



IMY320 DESIGN PROPOSAL

U16064322 - u29266930 - u16269200

ABSTRACT

This design proposal is in regards to the website we have to design and develop in correlation with our chosen video game: TITAN ARENA, selected from Kickstarter.

DATE

2018-09-07

DESIGN SPECIFICATIONS

Overview

According to the specifications released by our lecturer, we are required to design and develop a website for the game we are either working on for IMY 300 or for a game currently available on Kickstarter.

Requirements for website

- Website must incorporate several trends as discussed in class
- And must incorporate optimal an interactivity scheme and user experience
- Create assets for the website
- All content used on the website should be generated and created by the group

Requirements for this proposal

- Must contain choice of design
- Reasoning and logic behind decision
- Provide illustrations and sketches that led to final design
- Should contain resources and references used

Workflow

We will thus be presenting our website design in a structured manner by first discussing the video game of our choice, then secondly ,providing templates and designs of our website as well as other sources we drew inspiration from and lastly explain how the collective attributes are included in our overall design.

OVERVIEW OF VIDEO GAME

Name: Titan Arena

Developers: Lightbound Studios

URL: https://www.kickstarter.com/projects/lightbound/titan-arena?ref=nav_search&result=project&term=titan%20arena

Summary: A fast paced first person VR action shooter where you battle against colossal robots in a sci-fi arena!
(Lightbound_Studios, 2018)

About Video game: *directly sourced from* (Lightbound_Studios, 2018)

Set in a sci-fi arena, play as a human equipped with high tech weapons battling against colossal metal machines. Feel the presence of these giant beasts in virtual reality and experience the heart pounding battle in a crowd filled arena.

Key Features

- **Full locomotion** - Freedom to move naturally through the environment along with the ability to speed-dash and evade. The game also features full 360° gameplay.
- **Climbing the Titans** - Climb and navigate on the Titans in battle to find their vulnerable points and bring them down.
- **Variety of weapons** - Fight your enemies with variety of high-tech unlockable weapons.

Images





WEBSITE DESIGN & CORRELATIONS

Overview

The website's design is meant to embody and represent the video game in terms of a proxy and source of information regarding the video game itself. Not only that but to serve as a basis to allow the users to experience the website and keep up with updates as well as development phases for the video games. From beta testing to asset creation, porting and cross-platform compatibility.

Schematics

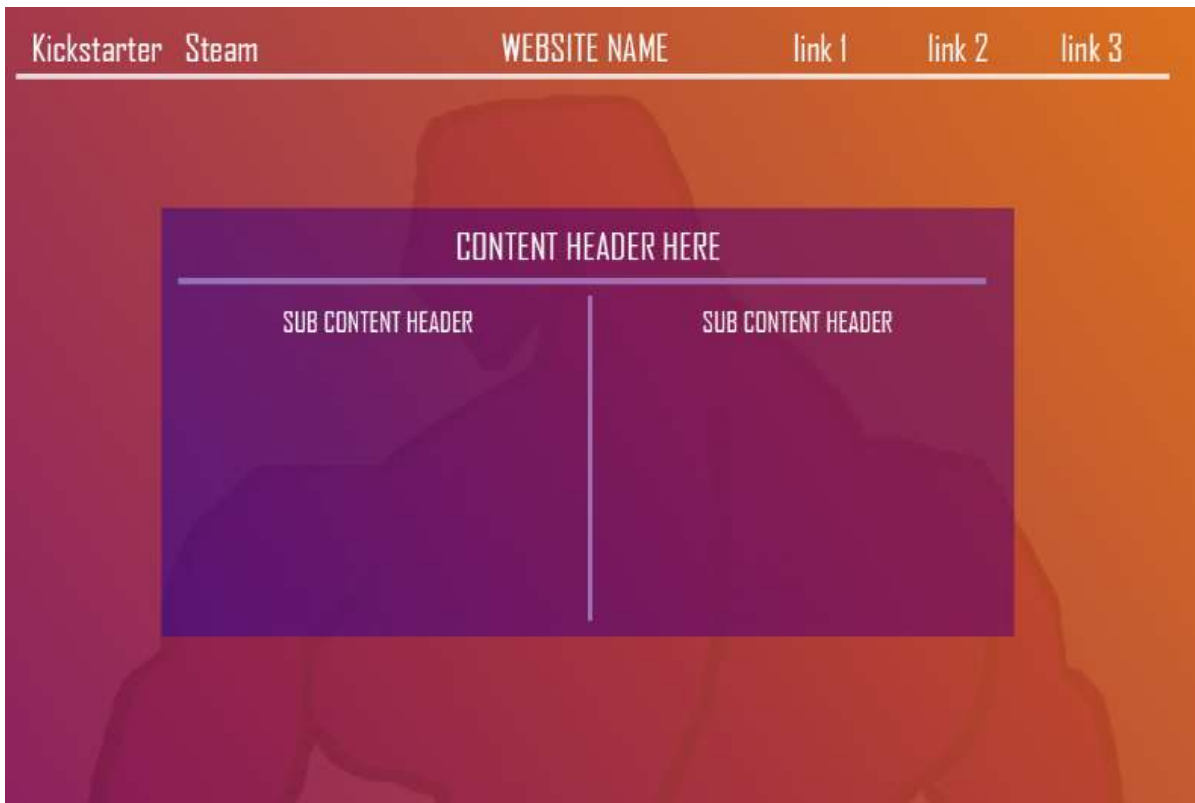
- Design
 - Responsive
 - Dynamic
- Design Trends included
 - Dynamic Gradient (Rocheleau, 2017)
 - Purple and orange
 - Due to colour scheme of the main game presentation image
 - Purple and Blue
 - Using different shades to convey different aspects of website and to give the website a more cyber-punk and robust tone with a more darker suited format (user, 2017)
 - Integrated animations
 - Menu transitions and also sub-menu transitions
 - Loading screens and other features
- Layout
 - Conventional Top Page Navigation Bar that blends with the backgrounds colour
 - Content is structured across the entire screen and isn't only centred for more freedom of where to place content
 - Page Numbers: 3-5
 - Home page
 - Core video game information including an update section on development progress
 - External market related video game information
 - External links and iframes coupled with videos and a minor gallery section
 - Any other relevant page we may deem necessary
- Frameworks
 - Bootstrap

