

TRI HARDER GAMES

# Design Proposal

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Website for: Loot or Die

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## Design

This section covers the design of the page such as the site map and how the page will be laid out and its design.

### Concept sketch

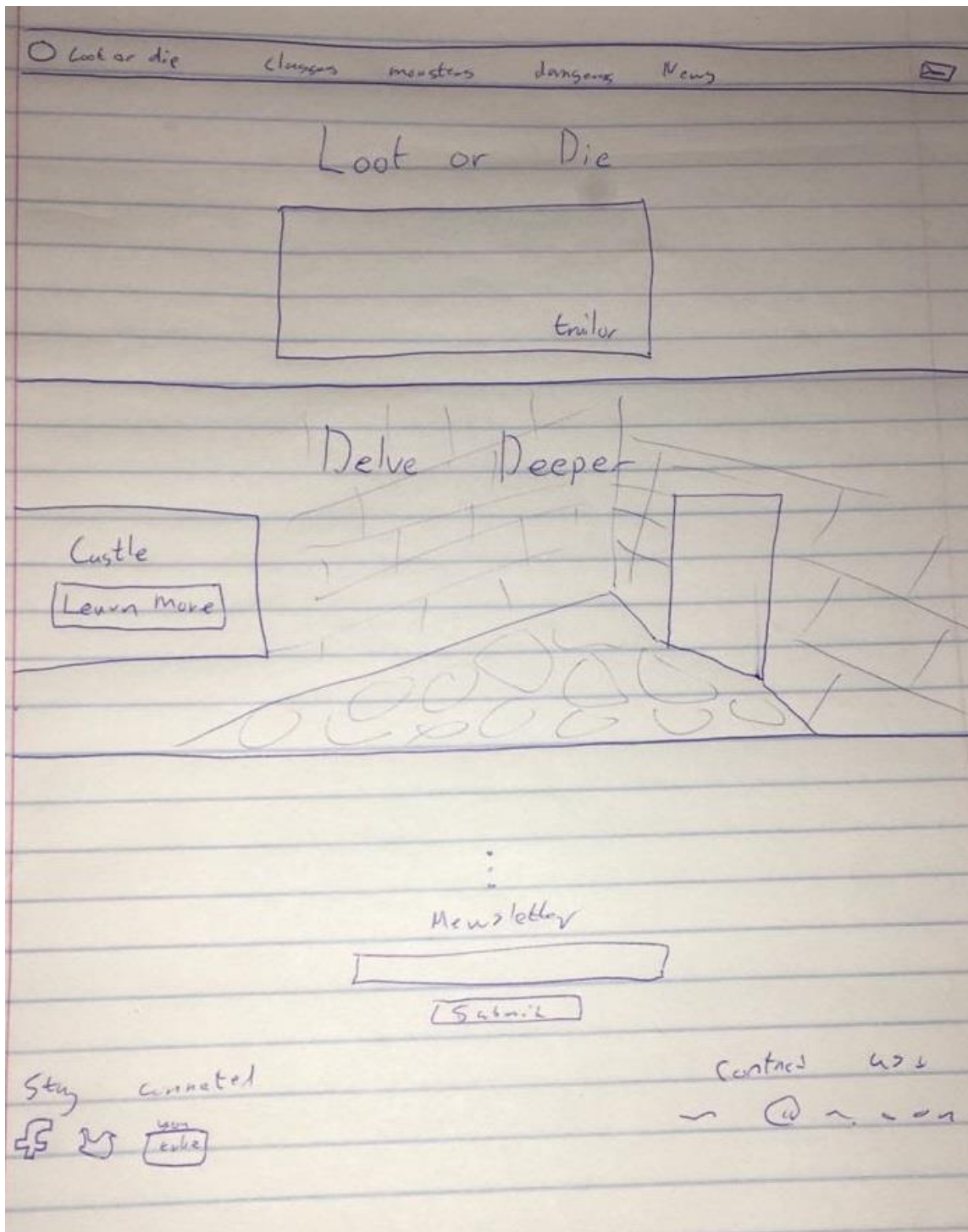


Figure 1: Concept Sketch for home page

## The company logo



Figure 2: Company Logo

This is the company logo that will appear at the end of the home page and some other pages.

