

Brian Leip - Portfolio Project 1 - Proposal

Content Creator Website

1. Introduction

- The goal of this site is to create an easy to navigate and visually appealing website that contains tutorials, custom created content, and items/courses that can be purchased. Examples include written or video tutorials (YouTube videos and/or blog articles), demo projects, games / assets / courses for sale, etc. It will also allow customers to sign up for a mailing list, or buy products and courses directly from the website.
- Values / benefits of this site:
 - Useful for any content creator who wants a website to centralize all their content, allow customers to sign up for a mailing list, buy products, or register for courses.
 - Demonstrates my understanding of HTML, CSS, Bootstrap, UI/UX, and website design.
 - Can personally use this as a way to earn some money during Covid-19 quarantine.

2. Expected List of Features

- Landing page with splash graphic, welcome greeting, nav tools, and email sign up
- Header with navigation bar
- Footer with links to social media and contact info
- Mailing list sign up
- Separate web pages to group related content:
 - Tutorials
 - Assets / utilities
 - Products for sale

- Courses for sale
- Contact
- About Us

3. Market Survey

- Similar Websites:
 - *Note - these are geared towards Unity tutorials. This was my original concept before I decided to shift it to a more general “content creator” style.*
 - Unity Code Monkey (<https://unitycodemonkey.com/index.php>)
 - Brackeys Unity Tutorials (<https://brackeys.com/>)
 - Unity 3D College - Jason Weimann (<https://unity3d.college/>)
 - Immersive Limit (<https://www.immersivelimit.com/>)
 - Code Bullet (<http://thebigcb.com/>)
 - Daniel Ilett (<https://danielilett.com/>)
 - Thousand Ant (<http://thousandant.com/>)
 - Kronnect (<https://kronnect.me/unity/w3/>)
 - Imphenzia - Stephan Persson (<https://www.imphenzia.com/>)
 - Gabriel Aguiar Prod (<https://gabrielaguiarproductions.artstation.com/>)

4. References

- Unity Game Dev Platform (<https://unity.com/>)
- Unity Asset Store (<https://assetstore.unity.com/>)
- YouTube (<https://www.youtube.com/>)
- Bootstrap (<https://getbootstrap.com/>)

Wireframing, Mockups and UI Design

- [Wireframe.cc](https://www.wireframe.cc)
- [Moqups.com](https://moqups.com)
- [Axure](https://axure.com)
- proto.io
- framerjs.com
- [The 20 best wireframe tools](#)
- [Web Design Inspirations](#)
- [Adobe Experience Design](#)
- [Free Bootstrap Wireframing Set for PowerPoint](#)
- [Invision Studio](#)

UI Templates

- [Bootstrap Expo](#)
- [Ionic Showcase](#)

Information Architecture

- [A visual vocabulary for describing information architecture and interaction design](#)
- [The Elements of User Experience](#)
- [The Elements of User Experience: User-Centered Design for the Web and Beyond \(2nd Edition\) \(Voices That Matter\)](#)