
General Design Brief

Different genre to cover:

1. Mood board
2. Colour scheme
3. Colour palette
4. Font used
5. Logo design and rationale
6. Design rationale of all the components
7. The adopted design style and colour scheme must be consistent in all 3 components with design justification.

MOOD BOARD



I choose this theme for the mood board as I am into gaming and I want to be a Mobile legends gamer someday and I hope like if I have my own gaming room when I grow up, it will be like this theme, blue and blue everywhere.

COLOUR SCHEME

Monochromatic Colour Scheme

Monochromatic colour scheme involves variations, usually in value, of a single hue.



I decided to use monochromatic as I only want to use blue colours for most of my work and themes. I feel that the mixed and use of blue colours would be good in this context.

COLOUR PALETTE



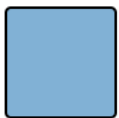
Name: Cetacean Blue
Hex: #0F084B
RGB: (15, 8, 75)
CMYK: 0.8, 0.893, 0, 0.705



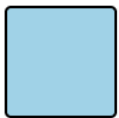
Name: Dark Cornflower Blue
Hex: #26408B
RGB: (38, 64, 139)
CMYK: 0.726, 0.539, 0, 0.454



Name: Queen Blue
Hex: #3D60A7
RGB: (61, 96, 167)
CMYK: 0.634, 0.425, 0, 0.345



Name: Light Cobalt Blue
Hex: #81B1D5
RGB: (129, 177, 213)
CMYK: 0.394, 0.169, 0, 0.164



Name: Baby Blue Eyes
Hex: #A0D2E7
RGB: (160, 210, 231)
CMYK: 0.307, 0.090, 0, 0.094



This is the blue colours that I will be using for all or most of my work.

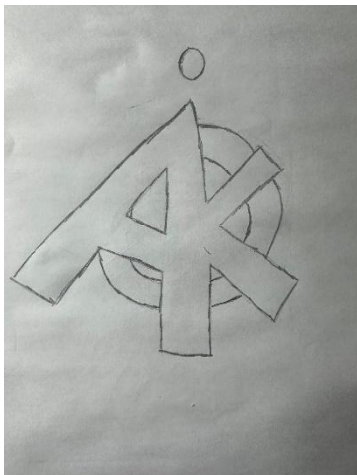
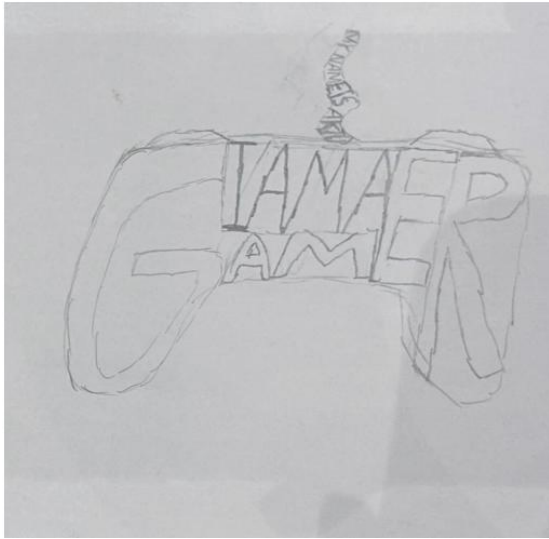
FONT USED

GAME

Gamelia

DESIGN RATIONALE

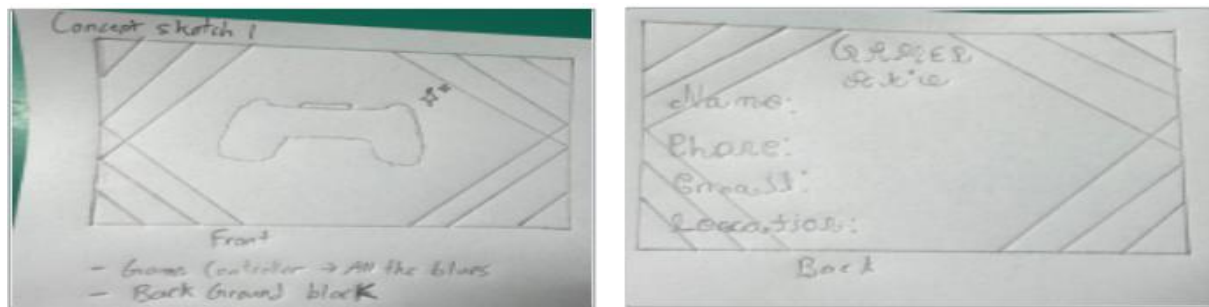
Name card:



Although the colours that I selected are not there, but I thot that it will be better if I use these examples/drafts as a logo for name card. Although it is just examples, I think I can comprised into a logo that is related to me and gaming. I can also try to make more logos to bring out that gaming spirit but I would want to stick to the first logo that I have designed as it has both the gaming vibe and my name. However, it is not finalised yet so I might come up with more logos.

