

# Loh Sze Kye (S10257172) – IT05 DP Assignment 2 Final – PDF Document

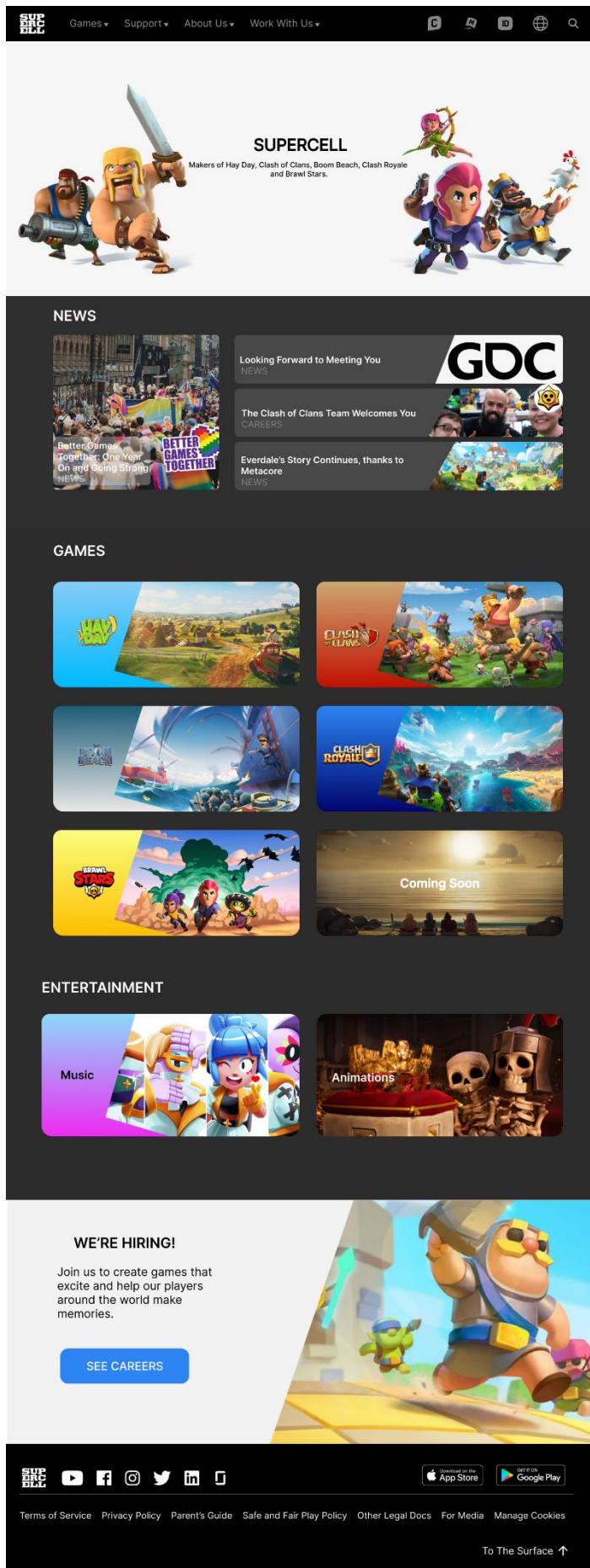
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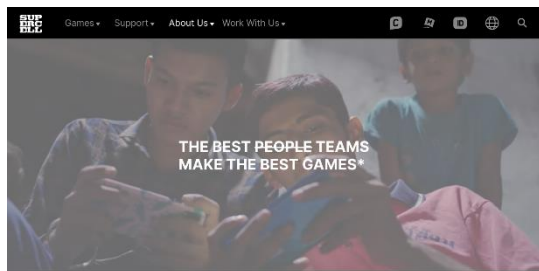
## Wireframes



High fidelity wireframe



Home high fidelity wireframe



## Supercell

Supercell is a game company based in Helsinki, Finland, with offices in San Francisco, Seoul and Shanghai. Since our launch in 2010, we've brought five games to the global market – Hay Day, Clash of Clans, Boom Beach, Clash Royale and Brawl Stars. Our dream is to create great games that as many people as possible play for years and that are remembered forever.

480 Supercellians  
60+ Nationalities  
4 Offices  
5 Live Games



Read more about us and our history below.



