

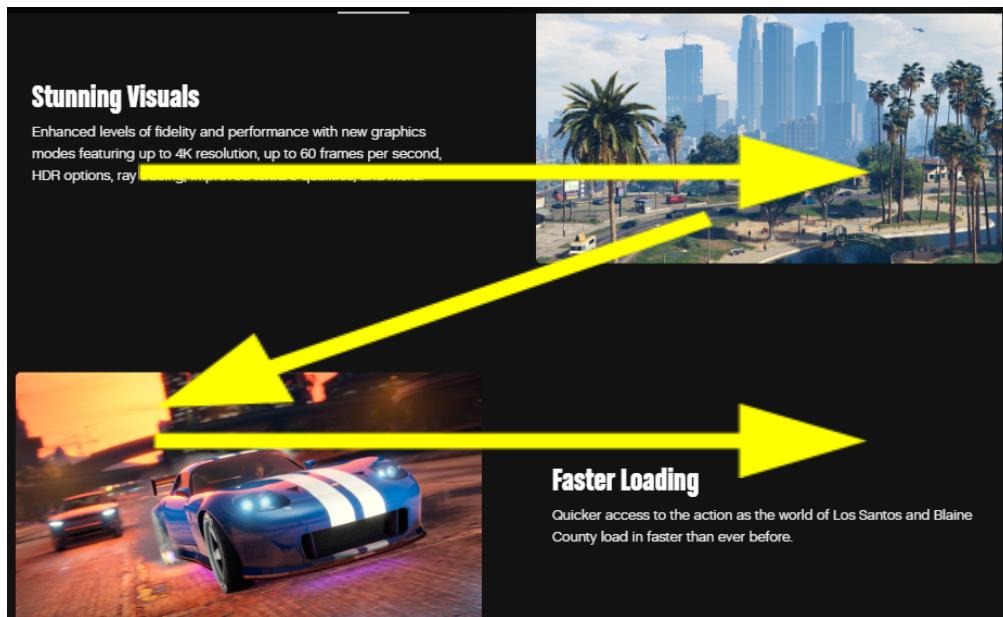
**Published site link:** <https://jadewang-919.github.io/Ind-2/>

## The vision and website introduction:

My website is about The Legend of Zelda: Breath of the Wild. This is my favorite game, and I want to attract more people to play this game. I want to create a website that clearly shows what the game is about, the features, stories, characters, and how to buy it to people who haven't played it before. The official website of The Legend of Zelda: Breath of the Wild is a bit too fancy with many animation effects and doesn't provide enough information about the game itself on its home page, so I want to create a simpler and more concise website to introduce this great game.

## Reference websites:

- Official website of The Legend of Zelda: Breath of the Wild: <https://www.zelda.com/breath-of-the-wild/>  
This website puts a large GIF at the top of the page, which inspires me to put a large trailer video of the game at the top of my home page. It has a "Features" page, so I include a "Features" section in my home page. Also, its header and footer have a dark brown background color, so I use similar colors for the header and footer of my website. It has a sticky header and put a "Buy Now" page at the end of the navigation bar, so I do the same to ensure that users can always get access to Nintendo eShop to buy the game.
- Official website of Little Nightmares II: <https://en.bandainamcoent.eu/little-nightmares/little-nightmares-ii>  
This website also puts a large GIF of the game at the top of the page, which makes me more determined to put on a video at the top of my home page. The layout of this website's home page is "introduction - key features - characters," which is a very natural user flow so I use the same flow in my home page.
- Official website of GTA 5: <https://www.rockstargames.com/gta-v>  
In this website, the designer uses a Z-pattern to present the key features of GTA 5, which I think is really good and apply to the "Features" section in my home page.



# Wireframes (order: laptop, tablet, mobile): clearer pdf file is in the compressed folder



Home About Story Characters Buy Now

**Video**

## Introduction

The Legend of Zelda: Breath of the Wild is a 2017 action-adventure game developed and published by Nintendo. The game is an instalment of the Legend of Zelda series and is set at the end of its timeline. The game is set in Hyrule, where Link awakens from a hundred-year slumber, and attempts to regain his memories and prevent the destruction of Hyrule by Calamity Ganon. The world in this game features minimal structure and is designed to encourage exploration and experimentation, and the main story quest can be completed in a nonlinear fashion.

Available Now on Nintendo eShop

## Features

### Discover the vast world around you

Explore the landscape of Hyrule any way you like. Climb up towers and mountain peaks in search of new destinations, then set your own paths and plunge into the wilderness. Whether you're traveling alone, Link will need some help in his travels. Luckily, there are plenty of transportation options to unlock. Link can cover a lot of ground quickly on horseback, navigate the waters of Hyrule on a raft, or hit the slopes and surf down a mountain on his shield. And the sky's the limit when Link soars through the sky with his paraglider.

