

FINAL PROJECT PROPOSAL

For my final project, I plan to create a three-page website that introduces one of my favorite games, Splatoon 3. The main idea of this project is to use a clear, attractive, and cohesive design to present the key features of the game. This will include an overview of the gameplay, a mock purchase page, a gallery of game screenshots, and information about the target audience and why the game is so popular. The structure of the website will follow the format of the midterm project and will include three pages: `index.html`, `animation.html`, and `gallery.html`. For the layout, I will use Flexbox to create a horizontal navigation bar and the main page structure. I will also use CSS Grid on at least one page, and if possible on all pages, to keep the visual layout clean, balanced, and consistent. The overall design will build on what we learned in class, including font choices, color combinations, responsive layout strategies, and basic JavaScript interactions.

For fonts and colors, I want to start from my own feelings about the game, instead of only following very “formal” design rules. I will choose two or more fonts from Google Fonts. For example, one font can be used for titles and another for body text, so the pages can look more personal and also match the light and playful mood of the game. For colors, I will use common web hex color codes for backgrounds, buttons, and text, so that I can adjust them more precisely. I really like the interface design of Splatoon 3. The game already has many bold and interesting color combinations, such as bright purple, green, and orange. I plan to take screenshots and observe how these colors are used together, then think about how to bring a similar feeling into my website. In this way, the site can visually remind people of the game, but still leave space for my own choices and adjustments.

For animation, interaction, and dynamic content, I want to build on the basic JavaScript interactions that I tried in the previous assignment and explore them a bit more. This time, I hope to use a mix of JavaScript and CSS to transform some of the interface elements and color styles I like from Splatoon 3 into animations and interactive details on the website. For animation, I plan to use simple and controlled effects that give some rhythm to the content, so that certain parts of the page change slightly when they appear, stay on the screen, or are focused on. This can make the website feel more “alive” instead of completely static. For interaction, I will take the game’s visual elements as references, such as its button style, icon shapes, or ink-like visuals, and think about how these can respond to the user’s movement or clicks in a simple way. For dynamic content, I will continue to use basic JavaScript so that some sections can switch between different information or images based on the user’s choices. This will add a light sense of movement to the page. Overall, I do not plan to create very complex effects. My goal is to use moderate animation, interaction, and dynamic content, combined with the visual style of Splatoon 3, to support the main idea of this website: introducing a game that I really like.

supporting materials and research



vs



HW for session 12

Elements from the game

The presentation I did last semester

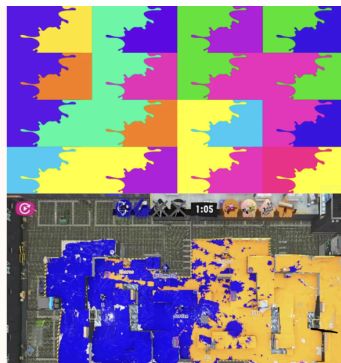
Color and Emotion: Emphasis

- **High Saturation and Contrast**

The game uses strong color contrasts, like purple vs yellow or orange vs blue, to make the battles visually powerful

- **Color and Emotion**

The colors are not just bright—they also show the characters' youth and energy, which matches their age of around 12



Motion Design

- The characters move quickly and smoothly. When they run, it almost looks like they are dancing. They can also transform into squids and swim through their own ink, which makes the movement feel fast and exciting.
- After each match, the winning team performs cool and fun victory poses. These animations clearly show the feeling of joy and celebration.
- Because of these expressive movements, players not only see who wins, but also feel the energy and excitement of the game.

