# Structure Plane

Interactive Design (IXD):

- When the user visits the website, they will be hit with a home page that is pleasing to the eye and not overcrowded with information.
- The users will have access to a responsive navigation bar with ease of access to ever thing that the site has to offer. The navigation bar will be at the top of the page so the users can't miss it and also there will be a slight change of colour to when a user hovers over something that is on the navigation bar so they know that something will happen when they click it.
- The game page will be simple in design, so the user is simply only concentrating on playing the game and setting new high scores. The only thing that the user can do on the game page is play the game and navigate to other areas of the website there will be no information stored on this page
- The comments page will have a form on it where the users can input information and then the information will be displayed on the page. This is good for communication between the developer and the users and for communication between user to user.
- Eventually a footer with links to the developers Facebook, linked in and twitter will be added to the website but for now as the developer is just starting out there will be no need for this user interaction just yet.

Information Architecture:

- The website will have a simple navigation bar at the top of the page that is fully responsive.

Home

Home

The Game

About the Developer

Comments Section

About the Game

How to Play

Patch Section
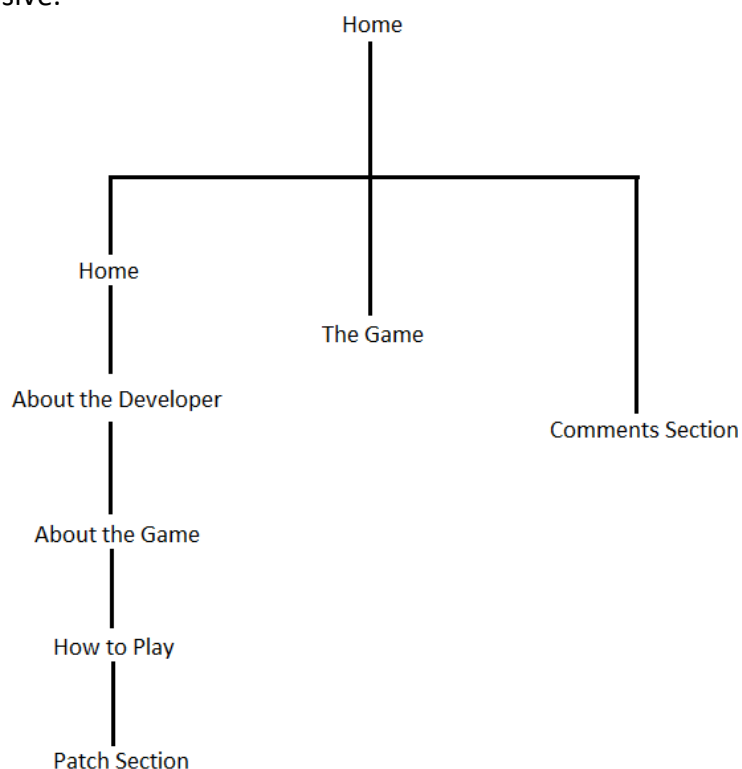
- Having a structure like this it will allow the users to navigate through the site with ease without getting lost.
- Using a responsive navigation bar, I can always add new features to it and keep them separate from other pages in the website. Also, by having the structure like this I can add new features to some existing pages and keep my users up to date with what's going on in the game and what going to be coming to the game.