

Brian Leip - Portfolio Project 1

Unity Game Development Website

1. Introduction

- The goal of this site is to create an easy to navigate and visually appealing website that contains organized Unity game development related content that I plan to create.
Tutorials (YouTube videos and/or blog articles), demo projects, games / assets 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.
 - 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:
 - 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/>)

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/>)