

Course assignment

Figma links

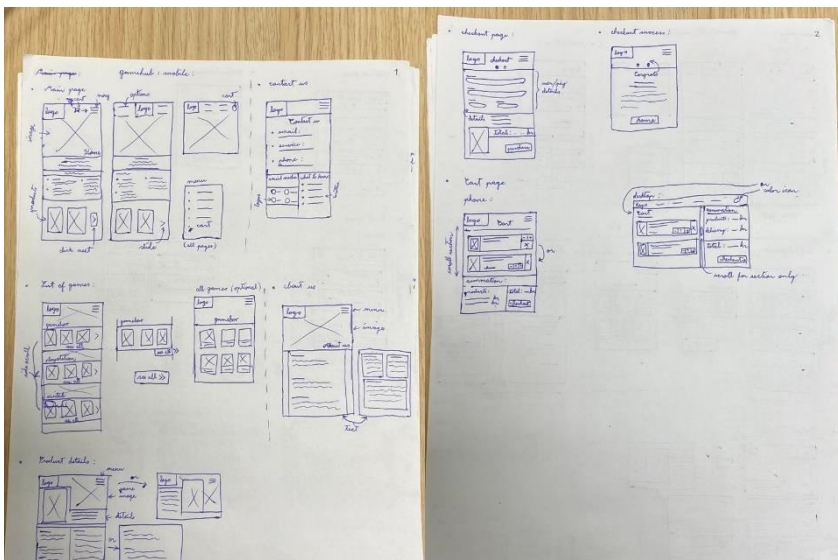
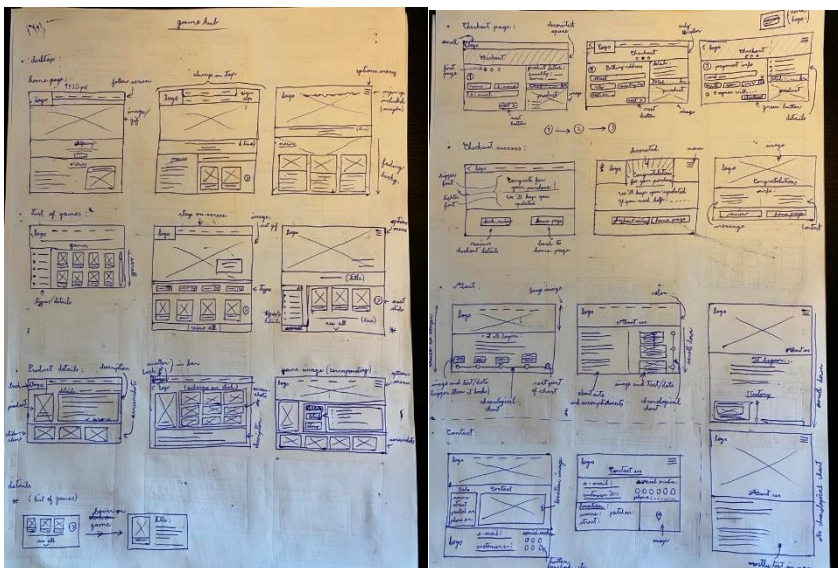
- Desktop:

<https://www.figma.com/file/NG0I5Uh8Ddqu4DI0tcN4mm/Game-Hub-desktop?node-id=0%3A1>

- Mobile:

<https://www.figma.com/file/WZh2kWk8R0ViXoXzWuCL26/GameHub-mobile>

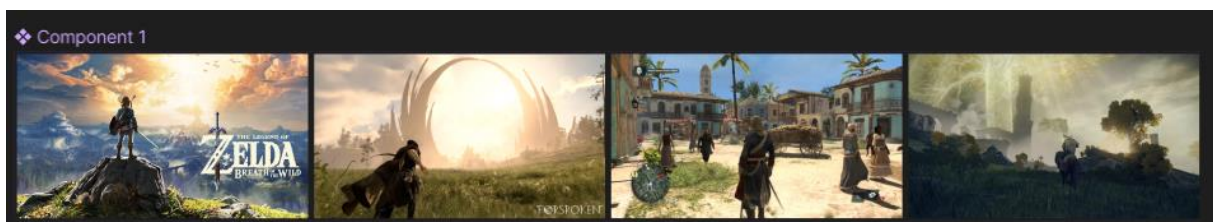
Wireframes:



Both the desktop and mobile version have about the same design and colors, albeit with different structure due to size difference. Another thing that should be known is that all pages of the prototype have a menu at the top. While the desktop version has them all shown at all times, the mobile version has them all compressed in a burger menu. To add a little more variation, I put different images to more easily identify both versions.

