Project Title: "GamerGlance"

1. Introduction

GamerGlance is a streamlined, interactive web platform created for video game enthusiasts across the globe. It's designed to fill a niche in the market by presenting a one-stop platform that showcases the best and worst video games, along with the most anticipated upcoming releases. The core features of GamerGlance include a neatly organized list of games, categorized into 'Upcoming Games', 'Top 5 Best Games', and 'Top 5 Worst Games', all based on critic reviews.

2. User Interface Design and Prototype

The User Interface for GamerGlance is designed with simplicity and user navigation as its key focus. The website is composed of distinct sections, each easily accessible from a fixed navigation bar at the top of the page. Each section displays game information using Bootstrap cards to maintain a visually consistent and appealing format.

The rationale behind this UI design is to provide users with a platform that enables them to quickly find the information they're interested in. Consistent use of Bootstrap cards across the sections not only ensures aesthetic consistency but also enhances user familiarity with the platform. Although, as an AI model, I can't create wireframe diagrams or prototypes directly, tools such as Sketch, Adobe XD, or Figma can be used to visually represent the proposed UI design.

3. Navigation Structure

GamerGlance has been designed with an intuitive and straightforward navigation structure:

- Navigation Bar: Fixed at the top of the page, it includes links to each main section: 'Upcoming Games', 'Top 5 Best Games', and 'Top 5 Worst Games'.
- Sections: Clicking on a link in the navigation bar smoothly scrolls the user down to the corresponding section on the page.
- Bootstrap Cards: Users can explore game information, presented in an engaging manner through Bootstrap cards within each section.

The typical user flow would involve a user visiting the site, browsing through the upcoming games, scrolling down to discover the top-rated and worst-rated games, and clicking on game cards for more details about each game. This seamless user experience is facilitated by the smooth scrolling feature and easy-to-navigate design.

4. References
- Bootstrap (https://getbootstrap.com/)
- "Web Design with HTML, CSS, JavaScript and jQuery Set" – A comprehensive guide that helped shape the user interface design and prototyping.
- Sketch (https://www.sketch.com/)
- Adobe XD (https://www.adobe.com/products/xd.html)
- Figma (https://www.figma.com/)