

# Technical Report

GoT gaming board

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# 1. Summary

In this report I am going to talk about how I created and builded a online board game for Game of Thrones by using arrays, HTML, CSS and JS to show what I have learned from CSS Frameworks, Javascript 2 and Design 2.

Here is the project link

<https://github.com/Boip-no/Semester-project-2>

## **2. Body**

### **2.1. Introduction**

In this report I am going to talk about how I created and build a online board game for Game of Thrones by using arrays, HTML, CSS and JS to show what I have learned from CSS Frameworks, Javascript 2 and Design 2.

I will talk about who is my target audience and what I think is the brand personality. What colours I have chosen and how the planning and design was. At the end is my conclusion, what have I learn and what I would do different if this was something I would work more on.

### **2.2. Main section of report**

#### **Target Audience**

I have chosen to target nerds in the age of 20-35 years as my audience. For my colour scheme I have chosen a professional palette using the colours white, black and grey as a call to action I added blue, warm white and red, the same colours as it is in the logo.

## **Brand Personalities**

I think my board game has a excitement, dark and mystic feeling. My brand personality is excitement because it is daring, spirited, imaginative and up to date.

## **Colours**

I was searching on "Game of Thrones" at google and found the colours from the different houses. Since I use the names of the houses as my tokens I think it is ok to use the colours as the flag.

The chosen colours are a good example with dark background and white text that is a negative and contrast of the basic and commonly default colour scheme in web design. It is simple clean and elegant and make the user focus on the popped out tokens.

Black and white are complimentary colours to each other. To add more to the design I added a warm yellow, a colour that calms the users mood and makes the website more trustworthy. Blue is also a colour men prefer. White is associated with newness and simplicity and make the website clean and neat. The black is a contrast to the white and is considered as a stylish and exclusive colour to make the products more exclusive.

Red representant fire and blood, so it is associated with energy, war, danger, strength, power, determination as well as passion, desire and love.

blue representant sky and sea. It is often associated with depth and stability, it symbolizes trust loyalty, wisdom, confidence, intelligence, faith, truth and heaven.

Black is associated with power, elegance, formality, death, evil and mystery.

white is associated with light, goodness, innocence and purity. It symbolises safety, heraldry, white depicts faith and purity.

Blue and red is typical colours that is used in gaming and is a good colour that representante the warm and cold, ice and fire.

I tried to have a texture of rock to make it rustic and to retrieve the grey colour in the background but I think it made more clutter then neat so I change it to metallic gradient.

## Typography

Times New Roman is the font for the headings, call to action, number on the board and dice. The font is nice and neat and gives the website a little personality.

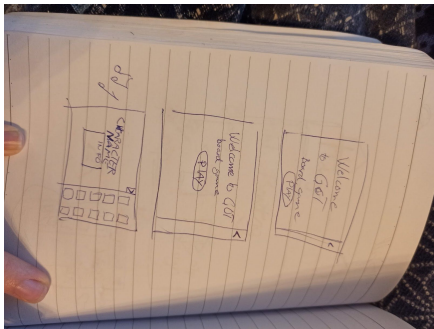
Open Sans is the font for the body. The font is commonly used and is modern. It is neat and provides readability for our body text.

They are easy to read and forms an entire hierarchy.

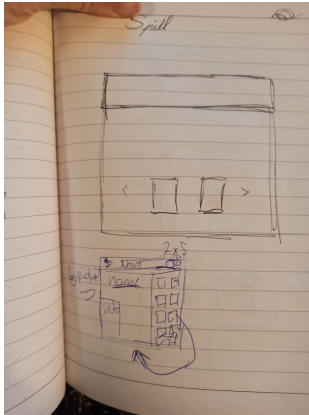
## Planning and Design

I have used Illustrator and Photoshop Adobe for this assignment. The tools I used was magic wan and ctrl-x to cut it out and then paste it in to illustrator to make the logo I wanted and to make my own token, flags/banner and texture in the background.