Final Design Schematics

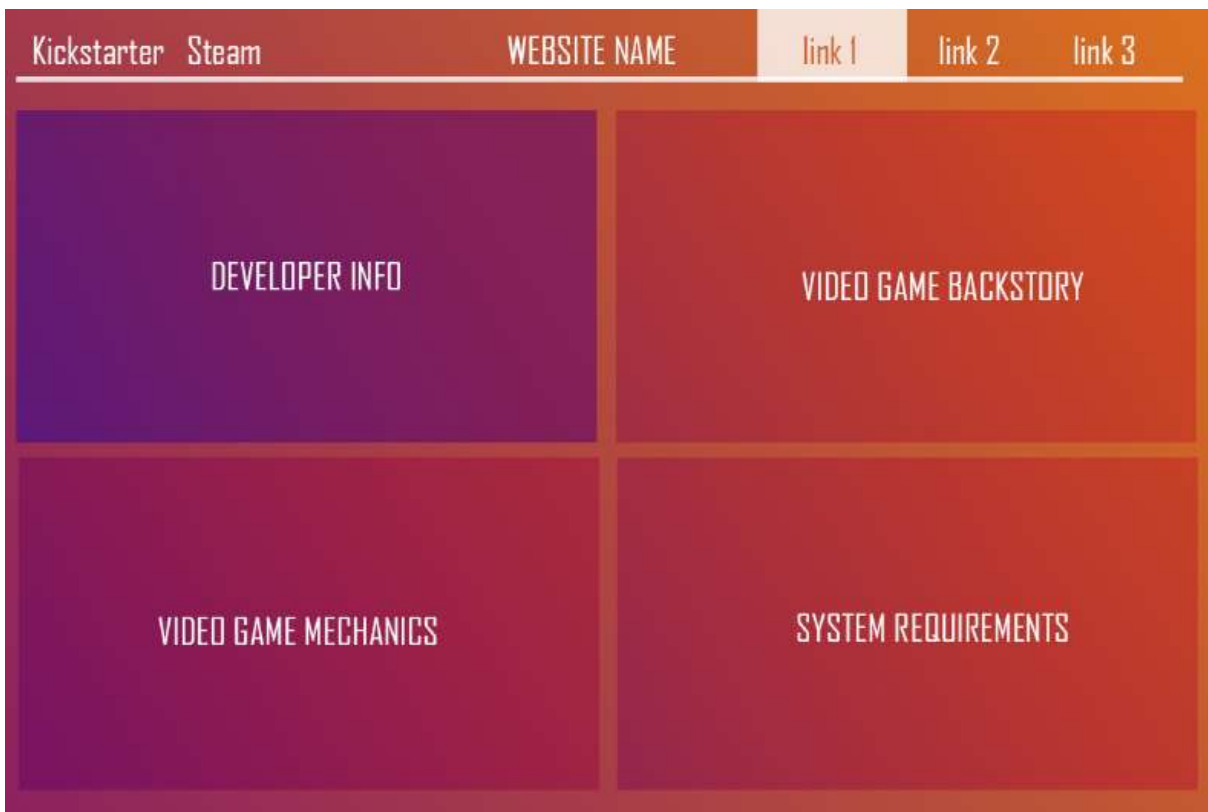
Included below

These are:

- The index page
- The core game content page
- The marketing related game content page



This is the **Index** page, fitted with a simply nave bar at the top and a boxy content wrapper that encapsulates a two sectioned div coupled with a heading at the top. We hope to be able to fully implement these dynamic gradients as seen in this screenshot, and as such we'll be including an image of a robotic model from the video game to serve as an opaque background that seamlessly blends in with the colours



This is the **core game content** page which contains for divisions across the page, with each division highlighting an important section of the page. Naturally upon clicking and div, it should expand and reveal underlying content, since we had been wanting to include integrated animations.



This page is the **marketing related game content** page, divided into two primary sections, the one on the left for news and information and the one on the right reactions and reviews, naturally we'll be sourcing this information from external websites and hopefully integrate it well into the system.

Inspiration and sources

For our sources and inspiration with regards to references made in terms of the design and structure, it was all conceived by our selves. We decided not to mimic any existing design and to truly try and come up with one entirely on our own, by using past experiences in terms of design related material gone we have gone through throughout the years with our IMY modules and also negating unnecessary information by keeping content relevant and intact.

Bibliography

Lightbound_Studios, 2018. *Titan Area*. [Online]

Available at: https://store.steampowered.com/app/872390/Titan_Arena/
[Accessed 7 September 2018].

Lightbound_Studios, 2018. *Titan Arena*. [Online]

Available at: https://www.kickstarter.com/projects/lightbound/titan-arena?ref=nav_search&result=project&term=titan%20arena
[Accessed 7 September 2018].

Rocheleau, J., 2017. *Gradients in Web Design: Trends, Examples & Resources*. [Online]

Available at: <https://designmodo.com/gradients/>
[Accessed 7 September 2018].

user), c., 2017. *r/Cyberpunk*. [Online]

Available at: https://www.reddit.com/r/Cyberpunk/comments/598wh3/what_colors_best_represent_cyberpunk/
[Accessed 7 September 2018].