNITY A.S.

USE SPA

Legend:
CONTRAST + HIERARCHY
PROXIMITY

PacoAlmodovar

Lore ipsum dolor sit amet, consectetur P.R.A.S.

FRIENDS	CHAT
ONLINE (NAME) (NAME) (NAME) (NAME) (NAME) (NAME) (NAME) (NAME)	OFFLINE (NAME) (NAME) (NAME) (NAME) (NAME) (NAME)

CERTIFIED BY TR ✓

ABOUT US INFORMATION

...

PHANTOM CENTRAL HUB

HOME EVENTS COMMS. A.S.

USERS SPACE

FRIENDS	CHAT
ONLINE (NAME) (NAME) (NAME) (NAME) (NAME) (NAME) (NAME) (NAME)	OFFLINE (NAME) (NAME) (NAME) (NAME) (NAME) (NAME)

CERTIFIED BY TR ✓

ABOUT INFO

...

USERS SPACE

FRIENDS	CHAT
ONLINE (NAME) (NAME) (NAME) (NAME) (NAME) (NAME) (NAME) (NAME) (NAME) (NAME)	OFFLINE (NAME) (NAME) (NAME) (NAME) (NAME) (NAME) (NAME) (NAME)

CERTIFIED BY TR ✓

ABOUT INFO

...

PHANTOM
CENTRAL HUB

HOME EVENTS COMMUNITY A.S.

USE SPA

PacoAlmodovar

Friends Chat

(NAME) Lorem ipsum dolor sit amet, blah.

MP4

Legend:
ENCLOSURE
HEAVY/WEIGHT
PROXIMITY + SIMMETRY

(NAME) Lorem ipsum dolor sit amet, blah.

CERTIFIED BY TR ✓ ABOUT US INFORMATION

PHANTOM
CENTRAL HUB

HOME EVENTS COMM. A.S.

USERS SPACE

Friends Chat

(NAME) Lorem ipsum dolor sit amet, blah.

MP4

Legend:
SIMILARITY +
PROXIMITY

(NAME) Lorem ipsum dolor sit amet, blah.

CERTIFIED BY TR ✓ ABOUT INFO

USERS SPACE

FRIENDS CHAT

(NAME) Lorem ipsum dolor sit amet, blah.

MP4

Lore ipsum dolor sit amet, blah.

CERTIFIED BY TR ✓ ABOUT INFO

4.4. USERS PAGE:

On this page, there is a title with two images on either side, creating symmetry. The page is divided into three main sections: the main page and two dropdowns.

▲ Main Page

The user can interact with two dropdowns, each using contrast to divide the page into two sides, along with a "closure" design where the lines do not form a complete rectangle. Below, the user's profile appears with various interactive elements accessible after clicking the "Edit Profile" button. These elements include the profile picture (which divides the banner from the rest of the elements, forming a closure design), the user's name, their email with a label, and an "About Us" section with its own label. After this section, there is a division where closure is also applied, as the title of the next section, called P.R.A.S, is inside a line that creates a division. Next to the P.R.A.S title, there is a CTA button allowing the user to share their achievements with contacts or friends. Below this title, users can view their achievements, along with each achievement's name and the percentage of users who have earned it.

▲ First Dropdown: Friends

The Friends dropdown uses contrast in the title, distinguishing it from the rest of the page. Below, there are two types of friends: online and offline. For each friend, the profile picture and name are displayed with a proximity design, grouping these elements closely.

▲ Second Dropdown: Chat

The Chat dropdown includes a chat feature that allows users to communicate directly, share images and videos, and engage in conversations. Each message (except images and videos) is enclosed, with the sender's name and profile picture displayed to the left. At the bottom, there is an input box for typing messages, with a button on the left to attach images and a

button on the right for emojis, creating symmetry and proximity among these elements.

On tablets and mobile devices, an additional button is added on the right to send messages, as the "Enter" key is used for sending messages only on desktop. This change maintains similarity and proximity among the send and emoji buttons across platforms.

Future improvements will involve updates to backgrounds, typography, and additional elements such as symbols, though these details are yet to be determined.

5:

The image displays three mobile device screenshots showing a "Graphic Table" application interface. The interface is dark-themed with white and light gray text areas.