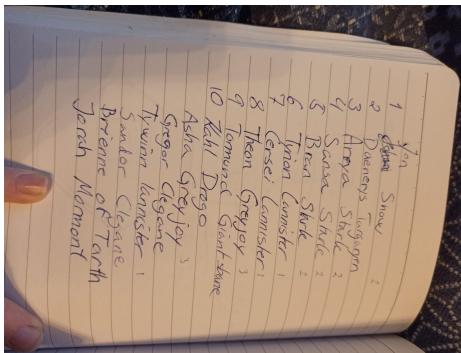
I looked at some online games as "Slay the Spire" to get some inspiration and googled Game of Thrones to remember the characters and atmosphere. The two first weeks I started to sketch how I wanted the websites and how the logo and the board should look like.



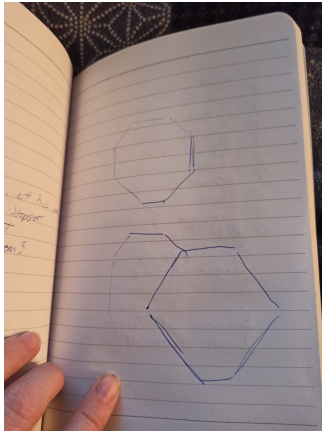
The first page I wanted to be a welcome page with a call to action button that says "Choose your character".



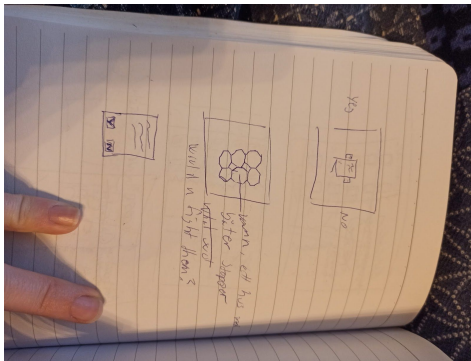
"Game" Here I sketches two alternatives. I wanted the page to be more exclusive then it is. First I was thinking of to make a carousel, so when you click on one character the information pops out and the whole page get another background image. And the second is more simple with all of the characters on the right side, but also here, when you click on a character more information pops up. This was more complicated than I know how to do for now.



Here I pick out the characters I want in my game. I picked out the ones that is popular and also not that popular, depends on witch eyes that see.



Here I find out how the hexagon should look like.

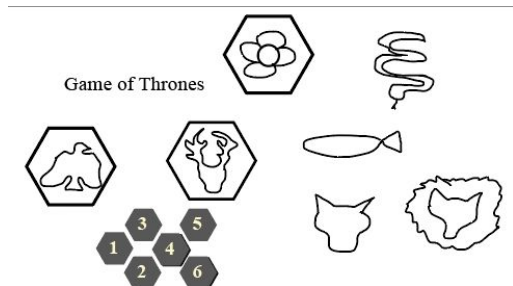
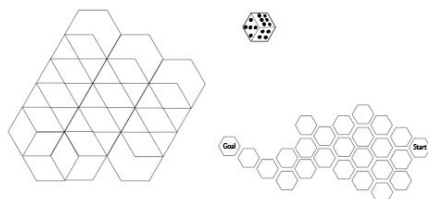


Here you can see how I wanted the challenge to alert and then have a choice to say yes or no.

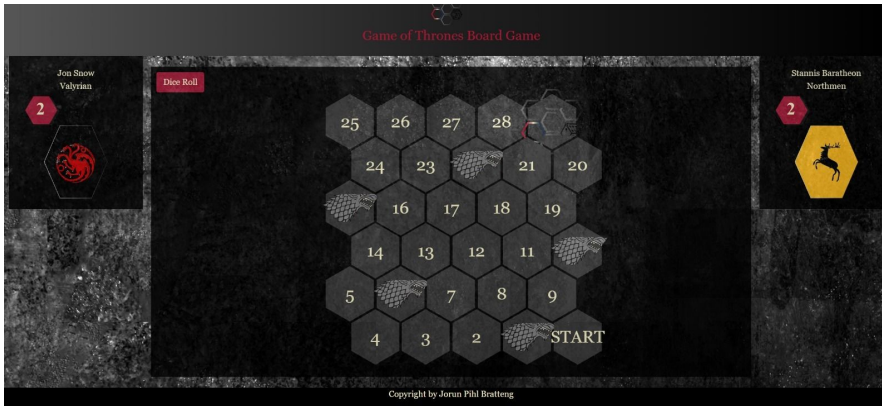
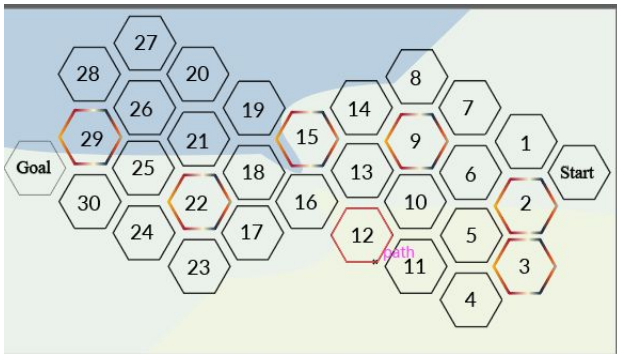