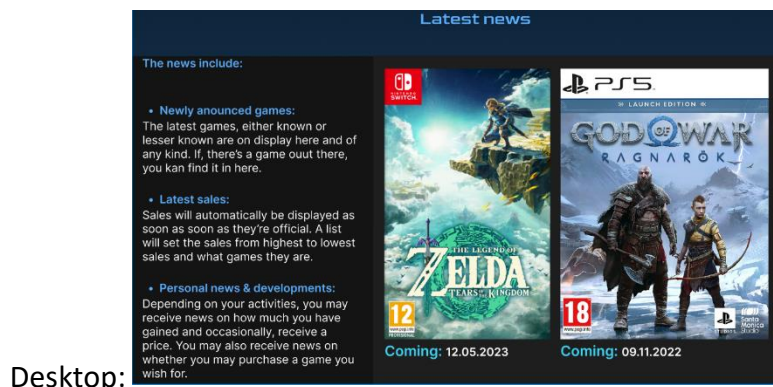
Main page:

For the starting page, I made a automatic slideshow component, in order to give the welcoming impression befitting a starting page.

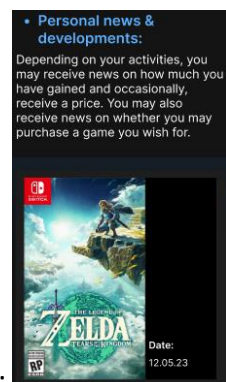


Along with some fitting fonts, I put a news related page below the slideshow, the likes of which includes Upcoming games, newest games and new sales.

The same goes for the mobile version, except because of the scale difference, the news description are written above the visual news. In short, in the desktop version, most objects are placed horizontally, while in the mobile version, most objects are placed vertically. Same goes for most pages in both prototypes.



Desktop:

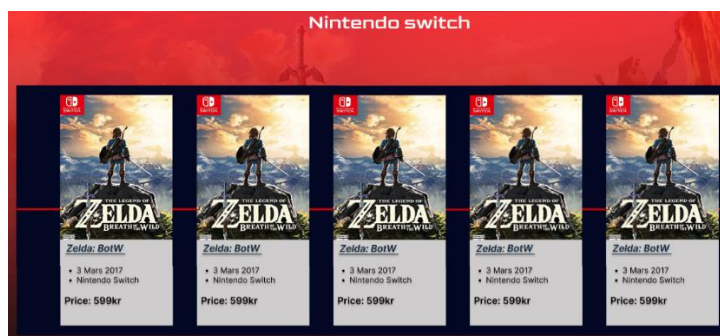


mobile:

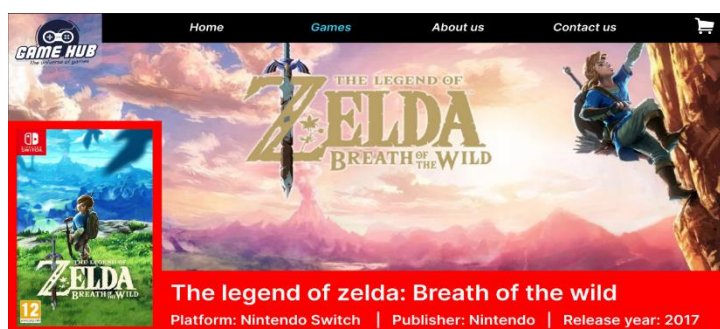
Game lists:

This page consists mostly of games from different platforms. I realized most online shops I went through merely had a or several long lists of games either in home page or after searching for something, on either a white or dark background. In order to define this particular website/prototype, I decided to use the very topic of several gaming platforms and incorporate this into a fitting design, specifically using the right colors, fonts and pictures to capture what each row represent. The difference being desktop could have several products at once while mobile could only contain one while retaining the best size for it.

Both have a scroll function, click on the side arrows for desktop and on drag scroll for the mobile version. On a side note, I only madet his function for the playbox area in order to just set an example. Most functions like these ones are made via components rather than copying the same page over and over again.



Click on a game to go to a detailed page of the chosen product.



