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| Date: | What did you do today? | Evidence |
| 26/05/25 | We decided as a group what we were going to do and who was going to do what. We are going to do a movie, and Oscar and I will do the website for it, and Matthew and Finlay will do the 3d modelling of the movie. |  |
| 27/05/25 | I started to plan how I was going to design the website with Oscar |  |
| 28/05/25 | I started to make the trailer page for the movie while Oscar made the main page of the movie. |  |
| 4/06/25 | I finished the trailer page and started on the info page about the assets and any more information. That video is just a place holder until the 3d modelling is finished. I feel that if we have |  |
| 6/06/25 | Today, I finished off my info page and sent the pages to Oscar so he could complete his website. He then sent me his files so I could redesign my CSS. Now I am working on the navigation bar, designing it to my liking. |  |
| 9/06/25 | Today I started working on a new background I wanted to perfect one, I looked to today and didn’t see any that I like so next time I will hopefully have found a good background. Wanted this background the suit the website and the game perfectly because from personal experience a background it one of the main parts using colours schemes to suit the game to get the users in the vibe of the game |  |
| 10/06/25 | I found a good background for my website. And I applied it to all the pages. This background is a theme that mainly suits the game by having a dark-themed background, keeping the theme dark and mysterious, making people curiosity get the best of them and buying our game. |  |
| 11/06/25 | I started to work on the redesign of my nav bar for my side of the web development. But I didn’t get it finished. I was just looking for inspiration, I was looking at other game websites and seeing what conventions I can add to my website to better the user friendliness and tidy look of the website. |  |
| 13/06/25 | I found something for my nav bar and started to apply it, but didn’t get it finished but it is looking good. The detail will have a major effect because I think it will make this website a more user-friendly website because of the icons that help people navigate through the different pages we have made for our game. |  |
| 17/06/25 | I started to think about adding accessories to the website like a usability bar and things like that but didn’t get to do it because it was seeing how it worked first. I didn’t want to add something that would have no effect on our website so I was going thought the options I had to develop this website taking lots of inspiration from big online game websites. |  |
| 21/06/25 | I realised that my background that I have worked on wouldn’t work, this is because it had nothing to do with the game that we are working on, all the big online game websites have a background that promotes the game, and I didn’t think the background I worked on had that effect, so I developed my website background to have so resemblance to the game. I made it a move background to keep people interested in the page, as I think it has that effect from personal experience. What I changed in my background was I added a teaser or easter egg, I added a flashing red light in there symbolising the game, which is called Code Red. |  |
| 22/07/25 | I was working on my info page I was wondering how many photos we need. I decided to a bit of research and find games on websites to see how many photos they used to advertise their game. It was interesting to see how they advertise there game to get a high velocity of people viewing there game because there are rules to advertising your game on steam and the apple app store. |  |
| 23/07/25 | I was seeing if my navigation bar was optimal for my game website, I didn’t think it was so I I redesigned it. I did some research before and found what type of navigation bar is most popular with the big game and I found that a navigation bar in the top left corner was popular in the big game like Fortnite and call of duty. |  |
| 24/07/25 | I was working on adding the rendered photos of our main assets to our website |  |
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| Date: | Web convention/specification/requirement / tool: | Reasoning / Technique and image: |
| 27/05/25  Pages | <https://www.ea.com/en/games/ea-sports-fc/fc-25>  <https://supercell.com/en/games/clashroyale/>  <https://playvalorant.com/en-us/> | this is a very important part of our website. I have looked at other game websites and found they use multiple pages, around 4-7pages. With this information, we decided to have 5 pages. This is because we wanted to have enough pages to tell the viewer about our game and convince them to buy it by reading our pages. If we have too many pages, it will just bore them, because there would be too many things to look at and confuse their mind, making them not want to purchase our game. If we only have a small amount of pages like 2 there will not be enough information for the view to look about our website they won’t get to learn about the game and what it is about which will make them not buy they game or take a risk and buy the game not know if they will like it or not. |
| 21/07/25  background | <https://www.playstation.com/en-nz/games/marvels-spider-man-remastered/> | For my background I wanted something most game websites used. We did some reacharch and found almost every game had a background revolving about there game, like this spiderman game. I took insparatied and made my background and added some teasers of the game like a flashing red light symblosing the game name, I also wanted a moving backgorund because this would interest users and keep them looking at our page. |
| 22/07/25  Photos | https://store.steampowered.com /app/1172470/Apex\_Legends/  https://store.steampowered.com /app/1174180/Red\_Dead\_Redemption\_2/ | We did some research and found that Apex Legends  And Red Dead Redemption, two very big games, have around 6 photos to advertise their game on Steam. We have decided to have seven photos and one video as inspiration for these games. We did some research, and it says that on Steam you need to have a minimum of 5 photos, and on the Apple App Store, the max photos you can have is 10, so 7 photos is the amount we are going to use. |
| 23/07/25  Nav bar | <https://www.callofduty.com/nz/en>  <https://www.fortnite.com/> | When we did some research, the were lots of different navigation bars but one that was used by most of the biggest games was a menu bar in the top left corner with the three lines. I took inspiration from two of the many game websites, Fortnite, and Call of Duty. On my website, I have decided to add this to make it easier to navigation users on my game website. |
| 24/07/25  Text sizing and font | <https://nba.2k.com/>  <https://www.rocketleague.com/en>  <https://www.minecraft.net/en-us> | Fonts are something that helps a website attract users onto their website. Also, Font sizing helps them attract users to what they want them to see first. I did some research and found most of the biggest online game websites use these techniques. For example, NBA 2K, Rocket League, and Minecraft use this technique to attract users to make them see what they want to see first. When you first open these websites, they add big and bold fonts to get the users to read that first before looking at other things. I was inspired to use this in my website by making a big text and using a bold font to get the viewer to look at the subheading first, then looking at the rest of the information. |
| 24/07/25  Trailer video | [https://store.steampowered.com/app /2357570/Overwatch\_2/](https://store.steampowered.com/app%20/2357570/Overwatch_2/)  [https://store.steampowered.com/app/578080 /PUBG\_BATTLEGROUNDS/](https://store.steampowered.com/app/578080%20/PUBG_BATTLEGROUNDS/) | Almost every game you look at has a trailer-type video to show the game off and the features and main assets of the game. For example, games like PUBG Mobile and Overwatch 2 have videos showing off their game. Since I have researched this and found this out, we are more than confident that we should have a trailer on our website. I think having this feature will attract a lot more people to buy and play our game as they get to see how the game is played, the storyline line and the main assets and objectives of the game. |
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