## Our Beliefs, Our Legacy

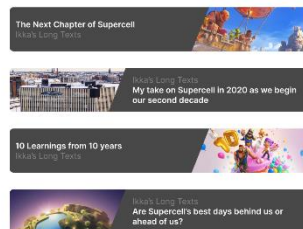
Supercell was founded on the idea of giving game developers and teams the independence to decide what kinds of games they make and how they choose to make them. Over a decade and five global games later, our dream still stands: to create great games that as many people as possible play for years and that are remembered forever.

We believe games have the power to bring people around the world together and closer to each other. We work to create new, innovative, memorable experiences no one has played before. This is why we try to design games that excite wide and diverse player communities as well as to expand the audience for otherwise smaller "niche" game concepts.

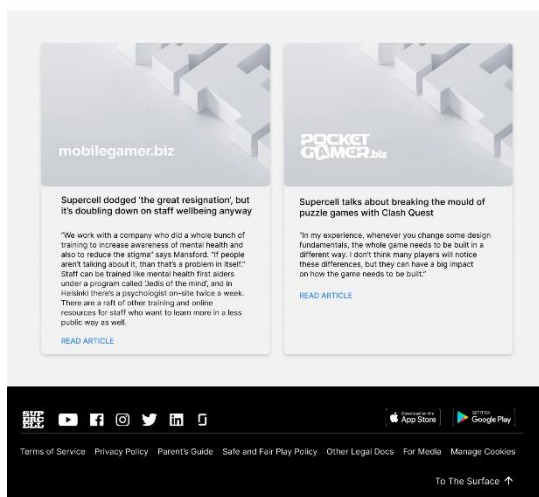
There's no simple recipe or magic formula to achieve our dream. What we do know, however, is that without players Supercell doesn't exist. Creating lovable worlds and characters that players want to come back to over and over again is at the heart of how we design and operate our games.

In the end, the question we ask ourselves is: "Are we building something that could be important?"

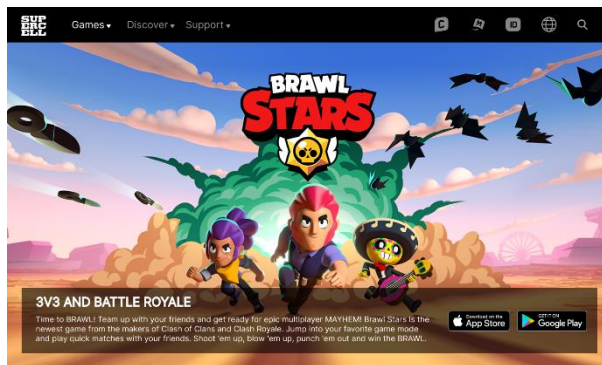
Uncover more about our culture:



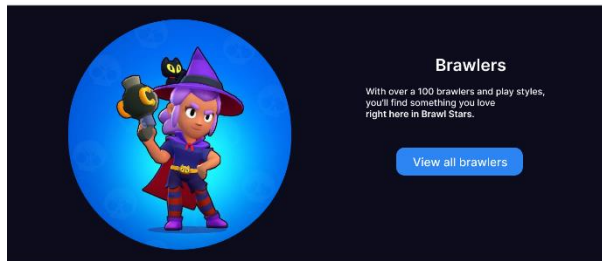
Learn about the early years



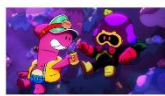
About us high fidelity wireframe



GOING GLOBAL IS JUST A NEW BEGINNING.



STAY-UP-TO-DATE



Game Updates - 30 June 2023

#EnchantedWoods Patch Notes



Game Updates - 12 June 2023

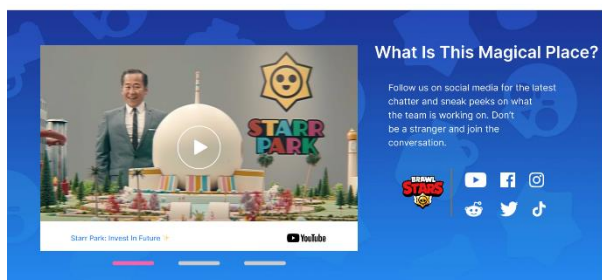
#RumbleJungle - Patch Notes!



Commemorative - 9 June 2023

Save The Frogs!