These details include a short description of the game and what it's about. The difference between desktop and mobile being, a different top image, text and object structure. The desktop however, boasting far greater space, has more elements within it. Elements including a screenshot slideshow with a side scroll function and greater detail of the game. At the bottom, there are two buttons, one to add the product to cart and one for direct access to the purchase/checkout page.



Cart and checkout pages:

The cart page is where you can see the products reserved, this page also leads to the checkout page. The main purpose of a cart page is to give the user to be able to buy several products at once before purchase.

The checkout page is a two-part page, where the user is supposed to fill a number of empty textboxes with the specified detail written on top.

Name	Last name
<input type="text"/>	<input type="text"/>

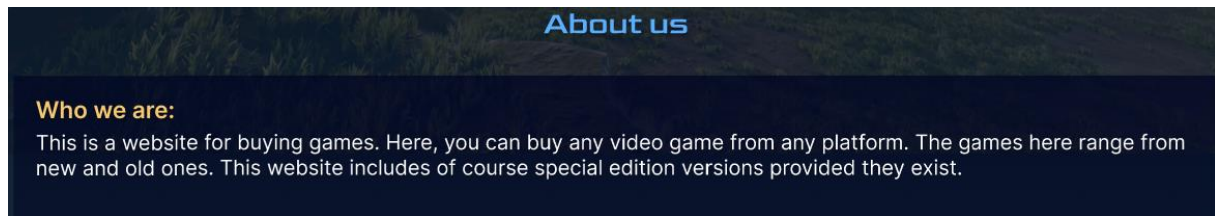
When everything is done, there's a dark space, containing a few details about the product for confirmation along with a button, confirming the purchase, which leads to the second and last part of the checkout pages. The second page shows the purchase was a success, along with a button below the text, taking the user back to the main page. Although the menu is still at the top like all other pages, and so the user can always choose to use that instead.

There's less change between the desktop and mobile versions for these pages aside from the structure and the size of certain objects.

About us page:

This page is mostly texts about what this website is all about.

A few details are written in here, namely about who or what Gamehub is about, and a few details about sales or purchases.



While I realize there are far fancier and better looking «About us» pages out there, I chose not to overcharge with too many details, so I chose to write about a few important elements that I believe makes an online gaming shop interesting, at least according to what I've seen in other shopping websites and gaming shops in consoles alike. Hence the three elements: «Who we are», «Sales», «Points».

Contact us page:

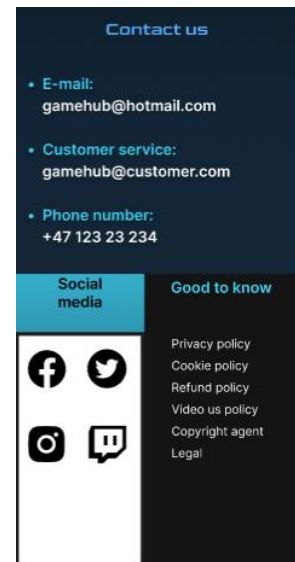
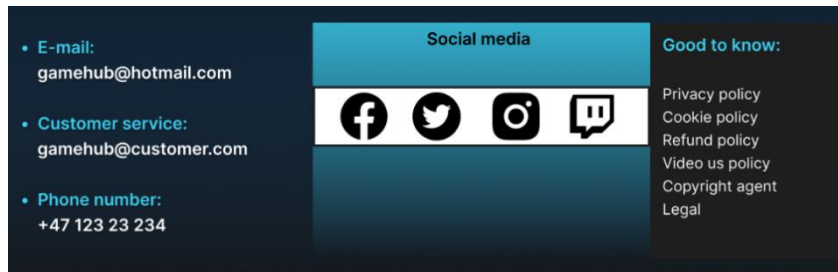
This page is all about the contact the user can make with them, along with social media platforms relating to Gamehub. Not much to click on here, for this prototype anyway, except for the top menu.

For direct contact, I deemed a phone number, and two different e-mails for slightly different purposes would be enough. One e-mail would be purely for customer purposes while the other would be for other purposes.

I chose only the four social media brands because I believed they were most appropriate for an online gaming shop.

The «Good to know» details are something I noticed many other online shops had, which is why I chose to include that.

While the colors and fonts remain the same, the structure obviously differs from both versions. More horizontal focus for desktop, but more vertical for mobile.



In the end, I believe the overall design really fits, even with the differences between the desktop and mobile versions.