

The Last of Us Part 2: Discussion

Document Portion of Development Project

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Introduction

The website will be a discussion or breakdown of the game; The Last of Us Part 2. TLOU 2 is a new game from developers at Naughty Dog game studio, it was published by Sony and it is a Sony PlayStation exclusive. Being an exclusive means it'll only be available to play on a PlayStation console, the console it launched on is the PlayStation 4 and should be forward compatible with the upcoming PlayStation 5 at some point.

The Last of Us 2 was heralded as the most ambitious game of the decade by many outlets before release on the 19th of June 2020. The game suffered many delays, most, partly due to the Covid-19 pandemic. But the biggest blow to the game came from leaks that popped up online a month before it was set to even be reviewed, the leaks caused a huge blow to the developers and publisher and many consumers who saw the leaks vowed to review bomb the game on launch day.

Having now witnessed the entire game and the leaks, I still like most parts of the game. The game is a Narrative driven game and follows the story of two characters. You play the first half of the game as Ellie, a beloved character from the first game, and follows a new character in the second half (and my opinion, slightly longer than Ellie's first half).

The website will focus on all the different aspects you can judge the game on. Each aspect/characterisation of the game will have its own page to show it fully. Characters, Gameplay & Visualisation, the Narrative/Plot will be separated into two parts, maybe three parts and my thoughts on the whole game (which I might not do because the whole thing will be my opinion besides the plot and gameplay).

This is the games synopsis: "Five years after their dangerous journey across the post-pandemic United States, Ellie and Joel have settled down in Jackson, Wyoming. Living amongst a thriving community of survivors has allowed them peace and stability, despite the constant threat of the infected and other, more desperate survivors.

When a violent event disrupts that peace, Ellie embarks on a relentless journey to carry out justice and find closure. As she hunts those responsible one by one, she is confronted with the devastating physical and emotional repercussions of her actions."

Design Aspects of the Site

Colour Scheme

- Overall colours are black and white
- White and blue are ps4 colours so they'll be accent colours
- On The last of Us part 2 official site gold/yellow-ish gold is used as the accent
- Site Background is black and font will be white
- Hyperlinks and links are gold
- Hyperlinks; hovered are blue

Typography

- Heading Fonts; Google font Fjalla One.
- Paragraph fonts; Google font Roboto Condensed.

Readability and Accessibility

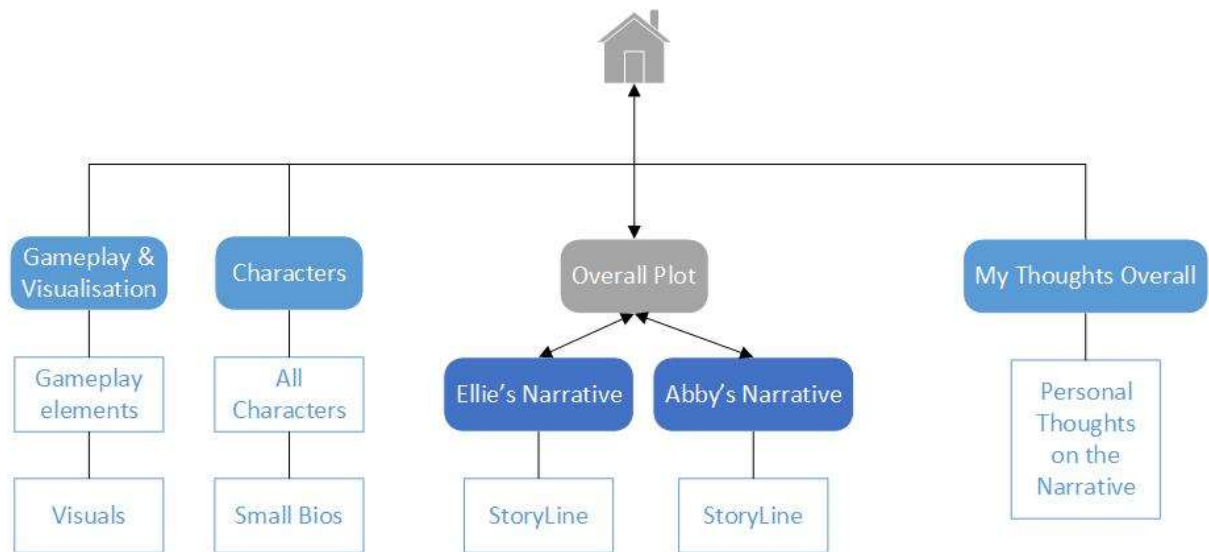
- Hyperlinks must be easily discernible from regular links
- Links on Nav should be different from active links
- Font colours should be readable on their background

Responsive Design

- Have a hamburger menu (if possible)?
- Must be mobile friendly

Site Structure Diagram

Figure 1: Site Structure of TLOUS2



Grey rounded rectangle

- "Overall Plot" is the first thing the viewer sees, default/active link.

Dark blue rounded rectangle

- "Ellie's Narrative" and "Abby's Narrative" are sub elements or added information to "Overall Plot".

Blue rounded rectangle

- These are just like the grey rounded rectangle, except they aren't the active/default information given.