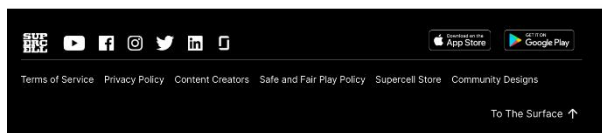
BRAWL NEWS ARCHIVE



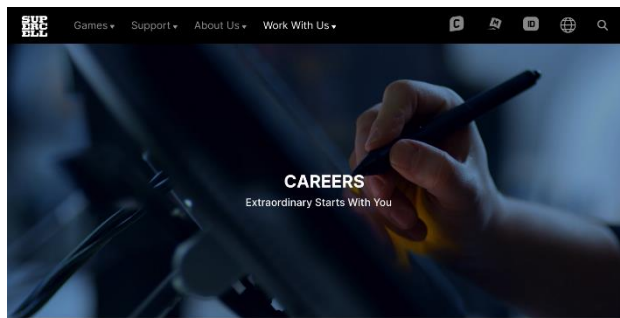
**Cheer on your favorite teams!**

Don't miss out on the all the glory as the best Brawl Stars players from around the world battle it out in the BRAWL STARS CHAMPIONSHIP!

[LET'S GO!](#)



Game 1(Brawl Stars) high fidelity wireframe



## WHY YOU MIGHT LOVE IT HERE

We believe games have the power to bring people around the world together and closer to each other. We work to create new, innovative, memorable experiences no one has played before. This is why we try to design games that excite wide and diverse player communities as well as to expand the audience for otherwise smaller "niche" game concepts.

If you love to think, talk, play and make games, Supercell is the place for you. We've built a company of proactive and independent teams with the freedom to do what they think is best for their players, our games and the company at large.

[READ MORE](#)



## WHAT OUR EMPLOYEES SAY

### Sheila, Marketing

As I reflect, I realise that being a minority has never deterred me from my work something that perhaps speaks on the kind of progressive work culture Supercell has had from the beginning. Even though we are still working towards being a diverse company your skills, talents and work matter more.

[Read more](#)

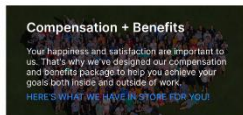
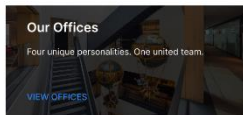


### Darian, Community

Working at Supercell, I feel my voice matters. Whether it's discussing the future of games, company culture, or daily team interactions, it's great to know every person's contribution is held in equal measure. Few places have given me the confidence to help my career blossom into amazing aspects that impact millions of players around the world.



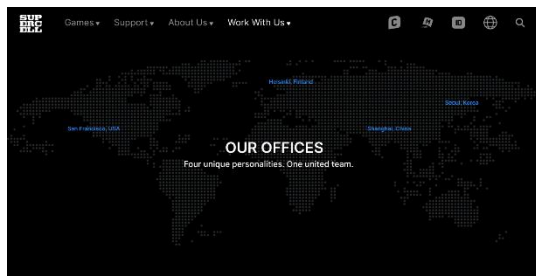
[Read Our Career Stories](#)



## WORK WITH US

Job Title	Select a Location	Select a Position	Select a Category	
<a href="#">Growth Marketing Manager</a>	Helsinki, Finland	FULLTIME	Marketing	<a href="#">APPLY</a>
<a href="#">Licensing Manager</a>	San Francisco, United States	FULLTIME	Entertainment & Partnerships	<a href="#">APPLY</a>
<a href="#">Senior Server Engineer, China Growth Team</a>	Shanghai, China	FULLTIME	Business & Operations	<a href="#">APPLY</a>
<a href="#">Marketing Artist, Video</a>	Seoul, South Korea	FULLTIME	Marketing	<a href="#">APPLY</a>
<a href="#">Marketing Artist, Illustrator</a>	Seoul, South Korea	FULLTIME	Marketing	<a href="#">APPLY</a>
<a href="#">Game Tech Programmer</a>	Helsinki, Finland	FULLTIME	Game Development	<a href="#">APPLY</a>
<a href="#">Data Scientist, Trust &amp; Safety</a>	Helsinki, Finland	FULLTIME	Tech & Analytics	<a href="#">APPLY</a>





Our global teams are home to individuals from over 40 nationalities. We believe in transparency, open communication and spending time with one another. While all teams have their own unique traits, it's the underlying culture, shared values and love for games that keep us together.



**Helsinki, Finland** San Francisco, United States Shanghai, China Seoul, South Korea

## Helsinki, Finland

### Game Studio & HQ

It's a poorly kept secret that Supercell's first office was a snug 35m<sup>2</sup> room that had to fit 15 people, their laptops and a coffee-maker. Eventually the CEO moved his desk (a cardboard box at the time) out into the hallway to free up some space. In 2021, after outgrowing a number of locations around Helsinki, we opened our own, custom-designed office on the seafront, just south of the city center.



