

Branding

Colour Palette:



Selected to be in line with existing event branding. This year's event is branded around Art Deco, hence the black and gold. Pink colour is from the GameDevMcGill (event organizer) branding, adapted slightly for contrast. Colours are ordered by intended usage quantity, with most-used on the left and least used on the right. Off-black and white are to be used as background colour and text (which is which depending on context). Gold shades are for graphical elements and titles, pink for occasional accents (e.g. as a contrasting colour for distinguishing hyperlinks).

Fonts:

	Fonts	Fallback Font Series
Primary	PARK LANE INF	Garamond
Secondary	Abhaya Libre ExtraBold	Times New Roman Bold
Body	Abhaya Libre Medium	Times New Roman Regular

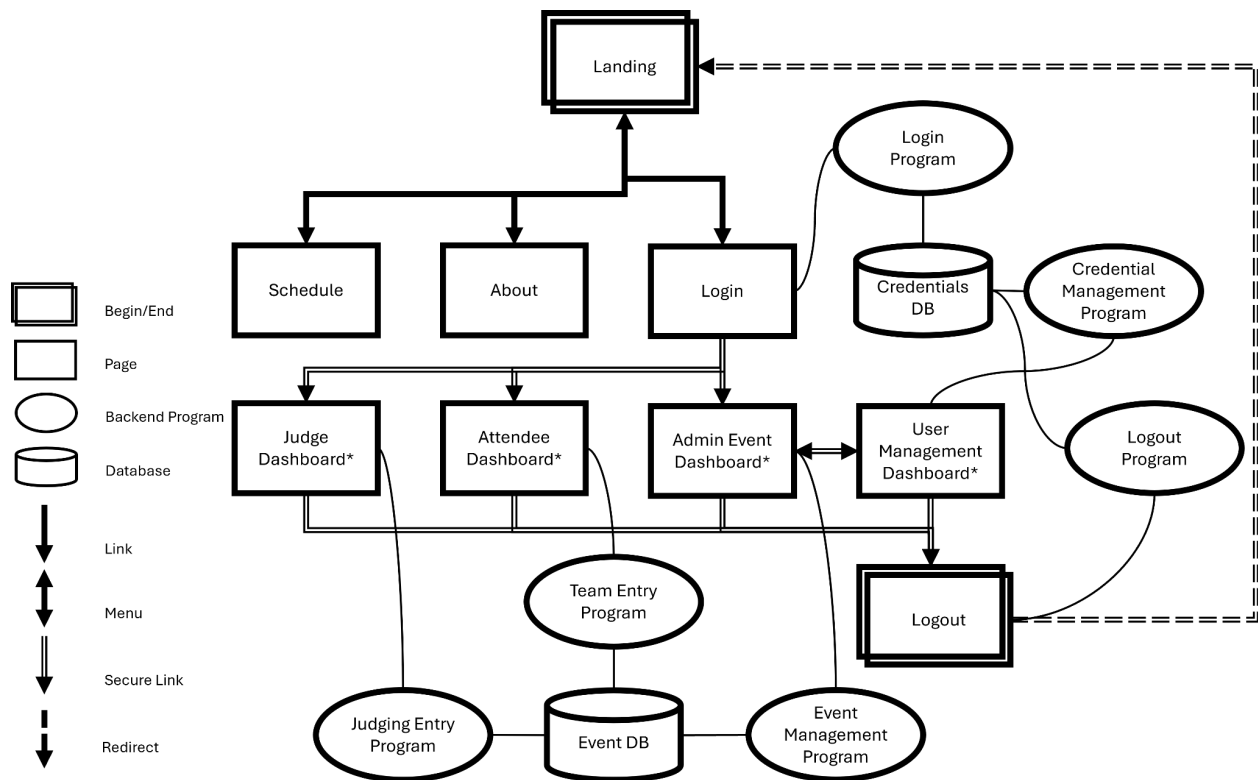
Again, selected to be in line with existing event branding. Primary font is to be used with h1 headers, secondary to be used with all other headers, and body font to be used for body text. Fallback fonts are web safe, and were chosen to give a similar brand feel.

Logo:



This is an adaptation of the regular GameDev McGill logo, changed to be in line with the art deco theme of McGameJam 2025. Also included is an icon version with a background, with an 11 to represent the 11th edition of McGameJam.

Storyboard



*In practice, dashboards may be a singular page populated dynamically based on user identity and session type, rather than different dashboards for different types of users, but from a development standpoint and a user experience standpoint they may as well each be a different page.

Landing:

Contains a marketing graphic and some basic information about the event, such as a countdown timer until the start of the event. Can navigate to other public pages via a navigation bar. Users can follow an external link to buy tickets, leaving the site.

Schedule:

Contains an hourly schedule of the event, including start of event, meal times, and judging period. Can navigate to other public pages via a navigation bar.