My Drafts for the Name card:

Draft 1:



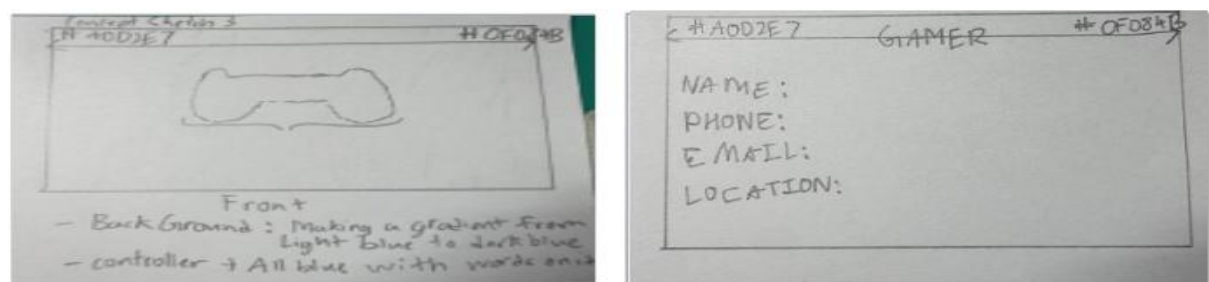
I thought of using simplicity to brighten out the logo and to show others that this is our logo. Behind it is white strips just fading with the black background. The font I used here would be the 'Gamelia' font which has a calming vibe to the name card. The little note I wrote there is to show what the thing would look like with colour. It states that for the game controller would be all the different blues for my colour scheme and the background would be black.

Draft 2:



In this draft, I also use simplicity to try to bring out the logo but instead of a black background, I used the different wave lines for each of the blue colour that I would use. For the fonts, I use the 'game' font to bring out the gaming vibe. I tried to copy the 'gamer' font but I think I couldn't. The little note that I wrote there states that the waves would be all the different blues while the controller will be black. I want the controller to be black to show that the hole or the controller shape passed through the card.

Draft 3:



In this draft, I also used very simplicity again because I feel that the game controls must come out to stand out for the people to see it. The lines below the controller is to show the significant of the controller and how sometimes games would be the perfect option for you. For the background, I am using a gradient as shown in the diagram above (the arrow and line above the controller doing from light blue to dark blue) and for the font, I used the 'game' font again to signify the gaming spirit. The little note at the bottom states the background to hav a gradient from light blue to dark blue and the controller to have all the blues.

Final:



In this final results, I again used simplicity and since I used it for my other drafts, I will be using it again. This time I added like two small stars at the side of the controller to make it shine. And I brought in the line I used for draft 3. I also brought the other of the waves in draft 2 but instead of waves I changed it to lines, instead of horizontal, I switched it to vertical. I also started the colour from light blue from the left to dark blue from the right. For the font used, I used 'game' font like the other 2 drafts. I think it fits with the different colours being separated in the name card with the game controller showing it out.

DESIGN RATIONALE


Chat Stickers:

I have thought of different ideas of the stickers. But I think it will be best if I were to use emotions to express the stickers. These are some of the emotions that I thought of:

- Toxic/hatred stickers which shows how much they hate the person.
- Tired/stressed out stickers which shows that they are tired of playing or too much stressed when playing competitive.
- Happy/Elated stickers which shows how excited to start playing after a tiring day of work or studies.

