

# **IMY 320**

## **Group Assignment**

### **Deliverable 1**

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### **Paramnesia**

Group Members

Student Number

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# Design Proposal

## Background to Game

The game at hand is called Paramnesia. It deals with a girl who dies in an asylum after horrendous torture and her journey to escape the asylum. It is essentially a problem solving game with a very dark and ominous setting.

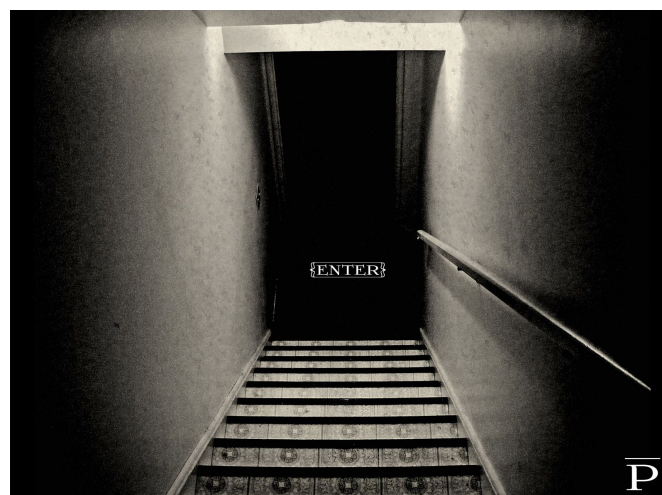
## Basic Website Design

As the game has a very dark tone and borders on a horror tale, we aim to give the user a similar experience when using this website. According to Dr Ronald E Riggio, a doctor of Psychology and author of many outstanding books on Organisational and Social Psychology, horror movies frequently employ the following elements to create suspense in their audiences:

- The Fear of Death
- The Dark
- Scary Places
- Disfigurement
- Dismemberment
- Lighting and Thunder
- Fear of the Unusual

To achieve a similar feeling of suspense in our own audience we will employ some of these elements namely: The Dark, Scary Places, Disfigurement, Lightning and the Fear of the Unusual.

Upon loading the website the user will land on the following page:



The screen itself with dim and bright as if the lighting in the scene itself is dimming and brightening (Lightning and Darkness Suspense Elements). This will be done to give an eerie look and feel to a rather simplistic scene. Note that the staircase is an illusion as you cannot immediately tell if it is going up or down.

In the doorway the word ENTER will appear from the darkness. This will be the button that will take the user to the main page. On the bottom right of the page the single letter P will appear. This is the game's insignia.

When one click on ENTER the screen will pause for a very brief moment and the suddenly move and zoom in towards the door and total blackness (as if the user is running down the stairs himself/herself), thus including the elements of Fear of the Dark and Scary Places.

The user will then arrive at the following main page:



The website's menu options and the scrolling bar icon will appear from the darkness. Once again the insignia will be visible in the lower right corner of the page. The background image will flicker as if the lights in the scene are experiencing power surges. The background image is used to tie in with the following elements: Fear of the Dark, Scary Places, Lightning and the Fear of the Unusual.

Upon clicking on a menu option (ABOUT in this instance), the user will be taken to the following page:



The page will receive a mustard-coloured overlay and yet another black overlay over that. This will then make the platform for all content to display. All pages with alphanumerical content will take on this layout, form and feel.

To the right of the page there are two symbols. Upon inspection the user will find that these are the scrolling bar.

When the user selects the scroller and moves down (from the abovementioned page) he/she will see this:



Note that the scrolling bar will enlarge in the direction it is dragged. The menu will be static and visible at all times. At the bottom of each page a TOP option will be available to take the user back to the top of the page if needed.

## Stylistic Choices:

### Insignia:

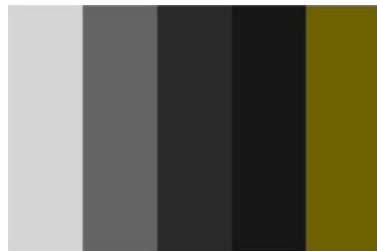
The insignia/logo of our game and company will be the following:



FogLihtenFr01, a font available online will be used. The reason for using this font is the sheer simplicity and sense of elegance it conveys.

### Colour Scheme:

The following colour palette was chosen for the website:



A palette of black, gray, white and mustard (HEX:#6e6200) was chosen as these colours are reminiscent of an old tattered building such as the asylum in Paramnesia.