The Helsinki office is home to over 250 passionate professionals from various backgrounds and walks of life. Arounds two thirds of us are directly involved with making games. In addition to five live teams of roughly 10-25 people each, we have numerous new game teams at prototype stage working in pairs, trios and more. We mostly stick to speaking in English for work, but you'll hear chatter in languages from all over the world around the office.

Every week starts with a company breakfast while on Fridays we get together for an all-hands gathering to share game updates and company news. This often gives way to refreshments, play sessions and casual conversations.

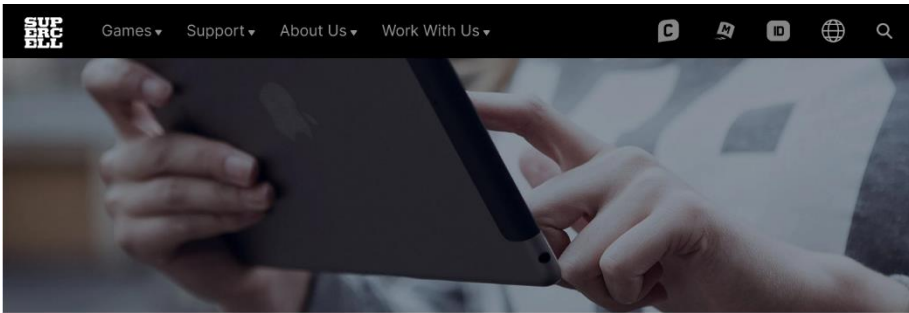
## HELSINKI OPEN POSITIONS

Job Title	Select a Position	Select a Category	
<a href="#">Growth Marketing Manager</a>	FULLTIME	Marketing	<a href="#">APPLY</a>
<a href="#">Senior Community Manager, Clash of Clans, Clash Royale or Hay Day</a>	FULLTIME	Community	<a href="#">APPLY</a>
<a href="#">Senior AV Designer</a>	FULLTIME	Other	<a href="#">APPLY</a>
<a href="#">Marketing Art Director, Brawl Stars</a>	FULLTIME	Marketing	<a href="#">APPLY</a>
<a href="#">Product Support Manager</a>	FULLTIME	Player Experience	<a href="#">APPLY</a>
<a href="#">Game Tech Programmer</a>	FULLTIME	Game Development	<a href="#">APPLY</a>
<a href="#">Data Scientist, Trust &amp; Safety</a>	FULLTIME	Tech & Analytics	<a href="#">APPLY</a>

[Show All Positions](#)



Our offices high fidelity wireframe



[Supercell](#) [Hay Day](#) [Clash of Clans](#) [Boom Beach](#) [Clash Royale](#) [Brawl Stars](#)

## Press Contacts

Media and press inquiries only:  
[media@supercell.com](mailto:media@supercell.com)

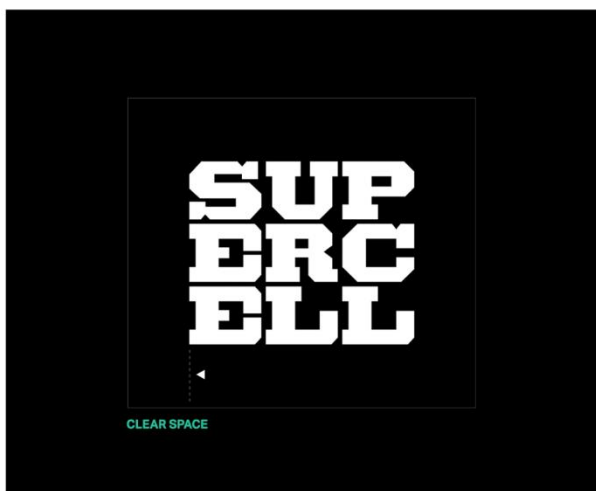
[Twitter](#) [Facebook](#) [Instagram](#) [LinkedIn](#) [YouTube](#) [Glassdoor](#)

## Company Brand Assets



This material is intended for press-related use only. Please respect Supercell's applicable usage guidelines and instructions while using the materials.

In order to make our logo identifiable, it should always be given space to breathe. Breathing is very important. The clear space is measured by the height of the letter E. Please download our Brand Guidelines from below.



[Download Assets](#)

[Download Brand Guidelines](#)

## Fan Content Policy

Looking for our rules for fan content? To learn more about our approach to Supercell-related content created by our fans, please see our fan content policy.

