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Professor Gervais

CINF 201

Final Project Proposal

2/27/24

Overall Theme

My project will consist of a website that will serve as a guide to the newly released Helldivers 2 video game. New players often struggle to adjust to complex games like Helldivers 2, and experienced players may not be up to date with what is the best strategy in the game. My final website will explain various aspects of the game and provide advice on what to do in the game for a better experience. This will help to create a community between new and experienced players, fostering a sense of camaraderie.

Content of the Pages

The final product will be seven webpages which are on the web and linked together. The first page will be information about the overall gameplay of Helldivers 2. It will explain the overall goal players are meant to achieve and showcase various missions and difficulties. The second page will explain the enemy factions players will fight against. It will show enemy types and how to defeat each one. The third page will consist of weapon types players will use. Each weapon type will have an explained playstyle and feature the best weapon in each type. The fourth page will consist of the armor types players will wear and passive abilities. It will explain the three types of armor in the game, which type is most optimal, and what passive abilities are best for the player. The fifth page will consist of various types of stratagems, which are special tools the player can use in the game to help fight enemies. Each category of stratagems will be covered, and the best one from each category will be shown. The sixth page will explain what ship modules are and which ones players should prioritize. Ship modules are upgrades the player can buy to improve their gameplay. The maxed-out upgrades will be shown, along with a priority list to explain which upgrades are most important. The seventh and final page will consist of all in game currency players can obtain, what they're used for, and how players can get them.

Wireframe of Layout

Banner

Nav Bar with link to other pages

Overall gameplay explanation

Mission types

Mission difficulties

Banner

Nav Bar with link to other pages

Terminid faction enemies overview

Automaton faction enemies overview

Terminid enemies types and how to defeat them

Automaton enemies types and how to defeat them

Banner

Nav Bar with link to other pages

Assault rifle playstyle	Shotgun playstyle	Submachine gun playstyle	Marksman rifle playstyle	Pistol playstyle
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Best Assault rifle	Best Shotgun	Best Submachine gun	Best Marksman rifle	Best Pistol
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Banner

Nav Bar with link to other pages

Light armor explanation	Medium armor explanation	Heavy armor explanation
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Armor passive abilities explained	Best passive armor
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Banner					
Nav Bar with link to other pages					
Stratagem explanation					
Patriotic Administrat ion Centre & Best Stratagem	Orbital Cannons & Best Stratagem	Hangar & Best Stratagem	Bridge & Best Stratagem	Engineerin g Bay & Best Stratagem	Robotics Workshop & Best Stratagem

Banner					
Nav Bar with link to other pages					
Ship Module explanation					
Patriotic Administrat ion Centre & Max Level	Orbital Cannons & Max Level	Hangar & Max Level	Bridge & Max Level	Engineerin g Bay & Max Level	Robotics Workshop & Max Level
Priority of ship modules in order					

Banner

Nav Bar with link to other pages

Requisition Slips & How to get	Super Credits & How to get	Medals & How to get	Common Samples & How to get	Rare Samples & How to get	Super <u>Samples&</u> How to get
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