# Brief

# Design Direction

I have chosen the theme of ‘Favourite Media’ to showcase my favourite game – Tom Clancy’s Rainbow Six Siege. I chose this theme as it is something I can create content on and something I am passionate about. I believe I can complete my best project on this theme as there is a large amount of creative freedom and a large amount of content and information regarding both the theme and the game of my choice. Rainbow Six Siege is a 5 vs 5 first-person shooter and part of a large series of Tom Clancy games. This is one of my all-time favourite games and I have been playing it since it’s release in 2015. I have played all the modern Tom Clancy games and enjoy them all but Rainbow Six Siege is an outlier and is more multiplayer competitive when compared to the other games in the series.

My website contains a variety of content to showcase the game, the community while also provided resources for strategy planning, of which, the game relies largely upon. My website is based on the style of many modern video game websites that include a large amount of detail and content while still keeping navigation somewhat minimal to allow users to access the site as easily as possible. Many video game websites centre largely around both the gameplay and the community while also keeping updates and patch notes readily available to show the progression of the game and the frequency of development work.

My website begins on the home page with a minimal navigation bar and a series of animated banner images and text to showcase the basic overview and design of the game. Patch notes are displayed directly after the banner images and social media links are provided at the footer of the page. A media page is available that has posts from Twitter embedded onto the page to showcase the community aspect of the game while also showcasing the official Rainbow Six Siege Twitter account and their community updates. A strategy planner is also available that allows users to plan they attack or defence ideas to prepare them for their next game. Finally, a contact page is present to allow website users to communicate or ask questions with myself.

# Technical Description & Walkthrough

# Critical Reflection

Overall I believe my website hit the brief and went above and beyond with the implementation of the ‘Strategy Planner’ canvas with a selection of maps and brushes to choose from. Nevertheless, I believe there are several areas in which my website could be improved. One of which is the design of the home page. The home page is relatively simple and although the images are fitted with scroll animations, the page does not stand out as instantly impressive. To improve this I would add more interactivity on it with a modern minimalist animation to draw the user in to explore the further website.

Another issue with my website is the functionality of the “Dark Mode” button, present on the home page. This button does work but only changes the colour of a single element, rather than every element on the page. In future, this button will change the colour of all elements on the page, and also save when moving across to other pages. For example, if dark mode is turned off on the home page, this should also reflect when moving to the ‘Media’ page – which is not currently the case.

Another issue present on the website is on the ‘Planner’ page. This page lacks interactivity and has several issues including image sizing and button positioning. If I were to do this again, I would like to add more interactivity with the user. I would like to add the pen tool as a single button with drop downs to control both colour and pen size. I would also like the ability for the user to drag and drop images from an image hotbar that could reflect things like gadget use or player positions. I would also like to add a larger array of maps into the webpage to allow users to plan further on all maps available in Rainbow Six Siege.