[Read Fan Content Policy](#)

[Terms of Service](#) [Privacy Policy](#) [Parent's Guide](#) [Safe and Fair Play Policy](#) [Other Legal Docs](#) [Tournament Guide](#)



[To The Surface](#) ↑



For media (Supercell) high fidelity wireframe





[Games](#) ▾ [Support](#) ▾ [About Us](#) ▾ [Work With Us](#) ▾



[Supercell](#) [Hay Day](#) [Clash of Clans](#) [Boom Beach](#) [Clash Royale](#) [Brawl Stars](#)

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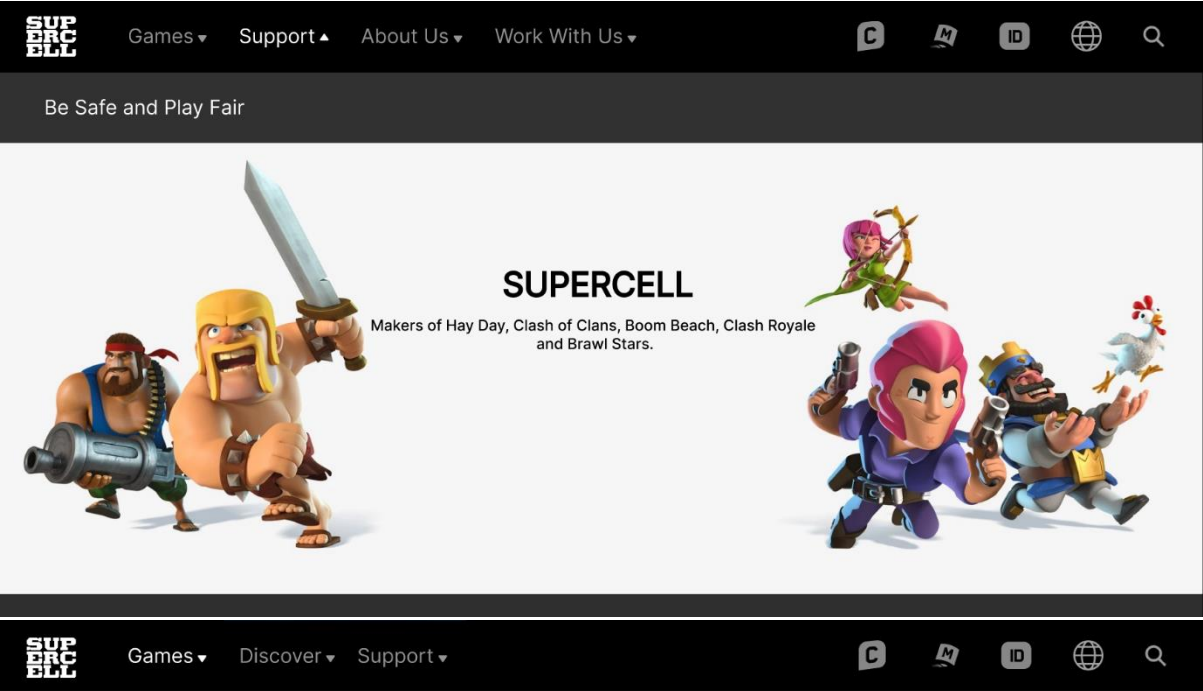


[To The Surface](#) ↑



For media (Game 1(Brawl Stars)) high fidelity wireframe.

Screenshots of prototype



STAY-UP-TO-DATE



Game Updates - 30 June 2023

#EnchantedWoods Patch Notes



Game Updates - 12 June 2023

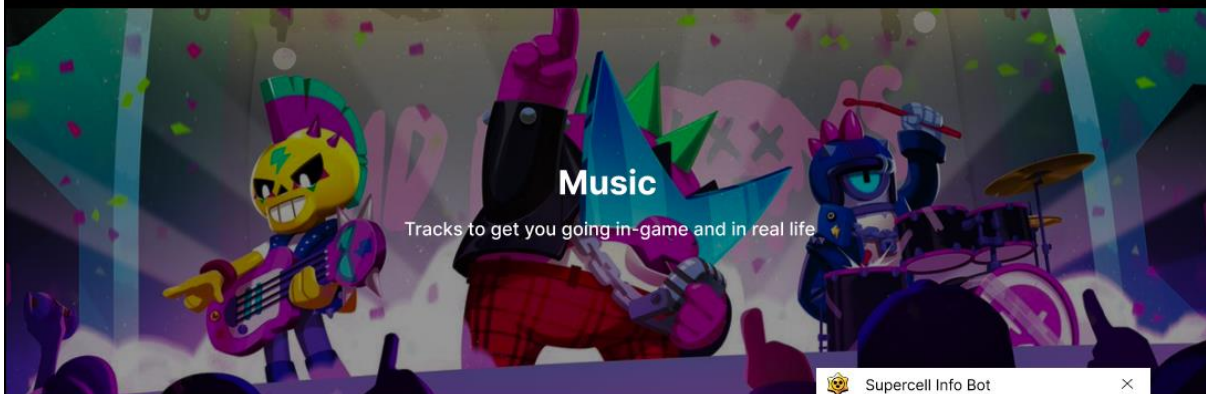
#RumbleJungle - Patch Notes!



