



# DARK SEA PROMOTIONAL WEBSITE



# Hello!

I am Arthur Limbada

I am the project manager, information architect, ux designer,  
ui designer, marketing strategist, content creator,  
and website developer.


The background is a composite illustration. On the left, a three-masted sailing ship is visible through a thick, pale fog that fills a bay. In the distance, a large, craggy cliff rises from the water. On the right side of the image, a dark, ominous scene unfolds under a starry night sky. A massive, dark squid with long, trailing tentacles is positioned near a rocky shore, appearing to emerge from or interact with a turbulent, greenish-black mist or smoke. The overall mood is mysterious and dramatic.

1.

# Concept

What am I trying to do?





*“Dark Sea is an exciting  
fantasy/horror/adventure RPG  
due to be released in March next  
year.”*

# What I Plan to Promote

- × Story based game.
- × Well written characters and plot, subplots
- × Interactive decision making



# Create a prologue to the game

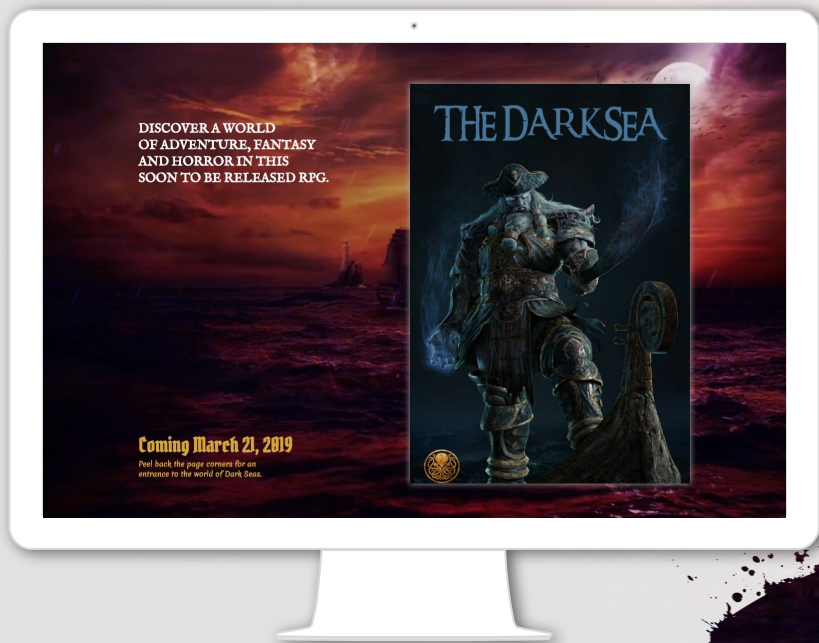
A build up to the story to give fans a taste of the  
genre of the game



# WHAT CONTENT DO I WANT?

For the website I want an online graphic novel that can incorporate pictures, background music, and animation to make the book come to life.





# Mock Up

Here is an example of how the website will look.





Coming March 21, 2019  
on PlayStation®4, Xbox One & PC



## Inspiration

I looked at a few different websites for inspiration. Some of them are:

<https://beablackmessiah.com/>

<https://thesinkingcity.com/en>

W.

Honors



# Thanks!

## Check Out The Site

[https://arthurlimbada.github.io/dark\\_island\\_promo\\_website/index.html](https://arthurlimbada.github.io/dark_island_promo_website/index.html)