

{ Matthew Burkett Games }

A portfolio of the games development projects which I have created or co-created and information about what I'm currently working on.

I (Matthew Burkett) am an aspiring game developer, currently studying computer science at Michigan State University. In addition to acting as hub access for my completed games, this website is used to communicate updates on the development of my larger projects through devlogs. I make games in my free time when I'm not committed to other plans or hobbies. I'm aiming to develop a certain project I'm working on to the point that I can begin to look into publishing it.

Personas

Recruiter

Someone reviewing qualifications, looking to hire.

Customer

Prospective customer of one of my projects (when I publish a game).

Casual Viewer

A friend, peer, or relative who is interested in viewing or playing my games.

Comps



Wireframe

Header

The header is designed with the intent that the user can understand immediately what the website's purpose is and how they can navigate it to find what they are looking for.

"Matthew Burkett – Projects & Portfolio" is the title of my website. I might make it into a hyperlink that would take the user back to the projects page. "Projects" and "About Me" are buttons/hyperlinks that take the user to their respective pages. The projects page is primary page of my website (so it is first in order).

Title & Description

At the top of the projects page is a title which lets the user know they are accessing the projects page of my website. Immediately below the title is a screenshot of whichever game is most recent or most relevant. The following description provides information about the kind of projects I create, the purpose of this page, and how I intend to update it.

Game List

Each box below the title and description of the page showcases a project/game. In each box, the large text shows the title of the game with a description below it in small text. In the left side of the box, an image of the related game is shown. The title of the game also functions as a hyperlink which takes the user to a page where they can download or access the game. I may instead use buttons which would be placed between the title and description of each showcase.