I had some colours in mind, beige and grey, but ended on black, warm white, red and

blue.







## Logo

At first I placed the logo on first page to left with a padding at 20 pixels and in the middle of the whole page to show it is the first site with a call to action that says "Choose a character". But after some more looking and sleep I wanted the logo to be big and centered in the background. I made a few logo to know which I wanted for my game design.



logo1.jpg



logo2.jpg



logo3.jpg



logo4.jpg



logo4.png



logo5.png



logo6.png



## Character site

It is neat site with metallic background from grey to darker. On the top it is two columns that are two in the width on each side of a width of 8. On the small columns it is five cards on each with the houses banner, name of the character and what culture it is from. In the middle there is a big picture of the logo and the text "Game of Thrones Board Game" in the size h1. Under the text and over the logo there is two columns

where the characters you have chosen comes to sight. Under this you have two choices, one is to play the game or you have an opportunity to remove the characters and chose some others.

## **Board site**

The first you see is the logo on the left side and then the name of the game. underneath there is the character on the side of the board with the name of the character and the culture and banner. I have the characters on the side of the board to maintain the same design concept throughout all pages of the game. On the top of the start of the tiles you have two token that has the same banner as the character. It changes after which character you are.

I used CSS grid to make the hexagon tiles by using divs in HTML and variables in CSS. I used the hexagon in the board to review the design and I now understand how the `.hexagon:nth-child(Xn + X)` works.

At the challenge on the board I was thinking to have the border the same colours at the logo has on the one multi coloured tile, but in CSS grid it was not that easy as I had hoped so all of the tiles is dark grey and the challenge tiles has the Stark banner logo so the player knows where they are. On the alert I google some stuff that happened on the TV serie to know what to write and also chose some regular sentence.

To roll the dice there is a big button to push for the dice to roll. It is placed on the left side of the board. To make the players to know which turn it is I made the dice to go on the player that is active.

## **Winner site**

Simple and clean site and have the same theme. I tried to add the logo in the background as well, but the whole page turned black. In the winner SASS I made it as comments.

## 2.3. Conclusion

If I would do it again I would use yellow or orange as the third colour. The reason is that they are fun, gives energy and pops really out from the black and grey. The logo had also stand more out I used to much time on designing the logo. I am still not sure how I actually want the logo.

From the CSS-Frameworks courses I learned to use SASS and I can not use another style sheet. It is very useful to organise the whole sheet and it easier to redo something when you know exactly where it is.

At the call to action buttons I think the red blend more inn then it pops out. If I will do so,e more changes I will take the same orange or yellow as I spoke of for the buttons. I would also styled the buttons for the house banner. I am not satisfied with the call to action buttons at all.

On the board site I would take the alert away and add it on the board when some of the characters landed on a challenge and add a yes or no quest so the character has a change to go forward or backwards. Where the character is on the board site I can see the banner is too much to right so this is something I would fix. My opinion is that the dice is placed one the wrong side of the board. And the reason for that is simple, I tried to get it on the other side, but I do not know how. I think the button should be the same colour, but in this case something is not right.

I underestimated how long everything would take and I thought the winner site would not take so long and I actually forgot it. There was too much to process so my mind got overheated.

## 4. References

### CSS

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### INSPIRATION

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