



TASK 2

PLANNING DOCUMENT

PART 1: PROJECT IDEA

MY WEBSITE IS GOING TO FOCUS ON BEING AN INFORMATIVE SPACE CETERED AROUND A GAME CALLED 'LIBRARY OF RUINA' WHERE PLAYERS CAN FIND ANY INFORMATION THAT THEY DESIRE WHILE ALSO CREATING SIMULATIONS IN THE WEBSITE TO TEST DIFFERENT DECKS, KEY PAGES, AND FLOORS IN ORDER TO HAVE A 'TRIAL RUN' AS TO NOT WASTE VALUBLE IN-GAME MATERIALS THAT WOULD TAKE POTENTIALLY HOURS TO GET BACK SIMPLY BECAUSE THEY WERE UNPREPARED

List of pages

- **HOMEPAGE:** A PAGE WHICH SHOWS ALL THE DIFFERENT PAGES YOU CAN NAVIGATE TO
- **ABOUT US:** A PAGE WHICH PROVIDES INFORMATION ON "US"
- **CONATCT US:** A PAGE WHERE YOU CAN CONTACT US REGARDING QUESTIONS
- **GAME INFO:** A PAGE WITH ALL THE INFO YOU COULD NEED ON THE GAME
- **TESTING PAGE:** A PAGE WHICH ACTS AS A SIMULATION FOR YOU TO TRY OUT STRATEGIES OR PRESAVED DECKS

PART 2: TARGET AUDIENCE

ZACK GAUGE

AGE: 26

SEX: MALE

OCCUPATION: TATTOO ARTIST

GAMING: OFTEN

MOTIVATIONS:

CREATIVITY
SOCIALISING
FUN
CHALLENGES

GOALS:

TO QUIT SMOKING
TO FIND A WAY TO PASS THE TIME
TO GET MORE CATS

FRUSTRATIONS:

ROUNDAABOUT INFORMATION
OVERCOMPLICATIONS
LOUD DESIGNS

BIO:

"HI, I'M ZACK, I LOVE BEING CREATIVE IN MY WORK AND IN MY DAY-TO-DAY LIFE BUT SOMETIMES I JUST TEND TO GET OVERWHELMED WITH EVERYTHING AND ALL THE ENDLESS POSSIBILITIES"



EMILY FISCALIA

AGE: 29
SEX: FEMALE
OCCUPATION: NAIL TECH
GAMING: RARELY



MOTIVATIONS:
PROVIDING FOR HER PETS
ASPIRING TO GROW AS A PERSON
BEING HAPPY
SEEING PEOPLE SMILE

GOALS:
TO FIND PERSONAL TIME
STREAMLINING WORK
TO STAY ON TOP OF TRENDS

FRUSTRATIONS:
TIME LIMITATIONS
BEING UNABLE TO GRASP INFORMATION
UGLY COLOURS AND DESIGNS

BIO:
"HEY, IM EMILY A NEWCOMER TO BEING A NAIL TECH. THERE'S BEEN SO MUCH WORK THAT I HAVEN'T HAD TIME TO MYSELF SO I TURNED TO GAMES BUT MOST AREN'T BEGINNER FRIENDLY"