Blue bordered rectangles

- The elements or information that will be presented when in the rounded rectangle's sections.

Wireframe Diagram Mobile Concept

THE LAST OF US PART II



Overall Plot

Adjbsjbfjbfhbfcdzbzhkbh.vnjhjhvhvhuza
gzrrgjrghuzjhrj zgjzjrvizu rsjijfzihzif
hhxtb xz th thzbxbngnxgnxngtgb htxbxbngnxn
xxx x t t cnxnxnxx x xnnxxn x xn gxn xg n
Fhjhhjhvhjshvjhvjvzvzjgjm jcj fuk
.Jvjhvjhzjhvhfzvzbzhb ghffx jy xm hc hkm
gm hcgc7 c Jhjfhzjhjhvhjzhjhuhvuzhfuvh
Fvjzhjhjhjhzhvjvzbvihguisjs ns huhvvhzuvhuz uh
uahuvhuz h uua u. Huhfeuhfw JHFUH UFEHU jv
vuhvwhouh.a n rhain rjirihf.ajhu , iijHUIH.

Picture

Ellie's Narrative

Hbaj uja uae fuhfuhjc ajwn.FAF EFUHWUHUHUWHU.v
jhuehruvhjv hauhn vish huhgvzohv hu ha.r uhgu hrg
uhu hu thuhujvhnuluh gj ishuhsfjh fjjbhfsj hi shgihs
hie .rea g uijish .'
ark hh iuihs8ii ii I jibji ijijisij sdfifjhusnbjnsu burfhu
shub hutgu sk ns s . Hgu htuhusgujn , j sh hjb..tb uu
suhu huhsts s.s th hsih

Abby's Narrative

Hbaj uja uae fuhfuhjc ajwn.FAF
EFUHWUHUHUWHU.v jhuehruvhjv hauhn vish
huhgvzohv hu ha.r uhgu hrg uhu hu
thuhujvhnuluh gj ishuhsfjh fjjbhfsj hi shgihs hie
.rea g uijish .'
ark hh iuihs8ii ii I jibji ijijisij sdfifjhusnbjnsu
burfhu shub hutgu sk ns s . Hgu htuhusgujn , j sh
hjb..tb uu suhu huhsts s.s th hsih n nk ewj givji sj.e
feh fu u grgknvjsvia gfbfndib . lji ub difninj .af
uhihruhvjnj najrnj aknjgnjhb.gu ghauhuh u. jgn
rhu hugujhbjzn .gj arjbaujbjbj.na ji

Wireframe Diagram Desktop Concept

THE LAST OF US PART II	Overall Plot	Gameplay & Visualisation	Characters	My Thoughts Overall
<h3>Overall Plot</h3> <p>Adjbsjbfjbfhbfcdzbzhkbh.vnjhjhvhvhuuz gzrrgjrghuzjhri zgjzrjvizu rsjijfzihzif hhxtb xz th thzbbxngnxgnxngtgb htboxnxgnxn xxx x t t cnxnxnxx x xnnxxn x xn gxn xg n</p> <p>Fhjhhjhvhjshvhjvzvzvjzjgjm jcj fuk .Jvjhvjhzjhvhfhvbzbzbzb ghffx jy xm hc hkm gm hcgc7 c Jhjfhzjhjhvhjzhjhuhvuzhfuvh</p> <p>Fvjzhjhjhjhzhvhjbvbihguihsisj ns huhuvhzuvhuz uh uahuvhzuh h uua u. Huhfeuhfw JHFUHU UFEHU jv vuhvwhouh.a n rhain rjirihf.ajhu , iijHUIH.</p>				
<div>Picture</div>				
<h3>Ellie's Narrative</h3> <p>Hbaj uja uae fuhfuhjc ajwn.FAF EFUHWUHUHUWU.v jhuehruvhjv hahn vish huhgvzohv hu ha.r uhgu hrg uhu hu thuhujvhnuhuh gj ishuhsfjh fjbbhfsj hi shgihs hie .rea g uijish .'</p> <p>ark hh iuihs8ii ii I jibji ijijisjij sdfifjhusnbjnsu burfhbu shub hutgu sk ns s . Hgu htuhusgujn , j sh hjb..tb uu suhu huhsts s.s th hsih</p>				
<h3>Abby's Narrative</h3> <p>Hbaj uja uae fuhfuhjc ajwn.FAF EFUHWUHUHUWU.v jhuehruvhjv hahn vish huhgvzohv hu ha.r uhgu hrg uhu hu thuhujvhnuhuh gj ishuhsfjh fjbbhfsj hi shgihs hie .rea g uijish .'</p> <p>ark hh iuihs8ii ii I jibji ijijisjij sdfifjhusnbjnsu burfhbu shub hutgu sk ns s . Hgu htuhusgujn , j sh hjb..tb uu suhu huhsts s.s th hsih n nk ewj givji sj.e feh fu u grgknvjsvia gfbfndib . lgi ub difninj .af uhihruhvjnj najrnjf aknjgnjhb.gu ghauhuh u. jgn rhu hugujhbjzn .gj arjbaujbjbj.na ji</p>				