

Evan Rosato
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Web Development II

Final Project 2025 Style Guide

Colors:

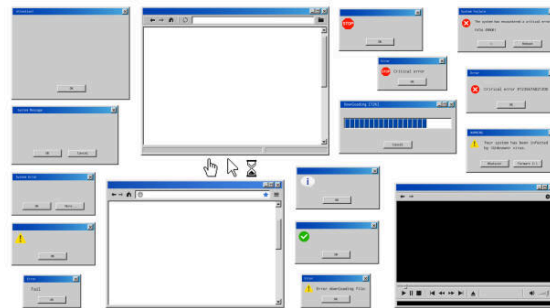
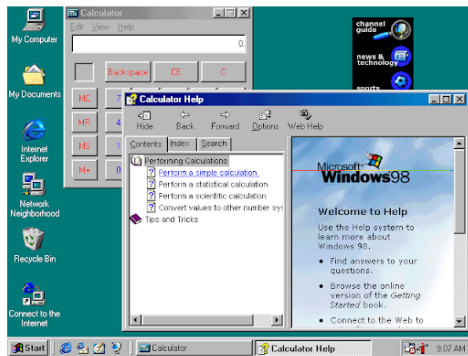
#83515F (Buttons)	#7C8E87 Section Backgrounds
#C8C4BC (Window Backgrounds)	#517883 (Body Background)

Fonts:

Malgun Gothic (Bold)
Used for Headers, Titles,
Names, and Footers.

PC-9800:
Used for
everything else

References/Examples:



The style of this game intends to ape the style of an older style of Windows operating systems, specifically the era of Windows 98.

The idea is to give off a feeling of inviting cynicism. Nostalgia for the old style of the Internet and web-based design is stronger now than it has ever been, what with the constant erasure of it. However, as is hopefully shown by the screenshots provided in the style guide above, that old style was fairly “function over form” just as Windows modern art direction is. Only in the past, I’d say that at the very least, it wasn’t really trying to be something it wasn’t. That being, friendly.

Since the entire webpage will take place on 1 screen, with several dynamic sections within that page, making everything feel cohesive isn’t as much of an issue, as much as making everything *too* cohesive is. I want each section of the page to stand out on its own, being clearly definable and its purpose identifiable by look alone, while also having each section feels like it fits into a surrounding theme. The shape of the window, the aesthetics within and bordering it, the positioning, the context surrounding it, and

even perhaps a built-in tutorial (for an extreme example) are ways I can help reach that happy middle ground.

I don't think this style is particularly "innovative" by itself, given that it's directly influenced by a decades old style. You could make the argument that this specific style, idolized by nostalgia, put into this more cynical context, is more original, but I still wouldn't call that sort of satire "innovative." I suppose what I want to say by using this style is "Things have always been pretty bad. It's just that they've only gotten worse."