JORDAN CANTO

AGE: 19
SEX: MALE
OCCUPATION: STUDENT
GAMING: SOMETIMES



MOTIVATIONS:
KEEPING HIGH GRADES
ORGANISATION
HAVING FUN WITH FRIENDS
LEARNING NEW INFORMATION

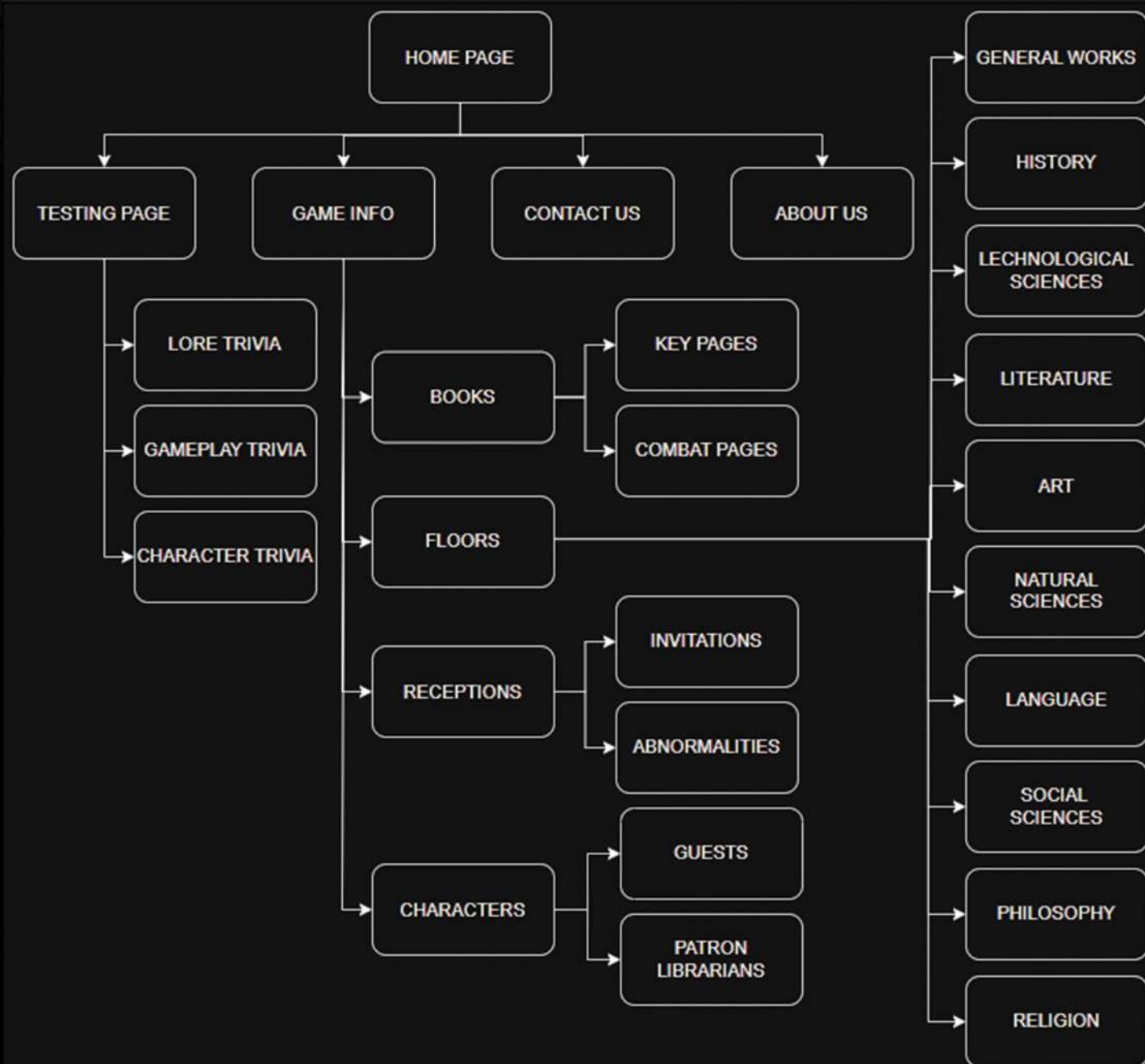
GOALS:
TO BE MORE ORGANISED
TO PARTY LESS
TO GO TO UNIVERSITY

FRUSTRATIONS:
MANAGING SCHOOL AND FRIENDS
LIMITED BUDGET
STAYING FOCUSED FOR A LONG TIME

BIO:
"HI IM JORDAN, IM A UNI STUDENT WHO HAS ADHD SO I STRUGGLE WITH THINGS LIKE REMEMBERING INFORMATION AND LEARNING COMPLEX THINGS SO I TRY TO USE TOOLS LIKE WIKI PAGES TO HELP ME"

PART 3: DESIGN PLANNING

SITEMAP



STYLE GUIDE



INTERACTABLES
HBS: 55-41-100
RGB: 252-244-149
Hex#: fcf495

DARK BACKGROUND
HBS: 37-39-9
RGB: 22-19-14
Hex#: 16130e

TYPOGRAPHY
HBS: 28-65-61
RGB: 157-103-55
Hex#: 9d6737

BOOK, LIBRARIAN, STAR AND CITY

LIBRARY OF RUINA

OVER

Drop Down

Drop Down

Drop Down

TESTING

GAMEPLAY

ABOUT US

CONTACT US

LIBRARY OF RUINA

LIBRARY OF RUINA

LIBRARY OF RUINA

IPO CHART

Functionality	Input	Process	Output
Home Page Navigation	User clicks on navigation buttons	System directs user to the selected page	Display of the selected webpage
Testing Page	User selects a trivia category	System loads respective trivia questions	Trivia interface with questions and answer validation
- Lore Trivia	User selection	Fetch and display lore-based questions	Interactive trivia
- Gameplay Trivia	User selection	Fetch and display gameplay-based questions	Interactive trivia
- Character Trivia	User selection	Fetch and display character-based questions	Interactive trivia
Game Info	User clicks on game info sections	Loads sections like Books, Floors, Characters, etc.	Detailed information displays
- Books	User selects Books	Retrieve list and descriptions of books	Book details shown
- Floors	User selects Floors	Retrieve floor layout or lore	Display of floor info
- Receptions	User clicks Receptions	Retrieve associated content	Display of reception info
- Characters	User clicks Characters	Retrieve character info	Display of characters
- Key Pages	User clicks Key Pages	Retrieve and display relevant pages	Key Page content display
- Combat Pages	User clicks Combat Pages	Retrieve combat mechanic details	Display of combat info
- Invitations	User selects Invitations	Retrieve and show how invitations work	Display of mechanics or tutorials
- Abnormalities	User clicks Abnormalities	Fetch abnormality descriptions	Display of abnormalities
- Guests	User clicks Guests	Retrieve list of guests and lore	Guest info display
- Patron Librarians	User clicks Patron Librarians	Retrieve librarian details	Display of librarian info
Contact Us	User submits contact form	Validate and store/send input	Confirmation message or error
About Us	User opens About Us	Static info display	Display of about section
Library Categories	User selects a category (e.g., History, Science, Art, etc.)	Load the selected section's content	Display of selected library category

TESTING STRATEGY

Feature	Test Type	Details
Navigation Links	Functional/UI Testing	Ensure all buttons and links direct to correct pages
Trivia Functionality	Functional Testing	Ensure trivia loads, answers are validated, and results displayed correctly
Content Sections (Books, etc.)	Functional/Data Testing	Verify data loads correctly, no missing or broken content
Contact Form	Form Validation Testing	Test for empty inputs, invalid formats, and success/failure messages
Responsive Layout	UI/UX & Compatibility	Check across different screen sizes and browsers
Search & Filter (if any)	Functional Testing	Ensure correct filtering and display of relevant results
Error Handling	Negative Testing	Test broken links, missing pages, and invalid input handling
Load Performance	Performance Testing	Page loads within acceptable time

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