Black and grays have a morbid and somber effect on the look whereas the white is used to create contrast.

A “dirty” mustard (HEX:#6e6200) is the only colour used and it was chosen for the rustic, old and dilapidated feel it can give to an environment.

### Typography:

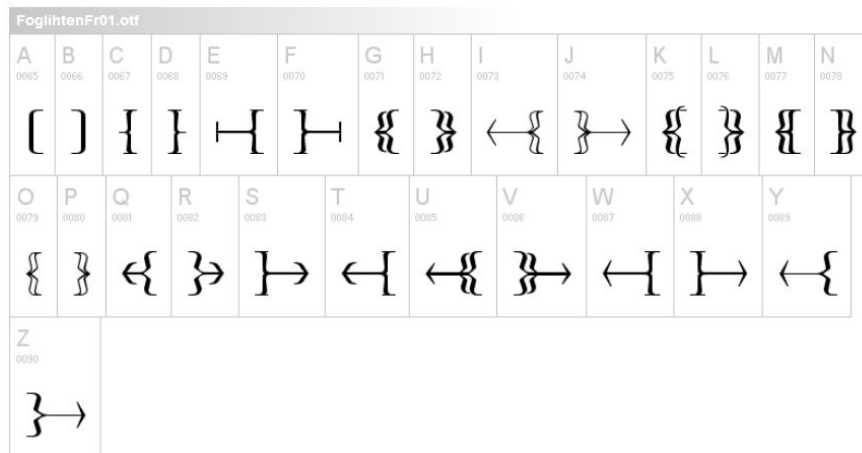
Two fonts will be used namely: FogLihtenFr01 and Arial. The following is an example of text layout and fonts to be used:

# ABOUT

*Vim et forensibus vituperatoribus, eu eam quas indoctum mnesarchum. Cu usu discere pertinax. Oblique petentium per at, vis munere audire ei. An per case scripta, in has error volutpat. Id euismod referrentur his, magna nihil nonumes et vim.*

*Mel legere principes ei. Quas debitis interesset an sed, vel fabulas democritum at, augue petentium dissentias te per. No quod accusata vix, exerci recteque est ei. Vim et mentitum epicurei argumentum, autem nominavi pro in, at semper officiis pertinacia quo. An meliore petentium conclusionemque pri, vide aeterno ornatus ei has, ut maiestatis scriptorem vix. At diam latine senserit vix, prima liber consequuntur vim cu.*

FogLihtenFr01 will be used as a decorative font for all menu options and headings as it has many built-in flourishes (see image below) and it is a serif font which naturally lends itself to older-looking themes such as the asylum. All headings will be aligned centrally.



Arial will complement it well as it is a very neutral and easy to read sans serif font. It will be used in italics to further create contrast between the two fonts. All content will be aligned to the right.

All written text will be in pure white as this will increase the text's readability.

## Responsiveness and Interaction:

The website will be a traditional website with different pages which will all be accessible from every page.

Provision will be made for a short trailer on one of the pages. This will, however, be the element with audio output. A clear menu will be provided to navigate through the video clip (and also to ensure that users can turn of the sound if needed).

The website's background image will flicker in accordance with mouse movement.

A custom scroller will be created and inserted to the right of the page.

The website is designed solely for computer monitors. It will not be adapted to be compatible with mobile devices (tablets, phones, etc).



## Bibliography:

E Riggio, R (PhD). 2014. The Top Ten Things That Make Horror Movies Scary. Available online at: <https://www.psychologytoday.com/blog/cutting-edge-leadership/201410/the-top-ten-things-make-horror-movies-scary> [Accessed on 15/08/2017]

Gendelman, V. 2015. Font Psychology: How Typefaces Hack Our Brains. Available online at: <http://www.companyfolders.com/blog/font-psychology-how-typefaces-hack-our-brains> [Accessed on: 15/08/2017]

Kliever, J. 2015. 10 Golden Rules You Should Live By When Combining Fonts: Tips From a Designer. Available online at: <https://designschool.canva.com/blog/combining-fonts-10-must-know-tips-from-a-designer> [Accessed on: 16/08/2017]

## Sources:

- FogLihtenFr01 Font: <http://www.dafont.com/foglihten-fr.font>