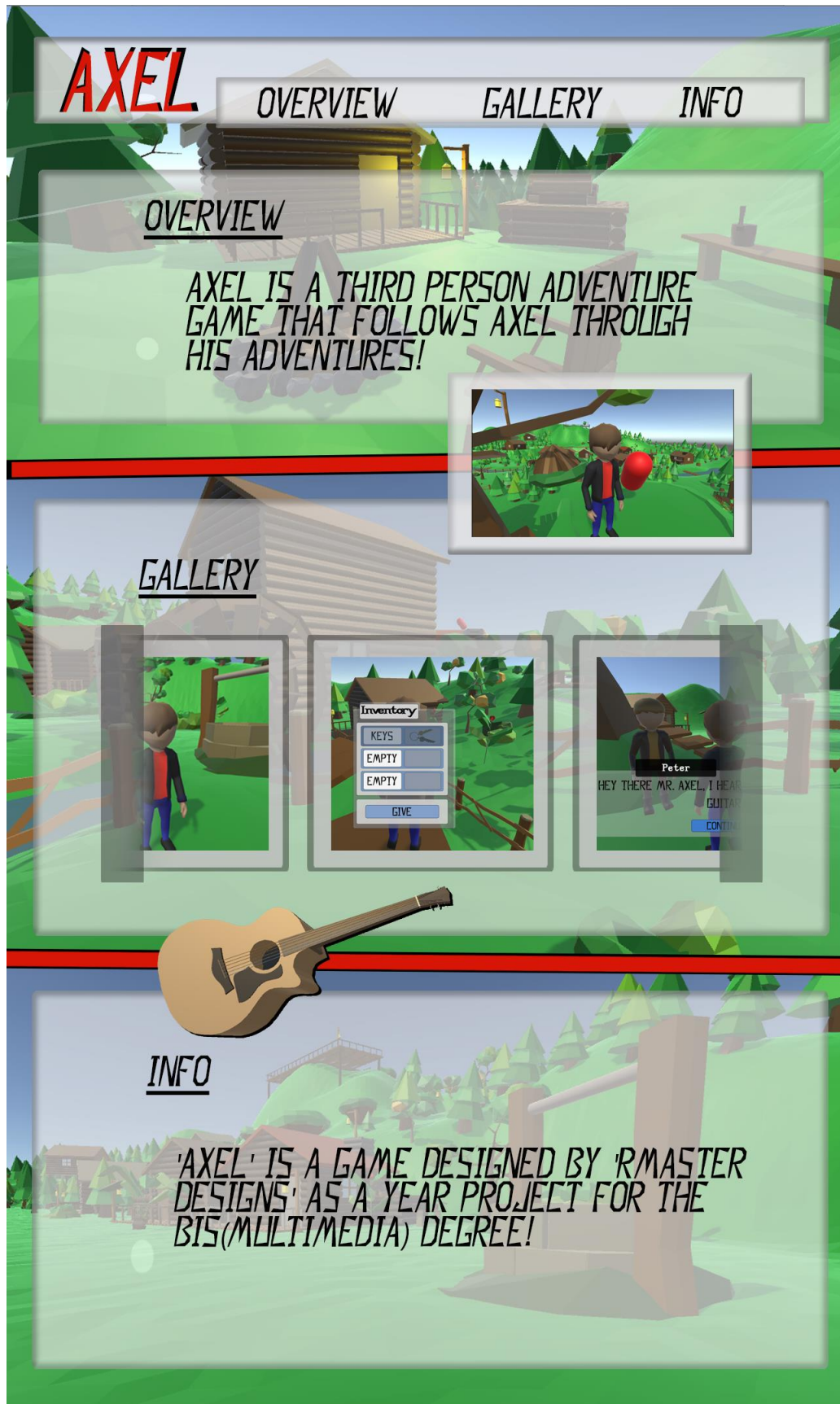# IMY 320
GROUP ASSIGNMENT PHASE 1

Nardus van der Vyver   u15012698

Jaco Vermeulen   u11257297

Website Design:

Choice of Design:

Font: The font used is 'Descuadrado' and is the same as the font used in the game. We chose the font because it fits well with the theme of the game and looks 'playful' while also giving a sense of seriousness (the serifs of the font makes it very readable (Koepke, 2011) and gives it a more professional look, rather than just playful but it ties in well with the feel of the game).

Panels: The panels that will contain the text and content of the website are white and transparent with a bevel and emboss effect on the edges. The emboss gives it a more professional look and adds a sense of depth to the panel. The transparent white color works well with the minimalistic low poly design of the game as there aren't a lot of details but it still looks sleek and elegant.

Background: For the background of the website we are using three screenshots from the game. The images make the background more detailed and interesting, showing the user the general look and feel of the game and what the styling entails. It is a good way to advertise the game and what it looks like.

Dividing line: The line is used to divide the 'pages' and background images of the website. The line is black with a red inside, the character of the game wears a black jacket with a red shirt and the logo for the game also consists of these colors, allowing the line to tie in seamlessly with the color scheme of the website and game.

Layout: The website will consist of one scrollable page containing all the content of the website. Instead of using the general approach where clicking a link in the navigation takes you to a new page, we are using the single page approach because it makes the website more compact and quicker to develop (Key, 2016). One-page websites allow for a smooth flow of the content and allows various means of moving the panels around and making them interactive (Key, 2016). The navigation links will simply just 'jump' you to the corresponding section on the page.

Interactions:

The website will consist of scroll animations:
- As the user scrolls down, the panels will slide in with different starting positions for each panel to make it more diverse.
- The panels will slide away as the user leaves that section, the panel will slowly move up for a certain period and will then start to move significantly faster until they are gone. The panels opacity will also decrease to make to background image more visible.

The website will consist of a gallery:
- The gallery will be scrollable by use of a carousel with certain modifications. The user will be able to browse through the gallery by clicking the grey side bars.

*All the interaction will be achieved using a combination of the following; HTML5, CSS, Bootstrap and JavaScript.

Concept that led to final design:

AXEL

OVERVIEW   GALLERY   INFO

OVERVIEW

AXEL IS A THIRD PERSON ADVENTURE GAME THAT FOLLOWS AXEL THROUGH HIS ADVENTURES!

GALLERY

Inventory
KEYS
EMPTY
EMPTY
GIVE

Peter
HEY THERE MR. AXEL, I HEAR
GUITAR
CONTIN

INFO

'AXEL' IS A GAME DESIGNED BY 'RMASTER DESIGNS' AS A YEAR PROJECT FOR THE BIS(MULTIMEDIA) DEGREE!

References

Key, M., 2016. *One Page vs Multi-Page Website Design: The Pros and Cons.* [Online]
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[Accessed 20 08 2017].

Koepke, C., 2011. *ChurchMag.* [Online]
Available at: https://churchm.ag/serif-or-sans-serif/
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