My main concept coming into this project was an evolution of my previous project staying in the main theme of a gaming website I want to move away from the news style website for a fighting game to a resource hub / guide for an RPG.

Research

My main sites of inspiration were The official ATLUS website, game8 and gamefaqs.

<https://atlus.com/>

Layout : The website is very responsive at many screen sizes which is very smooth to use although it is very simple.

Fonts : The main website font is very plain and simple its functional but doesn’t have any style to complement it.

Colour schemes : The main colour scheme of the site is based around the ATLUS logo with the colours being blue, red and white. Overall, the site is very sparsely coloured while also having a nice balance of the three main colours.

Usability : The site is very easy to use. The simple layout helps to an ease of navigating the site with all the side pages being neatly lined in the nav bar on the top of the page

<https://game8.co/games/Shin-Megami-Tensei-III-Nocturne>

Layout : The layout of the website is very packed and there’s a lot of menus and articles as it is mainly a guide wiki but it makes very good use of space for all the content related to the game having a walkthrough menu along with the main nav bar on the top of the page which has everything related to the game

Fonts : The font is very small which helps with spacing and reading all the text on screen as it seems to be using the Helvetica font as such “Welcome to Game8's Shin Megami Tensei III: Nocturne (HD Remaster) Walkthrough Wiki!”

This font allows for more text on screen and better reading comprehension

Colour schemes : This site is very similar to the Atlus site it uses a very simple colour scheme which gives the page a very nice clean look with the main colours being orange and white and using the orange to highlight blocks of information and articles.

Usability : The site is very packed for a first time user which might be difficult to use but the nature of the site being a guide / resource for the a game the user might specifically come to the site for a specific piece of information which allows for easy navigation of the site as all pieces of the guide are laid out in order of when you come across them in game which I think is very intuitive.

<https://gamefaqs.gamespot.com/ps2/582958-shin-megami-tensei-nocturne/faqs>

Layout : I think overall this site encapsulates the main idea of being a reliable source of information relating to the game with a lot of menus and dropdown menus to quickly and easily get to any information the user may need. The main page has many nav bars to allow users to navigate to many layers of the site from specific guides and information to the main site with general discussions and forums

Fonts : The site uses the Roboto font and I find it to ber.

Colour schemes : The main colour scheme of the site is based around the ATLUS logo with the colours being blue, red and white. Overall, the site is very sparsely coloured while also having a nice balance of the three main colours.

Usability : The site is very easy to use. The simple layout helps to an ease of navigating the site with all the side pages being neatly lined in the nav bar on the top of the page

Shin Megami Tensei: Nocturne Guides