## Site Map

This is how the navigation for the site, this is mostly for the navigation bars links as other links may appear especially on the home page that will be describing the game such as character classes with links to their pages.

1. Home – The Game
  - i.) Classes
    - i. Mage
    - ii. Warrior
    - iii. Archer
  - ii.) Dungeons
    - i. Castle
    - ii. Cave
    - iii. Mines
  - iii.) News
    - i. Article

## Layout & Design

The design I am going for is a very dark to capture the feeling of being alone in a dark dungeon/cave. I am using orange as it complements the dark colours and stands out. It also matches the original logo of the game which was orange in colour.

The reason we chose the colour orange is because it is a colour that represents courage and friendship. [Empowered by color, 2013] Since this game is about exploring dangerous dungeons and castles with friends, orange seemed to be a good fit.



Figure 3: Game Logo

### ❖ General Page Layout

#### ⌘ Header Bar

The header bar will always be available on the top of every page to allow the user to navigate. The Bar will consist of the following (from left to right):

- The game Logo followed by its name.
- Page links for “The Game”, “Classes”, “Dungeons”, and “News”. Floated left.
- A Language button at the right end.

The header bar will be a darkish grey so that it will stand up against black but still have a visible shadow. The shadow will make the header bar appear as if it's in the front. It won't draw away the user's attention but still be clearly visible.

The links will be very light grey, almost white. The selected and clicked links will have a slight brown glow, and the hovered link will have a bright orange glow. The text will be about 16pts and will be in a “Myridan Web Pro” font. [The Daily Egg, 2015]



Figure 4: Header-bar sample

I want the header bar to hide itself if the page is standing still for long enough and show itself if a user hovers at the top of the page or scrolls.

#### ⌘ Content

The rest of the page will follow after the header and will be content defined by each page separately.

## ❖ The Game Page

This will be the home page of the website and will cover the core aspects of the game and link the user to useful information and draw focus on the games core features.

Each section will be in a block format that's width is across the screen and ends with a line that will separate them.

### 🌀 First block: The game trailer

This will have a large heading with the games name centered on screen in a 70pts white font similar to the original logo.

Bellow it will be a block with an image of one of the bosses with "Game Trailer" written on it. On clicking this will open a window that will center a trailer video for the user to watch, darkening the web page behind it to draw the users focus on the video.

This will all be above a video that looks like a dark dungeon with flickering lights.

### 🌀 Second block: Dungeon preview

Centered heading "Delve Deeper"; in a "Myridan Web Pro" font that's 70pts white with an orange glow.

This will be a carousal of all dungeons with a name and a "learn more" button (linking to the corresponding page) on the left and a video in the background of the dungeon.

### 🌀 Third block: Class preview

Centered heading "Master the class"; in a "Myridan Web Pro" font that's 70pts white with an orange glow.

This will be a carousal of all Class with a name and a "learn more" button (linking to the corresponding page) on the left and a video in the background of the combat.

### 🌀 Third block: City preview

Centered heading "Build an empire"; in a "Myridan Web Pro" font that's 70pts white with an orange glow.

This will be an interactive city, where u can hover over a building and it will give a name and description and if you click it, it will display more information and a close up image of the building.

## ❖ Class Page

### 🌀 Class Blocks

3 blocks that will give information on each class, its abilities, and weapons. Each will have a gameplay video.

## ❖ Dungeons Page

### 🌀 Dungeon blocks

Each block will describe a dungeon and enemies you will encounter and have a video of the dungeon interior.

## ❖ News Page

### 🔗 News feed

This will contain news in order of newest to oldest with a short description, date and a title.

## ❖ Footer

This will be at the bottom of every page's content.

### 🔗 Newsletter

A form will be available to sign up for a newsletter it will be a input text box and a submit button.

### 🔗 Stay connected

Gives links to social media sites.

### 🔗 Contact us

Gives email addresses for users to contact us.

## References

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The Daily Egg. 2015. 10 Beautiful Website Color Palettes That Increase Engagement. [ONLINE] Available at: <https://www.crazyegg.com/blog/website-color-palettes/>. [Accessed 15 August 2017].

Design Shack. 2013. 15 Delightful, Immersive Video Game Website Designs. [ONLINE] Available at: <https://designshack.net/articles/inspiration/15-delightful-immersive-video-game-website-designs/>. [Accessed 18 August 2017].

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