Commemorations - 5 June 2023

Save The Frogs!

BRAWL NEWS ARCHIVE



## Music

Tracks to get you going in-game and in real life



Supercell Info Bot



## Songs



## Supercell

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480

What can I help you with today?



40+

Nationalities

4

Offices



## SUPERCCELL

Makers of Hay Day, Clash of Clans, Boom Beach, Clash Royale and Brawl Stars.



### NEWS



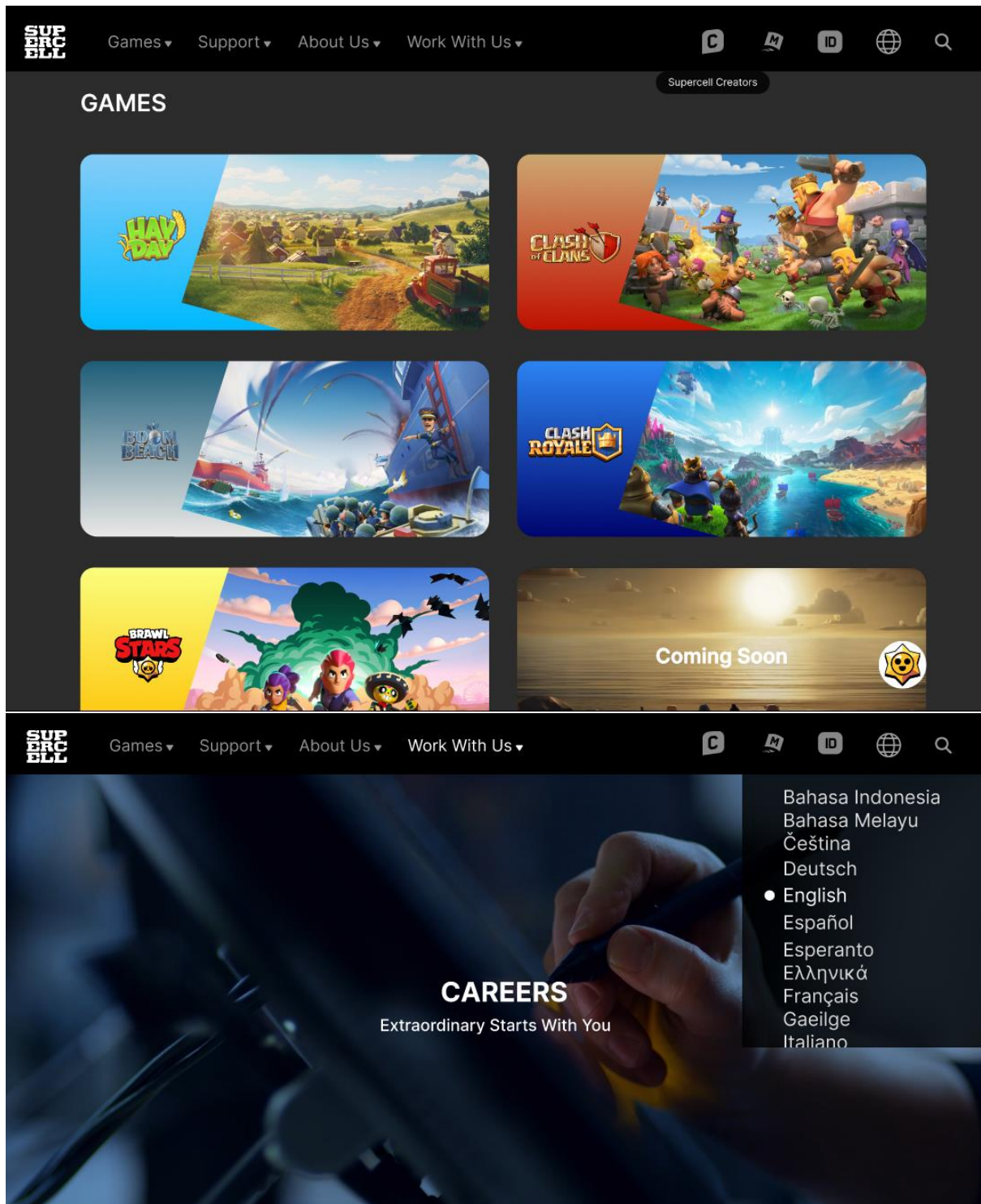
Looking Forward to Meeting You  
NEWS

**GDC**

The Clash of Clans Team Welcomes You  
CAREERS



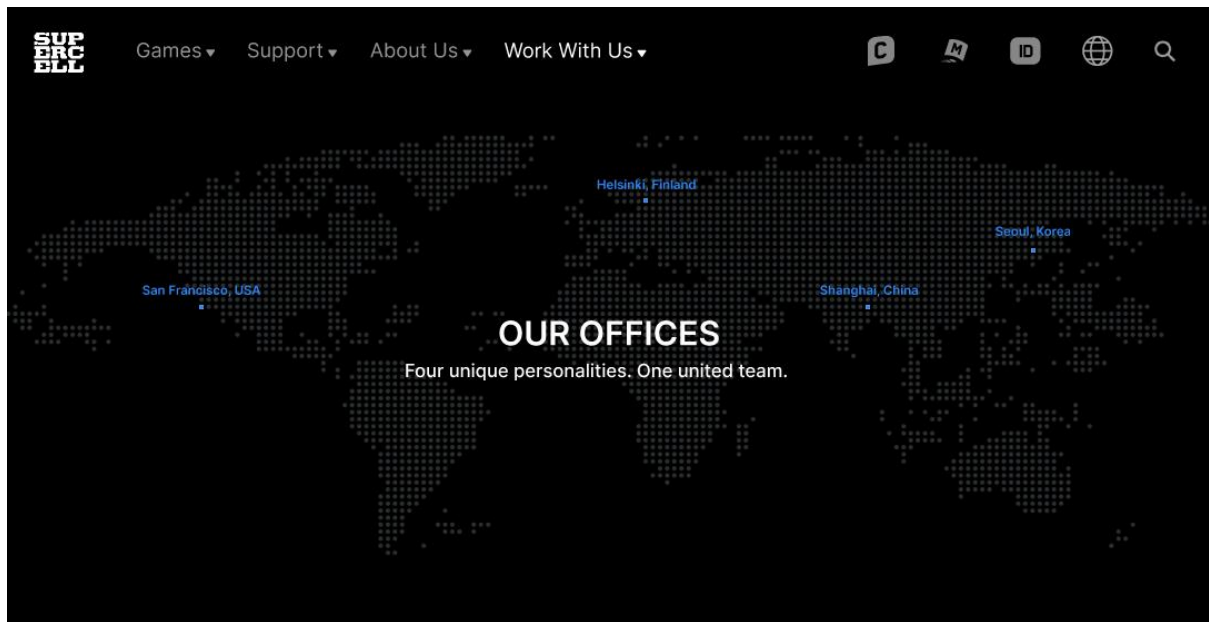




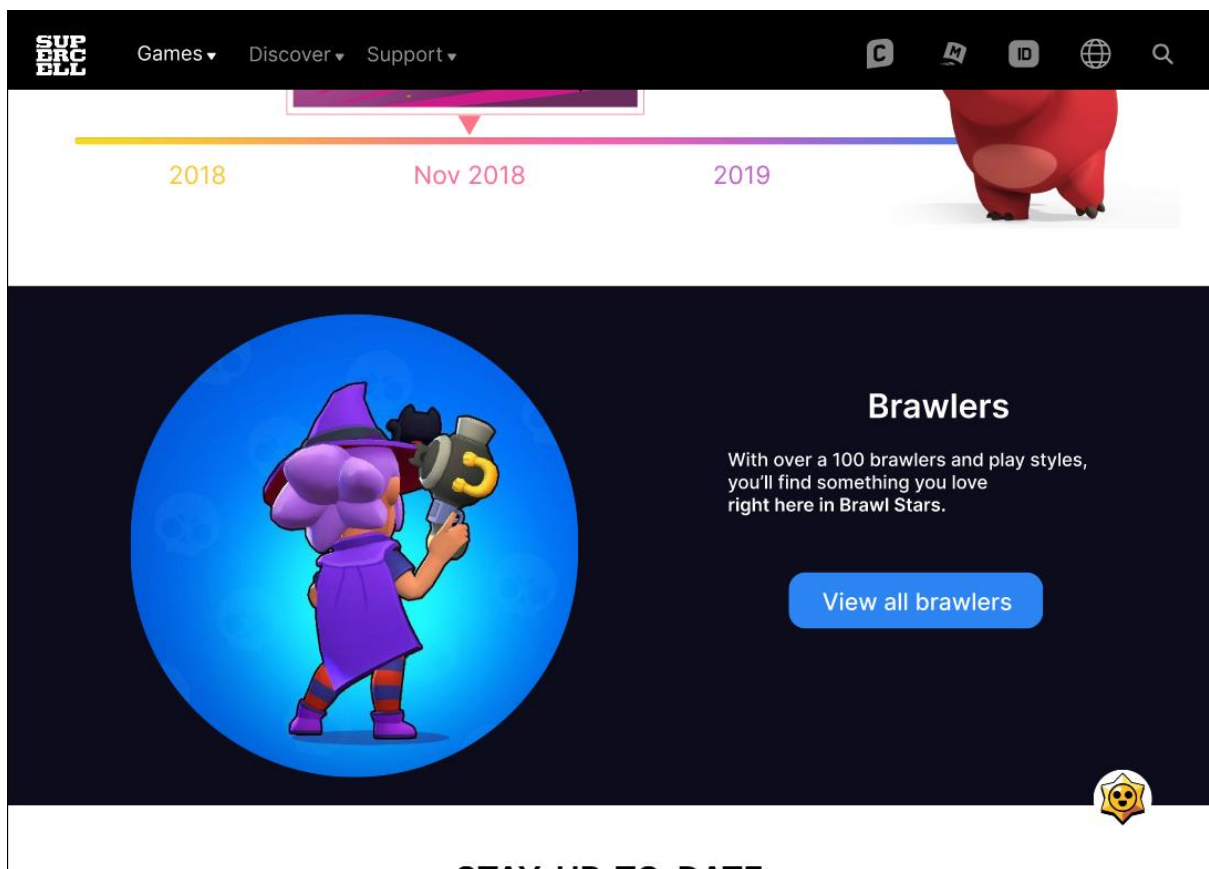
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STAY UP TO DATE



## Features

### New features

- Added a chatbot.
- Added the option to change language.
- Added an entertainment section on the homepage. This is to publicise the fact that Supercell also creates music and produces animations.
- New music webpage. This webpage contains all the songs and podcasts that have been released.