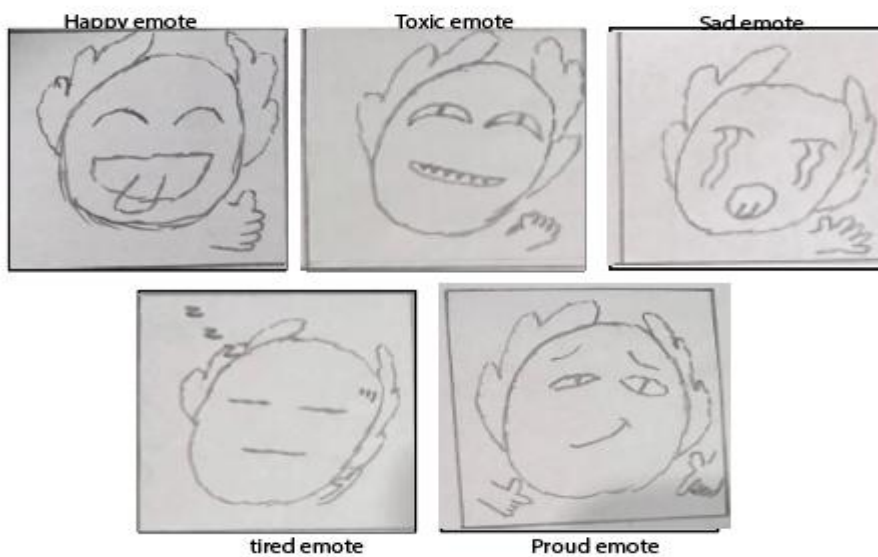
- Pride/show off stickers which shows how much power/strength/skill they have in the game.
- Sad/depressed sticker which shows how sad they are after they lost to the game.

Examples of the stickers that I think would be good for a draft would be:

-  for toxic
-  for tired
-  for happy
-  for proud
-  for sad

Here is my first draft for the chat stickers:

Sketches 1



For most of the stickers here, I just used the mascot or like one of the main people for the Mobile legends game, Harper, and this is how he looks like:



I took his ears and a bit of his head shape to design the sticker, I also made some look like plant vs zombie wall-nut:



Now I am going to explain the stickers individually,

- Happy mood:
I made it show his tongue as a good 'Yay' sign along with a thumbs up to signify the happiness in his eyes and the sign of 'I did it guys!'.
- Toxic mood:
I made it with the grinding of his teeth and with his crescent shape eyes along with his clenched fist. That is to signify the toxicity of his action and face. In addition, the face shows the sensation of 'HAHA I have won you loser' feeling.
- Sad mood:

I made it with an open mouth and a tongue coming out with his open hands reaching out for something. It shows the sensation of 'Don't leave me guys!' or 'let me die, comrades. I will live!'

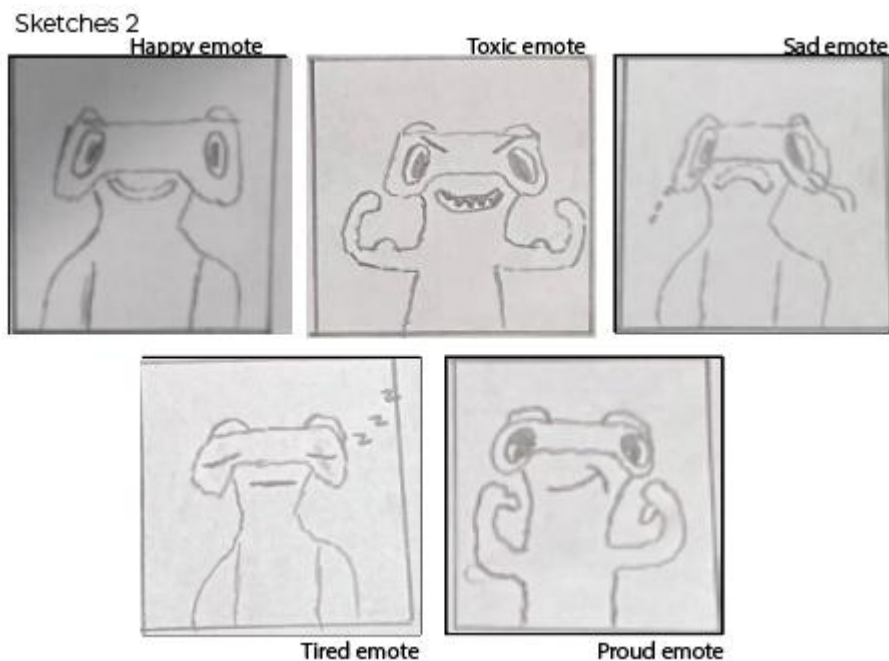
- Tired mood:

I made it with his closed eyes with the 'z' drifting out of his head. I also put his hands there to show that he is sleeping on his hand. It shows the tiredness of his face.

