Repository: <https://github.com/YoukaiDragon/Foster_DGL203_Project>

The goal is to create a website that would have games users can play, as well as have a forum where users can primarily discuss the games on the site and other game-related topics

Here are a few example user personas

* Billy - a young child who likes to play games after school
* Tim - a teenager who plays games on his phone and computer at home and between classes. Likes a variety of games, as well as talking about them with other people online.
* Bob - a gamer who likes mostly puzzle and strategy games, who often likes to complete a few puzzle levels here and there during his breaks at work. He also likes discussing game development and puzzle design with other people online.

Overall I expect the Tim profile to be most representative of the “main” demographic, though the game selection and design will still keep the other personas / demographics in mind as well.

Competitors to this website would be other game websites, such as:

* Armor Games [Armor Games](https://armorgames.com/) - This is one of the main inspirations for my site. Some of its features include a navbar that is mainly for a small, fixed selection of game categories, a forum section, the ability to save a list of favorite games if you have an account, a like/dislike ratio for showing how well liked a game is
* AddictingGames [Addicting Games](https://www.addictinggames.com/) - This site also uses a thumbs up/down for users to rate a game, though it somehow translates that into a rating out of 5 for the overall rating. It, like the others, allows users with an account to have a list of their favorite games. Unlike the others, this site does not have a forum, instead having an external link to a discord channel.
* Newgrounds [Newgrounds](https://www.newgrounds.com/) - This site does have games, but also other categories such as movies, audio, art, and has more of a community focus than the other sites being researched here
* Kongregate [Kongregate](https://www.kongregate.com/) - This website uses drop-down sections in its nav bar to have a lot of links in the nav bar to different game category pages and forum sections. It uses a 5-star rating system for people to rate games and see the average rating, and lets people keep a list of their favorite games as well. This site also has a section to track achievements in the various games on the site.

Looking at these websites, my design definitely needs some improvements and additions compared to the milestone 1 submission, but the main advantages that I hope to have once the project is done is clearer navigation for both the games library and the forum, as well as a more appealing design (though that last one is obviously quite subjective). There will be the obvious initial drawback of a much lower selection of games, but if this were a real website rather than just a school project, that is something that would just take more time in order to rectify.

The key performance indicators (KPIs) for my website would be traffic (to both the website as a whole and to individual game pages) and activity on the forums.

Comments:

\* Are all games going to be embedded? if so, will the aspect ration affect how the game is shown / performs?

\* Target personas: If you're targeting a more mature age group, do you omit games for younger age groups or

divide them into a separate page?

\* possibly include a component that would guide a user to a recommended game or games that they may enjoy

\*This is what I ended up doing for my User Persona - I got the template from Canva - they have a few other that are nice as well!

I ended up going with two personas - I mixed 'people' I knew were going to be the most likely to interact with my site with who I wanted to interact with my site to narrow it down! Identifying the problems they have and how your product can solve them is important. Hope this helps!