- Added a brawlers section on the Game 1's (Brawl Stars) page – with a rotating brawler to show what an in-game character looks like.
- Esports section on the Brawl Stars page. This lets new visitors know that Brawl Stars
- has its own esports and provides improved accessibility.
- Zoom in ability when hovering over the news images on the Brawl Stars page.
- Name displays when hovering over the Supercell ID, Supercell Make, and Supercell
- Creators' icon. (The 3 grey icons starting from the left in all the headers.) This is so as
- to give new visitors a better idea of what it is.
- Added a To The Surface button in the footer for convenience.
- New drop down menu called discover on the each of the games' page for more webpages pertaining to the game (current game being used as an example would be Brawl Stars).
- Downward pointing triangle to indicate the presence of a drop-down menu (quality of life improvement).
- Going global section on the Brawl Stars page to show how far the game has come.

### Revamped features

- Refreshed games section on the homepage.
- Refreshed the hero section of the Our Offices page.
- Refreshed the image, text, and navigation layouts of the Our Offices page.
- Refreshed the what our employees have to say section on the About Us page.
- Refreshed the statistics and image layout on the About Us page.
- Refreshed the support section layout on the Support page. Each section of the image will take the visitor to their respective support pages.
- Refreshed the follow us section on the Game 1's page. (Title: What is this magical place?)
- Changed the layouts of the For Media (Supercell), For Media (Game 1), For Media (Game 2), For Media (Game 3), For Media (Game 4), For Media (Game 5) pages.
- Refreshed the news section layout on the homepage.

- Slight changes to the footers of For Media (Supercell), For Media (Game 1), For Media (Game 2), For Media (Game 3), For Media (Game 4), For Media (Game 5), Support and Brawl Stars page.
- Refreshed the hero section layout of Game 1's page.
- Refreshed the layout of the we are hiring section on the homepage.
- Refreshed the layout of the games section on the homepage.

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