- Proud mood:

I made it with his eyes cat like because of the slim pupil and oval shape eye with his hands extended out like saying 'yo' to other people. To add on, he is smirking to the people. This shows the sensation of 'Yo, look at the number of skins I got bro' and a bit of showing off.

Here is my second draft for the chat stickers:



For this draft, I literally took inspiration from my logo, the game controller and made it a sticker although it is just a draft but I made it from a controller to a controller head with a body of its own. I think there is a unique feature if I were to put the game controller instead. Now I am going to explain the stickers individually:

- Happy mood

In this chat sticker, it shows the controller being very happy and smiling brightly. This indicates joy and happiness.

- Toxic mood

This chat sticker shows the controller flexing its muscles with a mischievous or mean expression, suggesting a sense of arrogance or toxicity.

- Sad mood

This chat sticker shows the controller with a downturned mouth and a tear, indicating sadness or disappointment.

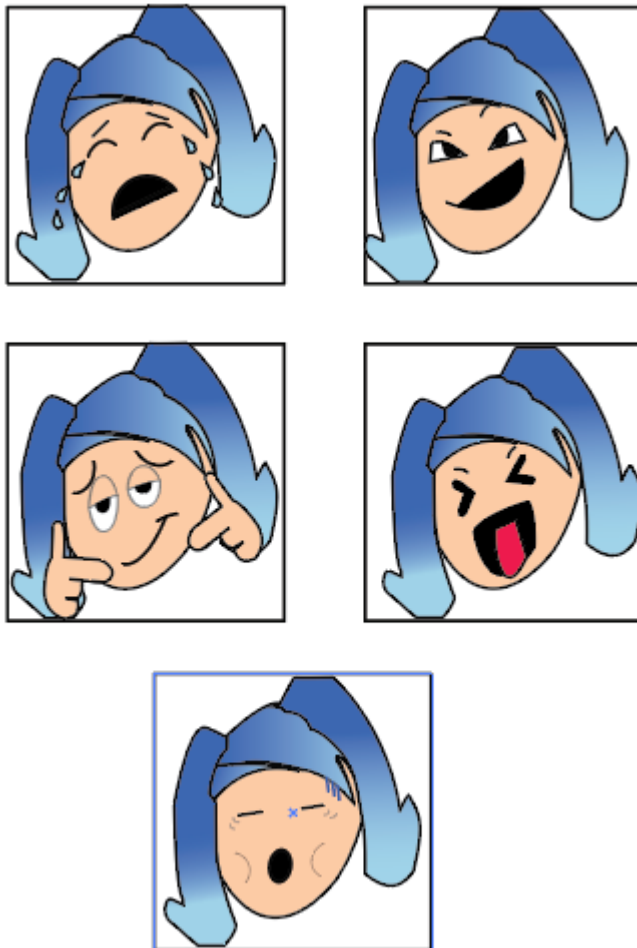
- Tired mood

This chat sticker showing the controller with closed eyes and a "Zzz" indicating that it is sleepy or exhausted.

- Proud mood


This chat sticker showing the controller with a satisfied or smug expression while flexing its muscles, suggesting pride or self-satisfaction.

For my Final Product for the chat stickers:



So for all my designs, I decided to use the faces only to try to make it simple. The hair is coloured with the colour palette to match the theme of my design. So I will explain each design of the stickers now:

- Happy emote:

I decided to follow the example above  to match out the vibe of happiness when texting in chats. I added a tongue to show the playful and joyous mood.

- Toxic emote:

I thought of making angry/villain eyes to bring out the toxicity of the player and a smirk on its face.

- Sad emote:

For this emote, I added water droplets to symbolise the crying effect and an open-wided mouth.

- Tired emote:

For this emote, I thought of making him look old because when we are tired, we would look like we would want to die and may also look old. I put a bit of wrinkles below his eyes.