About:

Contains event details and FAQ. Can navigate to other public pages via a navigation bar.

Login:

Here, attendees can login using their email and ticket number (tickets are handled by an external vendor, ticket numbers can be validated using their API). Relatively low security, as the user has very few privileges (see attendee dashboard) and there will be staff at the event who

can handle abuse, so we would rather avoid handling user passwords at all instead using the ticket number. Can navigate to other public pages via a navigation bar. A pair of discreet hyperlinks lead to judge and administrator login pages.

A discreet hyperlink changes the page to be the judge login. Judges can log in using a temporary code, generated by an administrator during the event. Medium security. We avoid handling username/password because all of these accounts are temporary for the duration of the event. Can navigate to other public pages via a navigation bar.

A discreet hyperlink changes the page to be the admin login. Administrators can log in using a username and password. Relatively high security.

Attendee Dashboard:

Here, attendees can create a new team, leave their current team, or join an existing team using that team's unique ID. The creator of a team may remove members, change the team name, or disband the team. Any member of the team may also fill out a text field with a link to the team's submission for the event (hosted externally).

Judge Dashboard:

Here, judges can set their display name, view the teams they have been assigned to judge, and grade teams they are assigned to on a rubric.

Admin Event Dashboard:

Here, administrators can manage the current event. Administrators may view all teams, attendees, and judges, and see the composition and judge assignment for each team, and what their current standing is in the competition (how many judges have seen them and the scores). Administrators may also manually modify which teams are assigned to each judge, or generate random assignments.

User Management Dashboard:

Here, administrators can manage user accounts. Administrators can see actions logged by attendees and judges, and can freeze accounts. They can also create new judging credentials or revoke existing ones.

Logout:

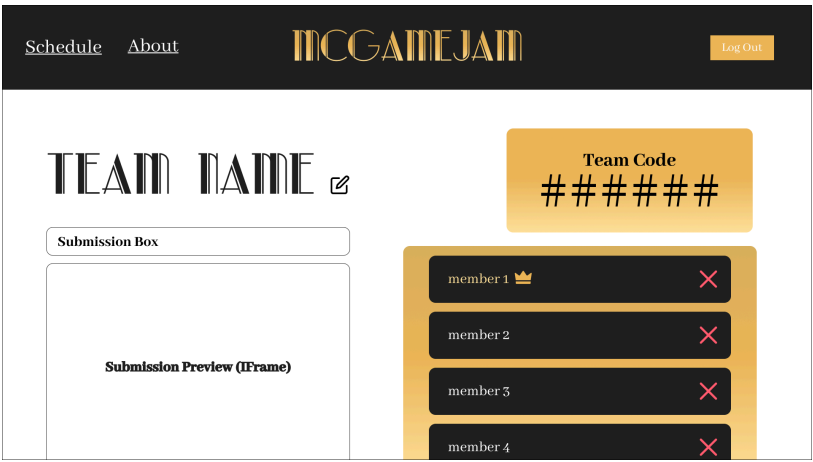
Ends the user's session and redirects them to the landing page.

Mock-ups

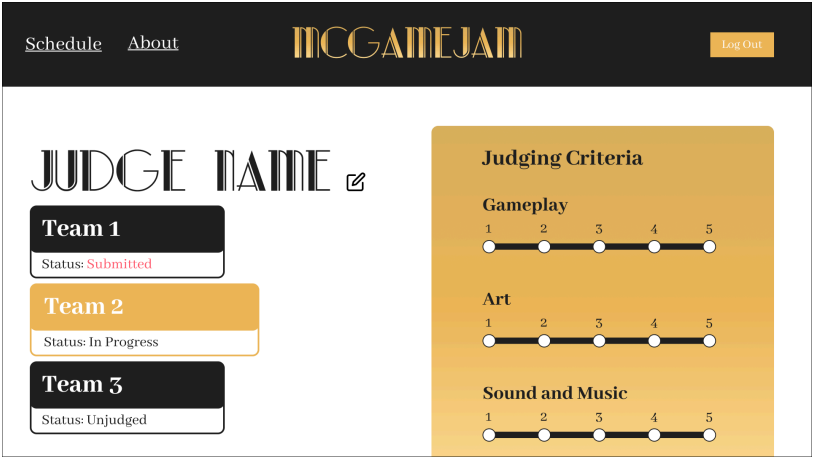
Landing Page




Attendee Dashboard




Judging Dashboard



Admin Event Dashboard

[Schedule](#) [About](#)  [Log Out](#)

TeamsJudges

 TEAM NAME

Members:

Member 1

Member 2

Member 3

Member 4

Member 5

Member 6

Member 7

Member 8

Judges:

Judge 1

Status: Submitted

38/40

×

Judge 2

Status: Not started

-/40

×

Judge 3

Status: In progress

-/40

×

Judge 4

Status: Submitted

29/40

×

Overall Score: 33.5/40

▼

User Management Dashboard