Tasks of our group

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1 Introduction

Hi everyone!
In this groupwork we have to make a website about videogames and we decided to talk about **games, consoles, software houses and gendres**.
To divide the work properly we decided to follow this separation by generations: history of video game consoles.

2 Our topic: 4th and 5th generation

The task of our group is to find elements for the 4th and 5th generations, so more or less from year 1987 to year 2005. Remember that *generations may overlap* but since every generation has his own particularities, it's easy to distinguish the correct elements.

3 What to do

1. Learn about 4th and 5th generations: discover the main differences from the others (in particular from 3rd and 6th gen.) and find the elements you'd like to talk about.

2. Work on the html pages from the given template. Everyone has to produce **at least 4 pages**.

3. Respect deadlines!

4 Notes

1. **Don't work twice on the same element.**
   To prevent this, once we have found all the things to speak about, we are going to make a list with who is going to work on what. We can also discuss about the arguments in the WhatsApp chat.

2. **Use your time wisely!**
   There is a lot of work to do and we only have less than two weeks.

5 Deadlines

- **October 31 @ 12:00 (Saturday)**
  You should submit the elements you decided working on before this date.

- **November 6 @ 23:55 (Monday)**
  You must have prepared the content that you're going to put into HTML pages.

- **November 10 @ 23:55 (Tuesday)**
  You must have submitted the final version of all yout pages.

6   Content

We will also work following the 5W scheme:

- Who?

- What?

- When?

- Where?

- Why?

Remember that it's important to give a good description of your element (videogame, ...) but without being boring. It is also important to focus on the target (who is going to read our pages) of our website, ask yourself if you were reading this page what would you like to read and what is better not to include.

7   Who does what

The list is not definitive and may change.

4TH GEN GAMES (NES)

1987: Final Fantasy (NES/GBA) (@costafr)
1991: Sonic the Hedgehog (Sega Genesis) (@vescim)
1993: Doom (MS-DOS) (@dipiee)
1994: Super Metroid (SNES) (@costafr)
1996: Super Mario 64 (Nintendo 64) (@artusa)

5TH GEN GAMES (PlayStation / Game Boy)

1997: Gran Turismo (PlayStation) (@artusa)
1997: Grand Theft Auto (Multiplatform) (@vescim)
1998: Pokémon Red and Green (Game Boy) (@costafr)
1998: Metal Gear Solid (PlayStation) (@artusa)
2000: The Legend of Zelda: Majora's Mask (Nintendo 64) (@vescim)

Consoles

1990: Nintendo 64 (@vescim)
1994: PlayStation (@artusa)
1996: Game Boy (@costafr)

Genres

Shooter Games (@ibaner)
3D Games (@ibaner)

Software houses

Nintendo (@ibaner)
Sega (@ibaner)

8 Style

It is important to find the main differences in our generations from the others to make a clear transition in the pages (using CSS).

4th generation:

- 16-bit era

- Mostly use of 2D

5th generation:

- 32-bit era and 64-bit era

- Introduction of 3D

Basic ideas for the style are in the file *'Look_and_feel_group3.pdf'*, feel free to share ideas on what could be more impressive to apply and what you think should be used.