

Naughty Dog Information

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Introduction

The Naughty Dog Information web application that I have created is an application that gives users information on the video game company Naughty Dog, lists the games that the company has created and links the company's social media pages. I wanted to create this web application so that users could learn about the company in a quick and simple way. The content of the web application is constructed with the use of HTML templates and a sqlite3 database that contains the list of Naughty Dog games. The site was inspired by my personal interest in this company and the games that they make.

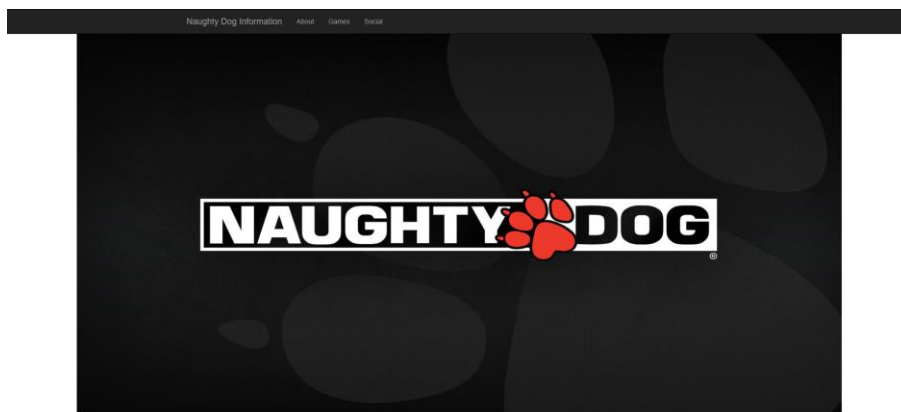


Figure 1: Home Page – The home page of Naughty Dog Information – Top half

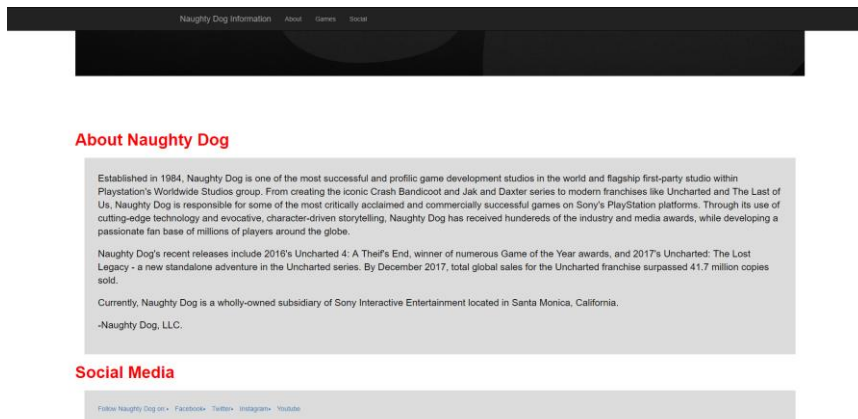


Figure 2: Home Page – The home page of Naughty Dog Information – Bottom

In the About Naughty Dog section I used the company's website about description [2], I also used the company's social media links for my Social Media Section [3].

Design

In my design, I wanted to make sure that users could have quick and easy access to the information displayed in the page.

I used the Naughty Dog logo to make the page look realistic.

I decided that I wanted to keep my application easy to navigate through, so I implemented a navigation bar at the top of the page. The navigation bar stays locked to the top of the screen allowing the user to click the links included no matter where they are on the page. I implemented this using the class workbook [1].

The links about and social in the navigation bar take the user to marked sections of the page, whereas the games link takes the user to a new page using flask to pull a new HTML template and displaying the page.

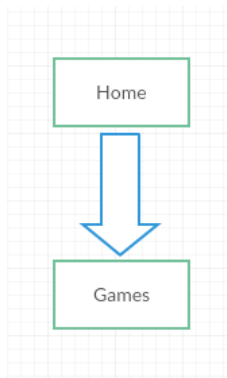


Figure 3: HTML Navigation Map

Instead of using lots of HTML templates I decided to keep the home, about and social media sections together. But as you can see from the map above I decided that keeping the games section together with the home template would clutter the page.

To create the database for the games I chose to use sqlite3. I chose this because I have had more experience with SQL and thought if Naughty Dog made any more games that the table would be easy to update.

Naughty Dog Games

Title	Release Date	System
Math Jam	1985	Apple II
Ski Craze	1986	Apple II
Dream Zone	1987	Amiga, Apple IIGS, Atari ST, DOS
Keef the Thief	1989	Amiga, Apple IIGS, DOS
Rings of Power	1991	Sega Mega Drive/Genesis
Crash Bandicoot	9th September 1996	PlayStation, PlayStation 3, PSP, PlayStation Vita
Crash Bandicoot 2: Cortex Strikes Back	5th November 1997	PlayStation, PlayStation 3, PSP, PlayStation Vita
Crash Bandicoot: Warped	4th November 1998	PlayStation, PlayStation 3, PSP, PlayStation Vita
Crash Team Racing	30th September 1999	PlayStation, PlayStation 3, PSP, PlayStation Vita
Jak and Daxter: The Precursor Legacy	3rd December 2001	PlayStation 2
Jak II	14th October 2003	PlayStation 2
Jak 3	9th November 2004	PlayStation 2

Figure 4: SQL database display

I got my data for this database from Naughty Dog's Wikipedia page [4] as it was completely accurate.

Enhancements

There are many features that I would like to add to this page such as a search system. A search system would become useful if Naughty Dog make many more games it may become difficult to find them in the table, or the user could search for system specific games.

I would like to add images and game information sections, with this added the user could identify the game they are looking for just by recognising the image and they could get a fully detailed description of the game.

If I were to add an account system, I would have liked to add a comment section where different users could input their experience with the page, games and what they thought of the company.

I would also like to add an error handling aspect to the application.

Critical Evaluation

The SQL database was implemented well into the HTML template and gives a clear and simple directory for the user to search.

I believe that I performed well in the design of the web application, the page looks aesthetically pleasing to and matches the colour scheme of Naughty Dog.

I am satisfied with the navigation bar as it allows the user quick and easy access to the other sections and links on the application, and it also fits into the scheme of the page.

I am happy with the design of the page but as a directory many aspects of this page need to be enhanced to give the user more to do.

Personal Evaluation

Although this directory is lacking in aspects, I believe that I have met the spec as the user can still look up what games Naughty Dog has created in a simple table. I learned a lot whilst working on this project.

I believe that I should manage my time more and try not to focus on the look of the page and apply myself to making the framework of the application, where it matters most.

I will learn from this experience and will apply it to my future projects.

References

- [1] S. Wells. Advanced Web Tech Workbook. (2018).
- [2] Naughty Dog company section "<https://www.naughtydog.com/company>" (2018).
- [3] Naughty Dog Facebook "<https://www.facebook.com/naughtydog/>" (2018).
- [3] Naughty Dog Twitter "https://twitter.com/Naughty_Dog" (2018).
- [3] Naughty Dog Instagram "https://www.instagram.com/naughty_dog_inc/" (2018).
- [3] Naughty Dog YouTube "<https://www.youtube.com/user/NaughtyDog>" (2018).
- [4] List of Naughty Dog's games
"https://en.wikipedia.org/wiki/List_of_Naughty_Dog_video_games" (2018).