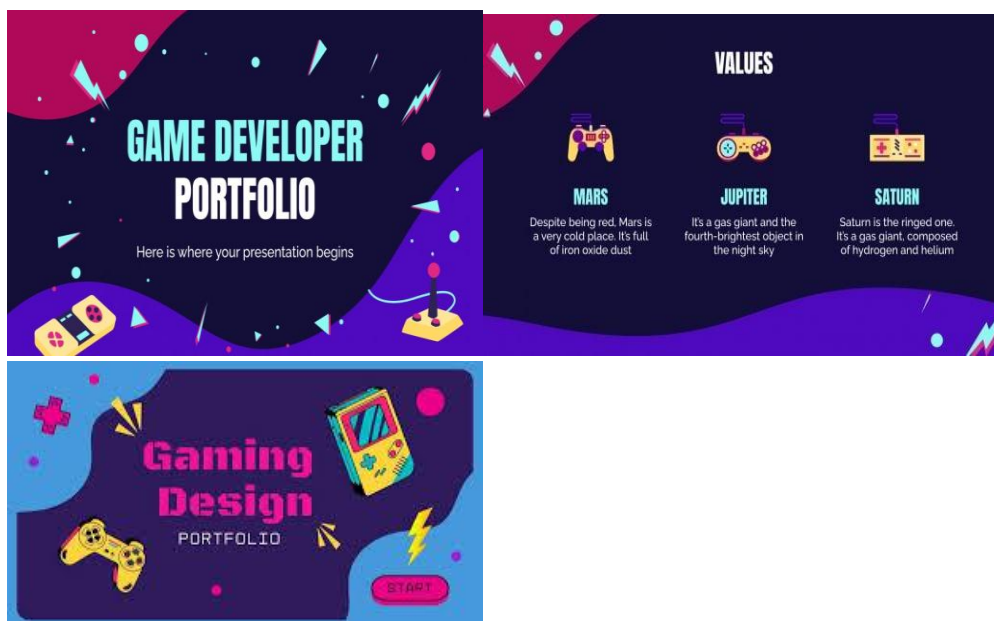
- Proud emote:

For this emote, I adjusted the eyes to a half open eyes to try to match with the show off vibe. And with hands to indicate the showing off movement.

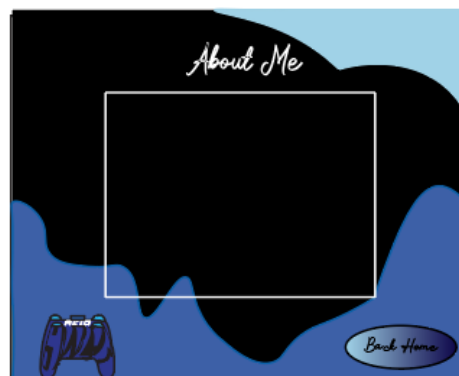
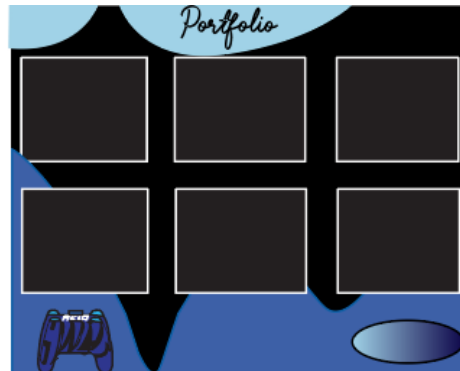
DESIGN RATIONALE

Portfolio website:

I have thought hard about it and I thought it can be abit like a gaming design. I thought of having a website that should include the logo in it. Some example of the website portfolio that I found are (content may not be relevant in it):



Draft 1:

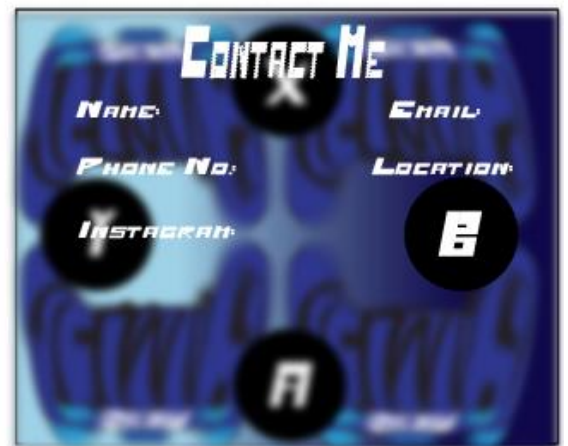
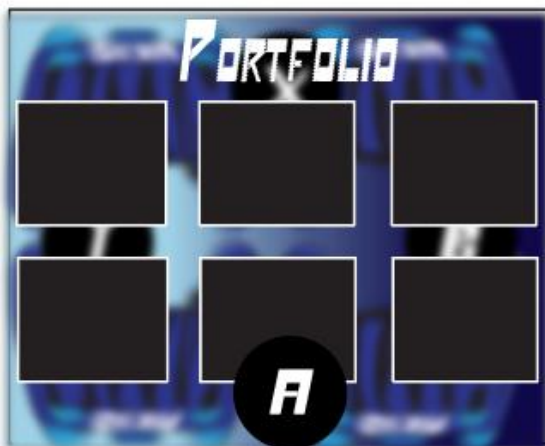