### Fight for your Kingdom

When Link first wakes up, he's unarmed and defenseless. Relying on his wits and resourcefulness, though, he can acquire over 180 different weapons to use in combat. That's a lot of weapons to learn over time, so Link must always be on the lookout for more. There's more to fighting than just weapons, of course. Link will also have to learn a variety of different attacks—like high-flying bow shots and making use of explosives—in order to prevail.

## Characters

### Link

Link is the main character and protagonist of The Legend of Zelda series, usually depicted as a young man with a sword and shield. He is the chosen hero by saving the world through feats of courage.

### Zelda

As Queen of Hyrule, she is the princess of Hyrule, who is also known as the Champion of Hyrule.

### Mipha

The Princess of the Zora, she is a friend of Link and one of the Champions. She is described as being introverted and having a gift for healing.

### Danuk

The warrior Goron Champion, tasked with protecting the Divine Beasts in the war against Calamity Ganon. He is a bit of a loner, he's generally calm, but becomes wildly excitable in battle.

### Urbosa

A Goron Champion and the Goron Champion of the Rito. Known as the most skilled archer of all the Rito, Urbosa is known for his arrogant, sardonic, outward personality.

### Revali

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In Breath of the Wild, Zelda is not only the princess of Hyrule, she is also the Queen of Hyrule. She is very curious. She is also the leader of the Champions of Hyrule.

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## Rationale of font choices:

Two fonts I use in my website are IM Fell English and Roboto.

For the large headings (h1 headings), I use IM Fell English because it's very similar to the logo text of The Legend of Zelda: Breath of the Wild. Therefore, this font can clearly show my website's identity as a website for The Legend of Zelda: Breath of the Wild.

ZWAŻYWSZY, że  
nieposzanowanie i  
nieprzestrzeganie praw  
człowieka

(IM Fell English)



(logo of the game)

For the main body content, I use Roboto. As a sans serif font, it is easy to read and is more familiar to internet users nowadays. Another reason I choose this font is because it is very similar to the in-game text font of The Legend of Zelda: Breath of the Wild, which again shows my website's identity as a website for The Legend of Zelda: Breath of the Wild.

Whereas disregard and  
contempt for human rights  
have resulted

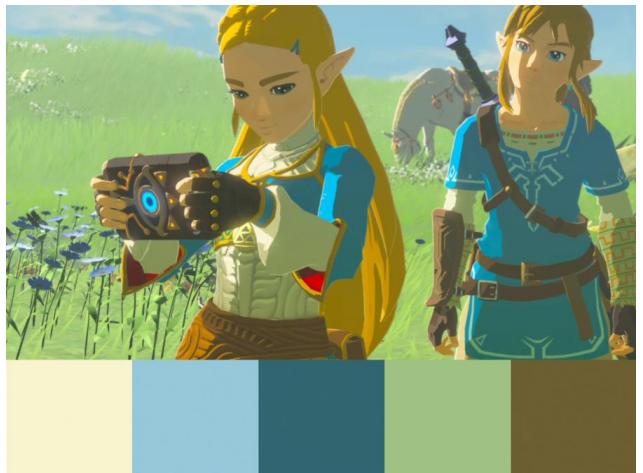
(Roboto)



(in-game text)

## Rationale of color choice:

For the colors I use in my website, I follow the color palette of the game. As the picture on the right shows, the game mainly uses very low-saturated blue, green, and brown. Therefore, I use a low-saturated brown for the heading and footer (which is also the same color used in the game's official website). I use a low-saturated blue-green for the background color of the character descriptions to match the dark blue background of the character images. The only place I use a high-saturated color is for the button "Available Now on Nintendo eShop," as I want that button to catch users' attention and make them buy the game.



# Design transition pattern:

I chose mostly fluid as the transition pattern for my home page.

For laptop screens, the video section has a 1-column structure, while the “Introduction” and “Features” sections have a 2-column structure. The “Characters” section has a 3-column structure with 2 rows.

For tablet screens, the video, “Introduction” and “Features” sections remain the same, while the “Characters” section becomes 2 columns and 3 rows. The width of all three sections also increases from 70% (for video) / 80% (for introduction & features) to 90% of the screen width to better fit the content for users to read.

For mobile screens, the navigation bar becomes a hamburger menu, and all sections collapses into a 1-column structure to better fit the small screen size.



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(same in laptop & tablet)

## Features



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