Top Bar: All three screens feature a top bar with the "PHANTOM CENTRAL HUB" logo, navigation icons for "HOME", "EVENTS", "COMMUNITY", "COMMS.", and "A.S.", and a user profile section for "PacoAlmodovar". A legend on the left screen indicates "HEAVY/WEIGHT PROXIMITY".

Section Headers: The first two screens have a header "ACTIVITY SWEEPS" above a "QUOTA of the WEEK" section. The third screen has a header "QOTW" above a "GRAPHIC TABLE" section.

Wall of Fame: All three screens feature a "Wall of Fame" section with three large rounded rectangular boxes labeled "IMG". Below each box is a rank and name: "2nd (NAME)", "1st (NAME)", and "3rd (NAME)".

Bottom Navigation: Each screen includes a bottom navigation bar with icons for "CERTIFIED BY TR", "ABOUT US", "INFORMATION", and a series of five circular icons.

Content Area: The central area of each screen contains placeholder text and icons. The first screen has "Lorem ipsum dolor sit amet, consectetur P.R.A.S." and a small gear icon. The second screen has a "WoF" icon. The third screen has a "GRAP TABL" icon.

5. ACTIVITY SWEEPS:

On this page, there is a title at the top with an image below it.

Underneath, there is the QOTW section, where users can see the rewards they've won for the week, whether they've been promoted to their next rank, or if they've been exiled for low activity on Phantom.

Below the QOTW section, there is the WoF section, which displays the rankings of the best players or units on WiC. The top three players are highlighted with a stylized image that acknowledges their achievements, adding symmetry and proximity among the images.

On mobile devices, the graphic table in the QOTW section needs to be extended to display fully. This creates a "closure" design. Additionally, a "common fate" design is applied to the scroll, allowing users to view the entire graphic table as they scroll down.

Future improvements will involve updates to backgrounds, typography, and additional elements such as symbols, though these details are yet to be determined.

6:

The image displays three vertical mobile screenshots illustrating the design of a user profile page, likely for a social media or community platform.

Screenshot 1 (Left): This screenshot shows a user profile for "PacoAlmodovar". The top navigation bar includes links for "HOME", "EVENTS", "COMMUNITY", and "A.S.". Below the profile picture, there is a section titled "OUR STORY" containing placeholder text. A "TRAILER" section features an "MP4" button with a play icon. The "MAIN OWNERS" section lists five users: "tepigater", "AdabWhen", "Iamdead", "Omega", and "Lizard". A large "MAP" section occupies the bottom half of the screen. At the bottom, there is a "DISCORD INTEGRATION" section with a "CERTIFIED BY TR" badge, "ABOUT US" and "INFORMATION" buttons, and a horizontal dot navigation bar.

Screenshot 2 (Middle): This screenshot shows the same profile page but with a different layout. The "MAIN OWNERS" section now contains only four users: "tepigater", "AdabWhen", "Omega", and "Lizard". The "Iamdead" user is no longer visible. The "MAP" section is partially visible at the bottom.

Screenshot 3 (Right): This screenshot shows the final version of the profile page. The "MAIN OWNERS" section now contains only three users: "Omega", "Iamdead", and "Lizard". The "tepigater" and "AdabWhen" users are no longer present. The "MAP" section is completely removed from this view.

6. ABOUT US:

On this page, a styled title introduces users to all information about Phantom, including its mission, creators, game map, and communication server. This information is presented in an unordered list with arrows to show how the communication server (Discord server) is organized.

Using a harmonious design, the page presents the story of Phantom, its creation, and other details. It includes a video trailer/teaser of Phantom's first entry into a division, which features a prominent design on the page. The main owners and creators are displayed with their profile pictures and names positioned close together, emphasizing proximity.

Additionally, the game map is prominently featured, and the Discord integration appears as an unordered list with arrows, outlining the different channels on the server.

On tablets and mobile devices, both the Discord integration and the map use a "closure" design, as they are extended and cannot be minimized on the page. A "common fate" scroll is applied to view the entire map and Discord integration, with separate scrolls for each section.

Future improvements will involve updates to backgrounds, typography, and additional elements such as symbols, though these details are yet to be determined.