Full brief: I decided to go for the design at the top with dark colour at the back and the curves. I went for Queen blue as the bottom colour and baby blue eyes for the top curve to distinguish the light blue and med blue over the dark background. I tried to make sure all the curves connect to one another so when u put then together it will look like one curve. I put lumps for the top curves as if there is too much curves it will cause very big distraction. I also put the logo at the side to show that this website belongs to this company. I also put small mini buttons at the bottoms to show that at least there are buttons to press. Now I am going in depth to the different websites. Web 1 being the top

left and Web 4 being the bottom right. For the font type, I used gamelia instead to try and match the different curves.

- Web 1:
I decided to put stars to make the title more focused on. Different sizes of stars as well to show that the stars are rushing out.
- Web 2:
I tried to make it simple for the homepage because if it is too complicated, people may find it hard to interact. To keep it simply, I just use two boxes to show the details of the different webpages (not written yet)
- Web 3 & 4:
I also tried to keep it simple with the placements. For the 'About Me' page, I just place one box there to explain what there is to know about me (Have not written anything yet). For the Portfolio page, I placed six boxes to show case the different projects I have done in RP (not written anything in it). Both have buttons which says 'back home' which is to go back to the homepage.

Draft 2:



Full brief: I have decided to go with the brand logo in the background to show that which web there are at. The colour is as follows with the colour scheme and it has a gradient from dark blue to light blue for the home and about page and the light blue to dark blue for portfolio and contact page. And the buttons around the pages are the controllers' buttons on the controller itself. X for homepage, Y for about me page, A for portfolio page and B for contact me page. Now I am going in depth to the different websites. Web 1 being the top left and Web 4 being the bottom right. For the font type, I used game instead to try and match the different curves.

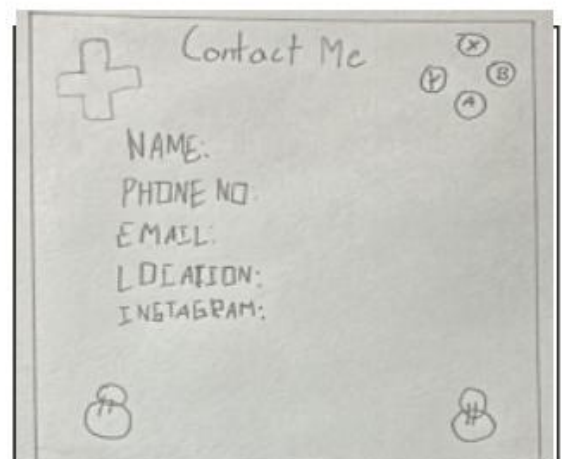
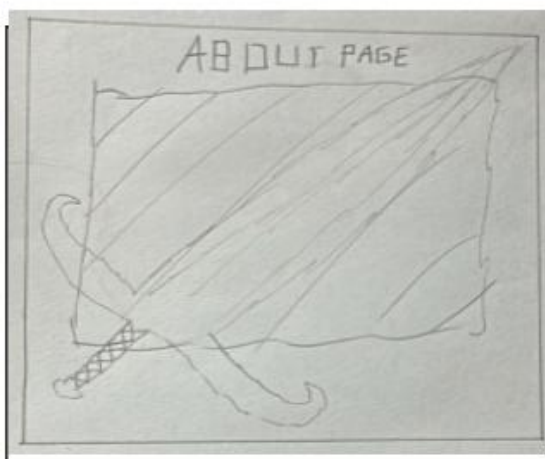
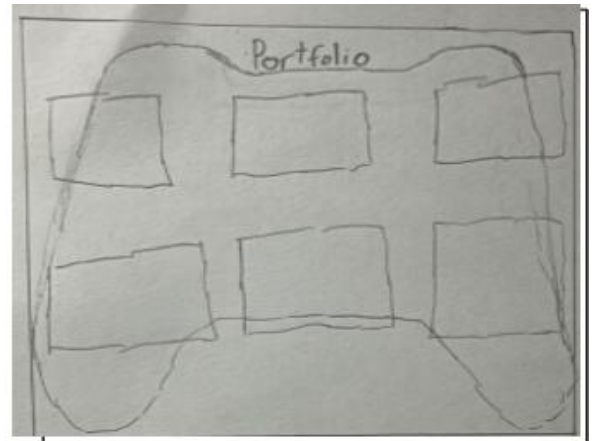
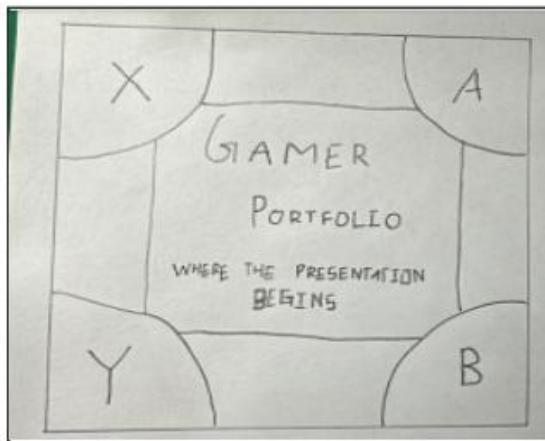
- Web 1:

I made it simple by just putting the title of it and when the user wants to press another button, it will bring them to another page.

- Web 2 & 3 & 4:

I also tried to keep it simple with the placements. For the 'About Me' page, I just place one box there to explain what there is to know about me (Have not written anything yet). For the Portfolio page, I placed six boxes to show case the different For Contact page, I placed like the different contact of mine in it.

Draft 3:



Full brief: I have decided to go with a very simple box where it is like a Nintendo ds for most of the web pages. The colours will be about the same as the gradient in draft 2. The buttons have the same functions just that for the other webpages wont have a button unless you go back to the home screen and pressed it again. Now I am going in depth to the different websites. Web 1 being the top left and Web 4 being the bottom right. For the font type, I used game instead to try and match the different curves.

- Web 1:
I made it like a Nintendo ds home screen and the buttons all around it to design.
- Web 2:
I made a controller at the background to show the game of it and the portfolio resting on the game controller. I placed six boxes to show case the different.
- Web 3:
I made like a sword that is found in many games for my about pager and I just place one box there to explain what there is to know about me (Have not written anything yet).
- Web 4:
I placed the two scroll wheels and the buttons around the contact page. I also placed like the different contact of mine in it.

Final design:

I would say that this design is a very simple web page, but it shows a bit of the spark in the gaming sensation. I use the concept of simplicity as even though games can be very complex and a lot of design right, however, I am a type of person who likes simplicity. So now, I shall show you the work one by one.

Home page:



This webpage that I designed is the home page screen for my gaming portfolio created by "Akio Gamer." The design features a stylish and dynamic layout with a futuristic theme. It has a prominent title "Gaming Portfolio" and a tagline "Where the presentation begins." The page shows the entry point for viewers to explore my gaming projects and achievements of Akio Gamer, indicated by the "Start Here" button at the bottom.

Portfolio page:



My portfolio shows my 6 different things that I did throughout my first semester. Starting from Designing of VR which was submitted on the 1st of Aug, NDP which I will be performing on the 9th of Aug, my codes for the Web which was submitted on Week 10, the designing module which I am doing it now and I have participated in RP orientation as a OPSL this year and in Huawei competition. The background of the page didn't really change much but I change the shuriken like shape. And to proceed to the next page, press the button.

About page:



This page is the "About Me" section. It provides a brief introduction about me, who is studying Digital Design and Development at Republic Polytechnic. I do share interests in volleyball, coding, and designing. The page also includes a photo of Akio and a "Next Page" button for the last page. And the design at the back of the page, I also changed the shape of the shuriken-like shape.

Contact page:



This is my contact page which shows all my different platforms to contact me like my email, phone and Instagram. I also added my location to make sure people know where I am. The shuriken-like shape has also been adjusted a bit and the button shows 'Back Home' to indicate that it is going back to the home page.

Thank you for reading my design brief!

Yours sincerely:

Akio.