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CISW 111

Final Project Proposal

For my final project, I want to build a website for a (fake) game development company. It is meant to serve as an advertisement for the games and the source to download them. The website's target audience is people anywhere between kids and young adults, or anyone who enjoys gaming. I will need some images for the gallery. I'll probably use whatever free-use images I find online, and maybe some concept images I've put together in the past.

I want the website to deflect focus to the product, the games. This means putting screenshots of the games front and center, with dark, muted colors everywhere else. The contrast should make the images 'pop' and own the foreground, in a cinematic sort of way. The layout of each page will have horizontal navigation at the top of each page. Most pages bodies will be split into two columns: gallery of images on the left, and text on the right.

I like it when webpages tastefully use transparency. The navigation bar will be semi-transparent, which will put even more focus on the gallery. I also appreciate good, reactive button design, and I'll try to pull it off. I'm doing this because at some point I might publish a game of my own and it would be nice to have a working website ready to add content and put online.