

## ETG Website Outline (rough ideas)

### Summary:

The website should be able to provide a download for the game's installers (including older versions), news about the game, FAQ page, Terms of Use, leaderboards, custom profiles, and something like ranks or badges.

The Minecraft website at <https://www.minecraft.net/en-us/> is a fairly similar comparison. Both ours and theirs store imported pictures for users (they use .PNG files for skins and we use .PNG files for cutie marks). The main difference is that ours offers more user involvement and also world saves.

### Navigation and UI:

Getting from one point to another in the website will be like most other website. There will be hyperlinks that take you to different pages. Different pages will have somewhat different formats in the UI so I wouldn't hardwire it to be one certain way or another. Placeholder hyperlinks to all pages can be fine for now, just to get from one place to another.

## Pages

### Home:

The home page will have some snazzy art or an in-game screenshot to greet the player. A slideshow of 3-5 pictures would be perfect, switching every 10 seconds. Include buttons to go to next or previous picture.

Over the art is a button to go to the download page.

The section below the welcome art is news about the game. This would be text with a picture on the right. Additional bits of news would either be in the same format or be posts from ETG Twitter and/or Youtube if there's a recent post.

If user is not logged in then another section will encourage them to login or sign up. One art picture will be on the left that encourages them to join the herd and on the right are the two buttons.

Way at the bottom of the page is a brief copyright disclaimer and a link to Terms of Use page.

### Downloads:

No account is required to enter this page.

For every public update we'll include the older development builds. This idea I'm taking directly from Minecraft, it's absolutely awesome to see the history of the game. This also allows users to revert to other versions if the newest is broken or they just don't like.

Currently there's 4 versions I have saved. These are not public right now but they will be after the demo goes public.

The list will sort by showing the newest version on top. Info will include the version name, file size, and maybe compatibility if Unreal Engine allows exporting to Mac easily.

### **FAQ:**

This will be a text page. Not much style except having topics in bold and one or two points bigger (like how I'm formatting this document).

### **Terms of Use:**

Long boring page. Similar to FAQ.

### **Leaderboards:**

This will show charts with different tabs or links. I'm still not sure how many things there should be but the format should be about the same more or less. The list updates to show the top player for that category and whatever their score is. Clicking on the player's username will take you to their profile page.

### **Profile:**

Every account has an associated profile. The profile page has a screenshot at the top of their most recently played OC from the character creator but without the user interface of the game. Below it is split into three vertical columns.

The left column is editable by the user. It lists information like their Bio, Equestria residence, OC name, Age, Occupation, and External Accounts.

The middle column shows updates according to the player's game progress. Editable only by the game. These posts are automatically made by the game to show progress such as an achievement unlock.

The right column looks similar to the left column. Editable by the game and game staff. It will have a page for unlocked achievements, badges for the player, when their account was created, total playtime, and also at the top a space for us to write info about them. That space is for verified info about the account, for example we don't want someone to impersonate a youtuber but it would be cool to have that proof they are a youtuber if they want.