Subject:

The subject of my portfolio project will be the video game Splatoon 3, and I will be explaining the basics of the game, the weapons, sub-weapons, and special weapons, and tips and tricks that may help struggling players. The goal of this project is to help these players to gain an understanding of the game and explain the mechanics of the game in an easily digestible fashion, so that they will be able to play better than before while finding their preferred playstyle for the game. I will be working within the boundaries of video as I believe that capturing game footage and providing examples to my audience will be more beneficial than words alone. Since it is a video game, having some video footage seems appropriate and combining that with my voice explaining things about the game will be easier for people to understand compared to a PDF document about the same thing.

Purpose:

My purpose for choosing a video format for this project is to better show how some game mechanics work with video examples from the game itself. With images, there is a limited number of things that I can show, but with video, I can better demonstrate the different weapon types and sub weapon types as well as give demonstrations for special techniques to help players. My hope is that this will be more effective in helping players grasp the basics of the game and help them to have more fun while playing it.

Audience:

The audience for my project is people who are inexperienced with video games and are looking to get a better understanding of the video game Splatoon 3 and people who have barely

played video games in general.. The game has a lot of complex aspects to it, but through my

video, I hope that people won't feel as intimidated to learn how to play the game. Some of their

needs will include how the game controls, the differences between weapons, sub-weapons, and

special weapons, and general tips and tricks. My audience's value for time will also be important

to address as many people these days have busy jobs and can't afford to spend half a day playing

video games. It will be vital for me to give my audience ways to learn the game in the amount of

time that they want to dedicate to it per week. The attitudes that will have to be overcome are

that some people may be intimidated by the game because of the controls or their unfamiliarity

with the game console as a whole. I have seen many people online complain about how the game

is more tailored towards veterans of the series and they have struggled to hold their own when

they first started playing. With my video, I want to help more people to be able to enjoy the

game. Splatoon 3 has a very wide appeal with how family friendly it is, but the high learning

curve can be frustrating for many people. This video will be my way of trying to expand the

number of players that play the game while giving them the confidence to continue, even if it

becomes difficult.

Format & Tools:

This project will require the use of a few different tools. To start, I will need to use a

script to write what I want to say. Because of the amount of information that will need to be

conveyed for this project, it will be imperative that I make sure everything is crystal clear in my

explanations. I would rather write and use a script that I read off of for the video rather than

improvise the whole thing because I know that I will miss certain details without it. Once the

script is done, I will need to collect pictures and videos from my Nintendo Switch for the video

itself. I have a capture card that I can use to get this footage at a high quality. While there is a

way to record videos natively to the system, I would prefer to use my capture card as the

system's built-in recording doesn't have the best video and image quality. I believe that with

clearer videos and images it will be easier for my audience to understand what I am explaining.

Lastly, I will need video editing software to upload videos as well as record over them. I

intend to have my voice talking over the images and videos to help explain my information, so I

will also need a good quality microphone. At times, I will use the in-game audio itself, but I

know that using game audio by itself would leave my audience more confused than enlightened.

There will also be some in-game music lightly played in the background of the video. All of this

will be put together in a short video that should hopefully not be any longer than fifteen minutes.