

# Project Exam 2019

## Report

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### Summary

This project was to build a game based on “Game of Thrones”.

This project should contain of three pages, a character select page, a board game page and a final page. The user should choose a character from the first page, and then the chosen character should be displayed on the second page. The final page should congratulate the player for the victory.

The first and final page I made responsive on different devices. I used “media queries” and “bootstrap” to help make it responsive.

The colour palette creates an analogous harmony to the website, and works well with the images and typography. The images are around or below 200kb and brings a nice emotion to the game. I used a serif typeface called "dutch-mediaeval-pro" for my heading and titles, and a san serif typeface called "Open Sans" for body text.

The game consists of some surprises and traps that makes it intriguing for my target audience to play. The game is also "wcag" friendly for people with disabilities.

GitHub link

<https://github.com/ca2roaldsoy/SemesterProject2019>

## Body

For this project exam, I was given the task to create an online game for Game of Thrones.

This game should contain three pages, "The Character select page", "The board game page" and "The final page". The first page and the last page should be responsive.

## Process

To start off with this project, I created some sketches of how I wanted my pages to look like. Here I also wrote down what things I needed, like what information I need and what parts needs to be able to move.

After my sketch was done, I started to do some research. Find out the different things that I wanted to use in my game like colours, typography, images etc. Here I also found my target audience.

When I got all these things in place, I started on the design part. Here I made the logo I wanted and created the tokens and icons for the game.

After I was done with that, I headed over to the coding stage. Here I started of creating the html and the cascading style sheet(css), before I got into JavaScript.

When I had done all that, I went out and found different test-persons to test the game.

After the testing was done, I went into my code and fixed the problems, and sent it out for testing again.

Now I had all that in order, I published my game.

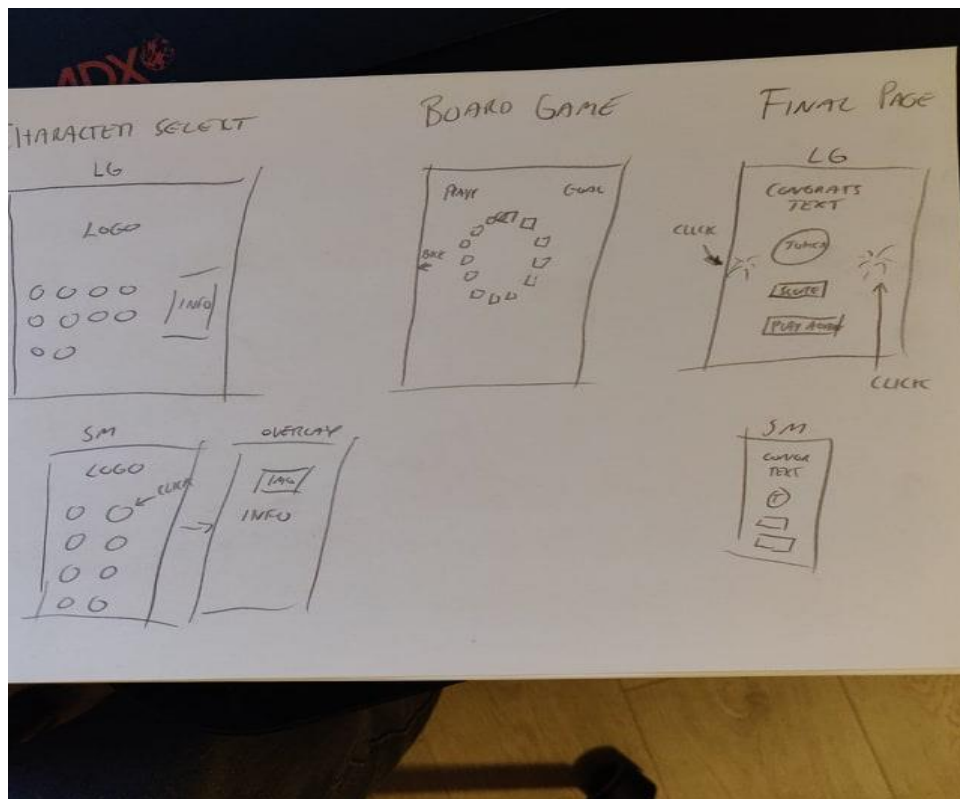
All of these processes were done, while using Git and GitHub.

## Sketch

Here I decided to do some paper prototyping, where I sketched out different possibilities of how my pages could look like. I sketched out different ideas for both a mobile version and a desktop version,

for the character select page and for the final page. The board game page, I only sketched out a desktop version.

And here is what I decided to go for:



## Research

In the research part, I started to research on how other online board games in the same genre looks and acts like. This was important to get a grip of what I needed for my game and how the game should behave.

I also did a lot of research to find the images that I wanted, the colours I wanted and the typography that I wanted. Here I also searched for the best SEO to use.

I also took a look at the application programming interface (api), to find the characters I wanted implemented to the game.

This was done while having my target audience in consideration.

## Target Audience

I think is always a good idea to think about a target audience. For this game for Game of Thrones, my target audience should diffidently be interested in fantasy and war, and also of course Game of Thrones. This is mainly because Game of Thrones Is a battle between the 7 kingdoms and who

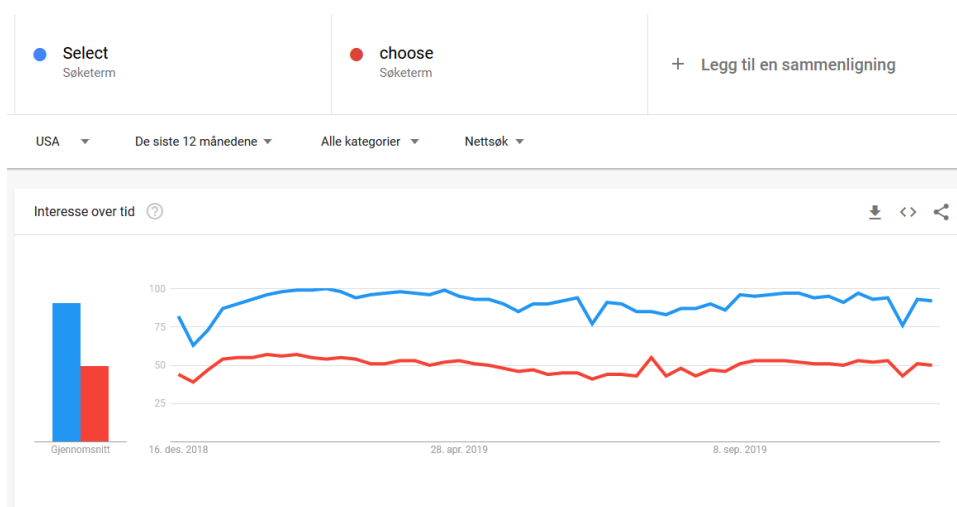
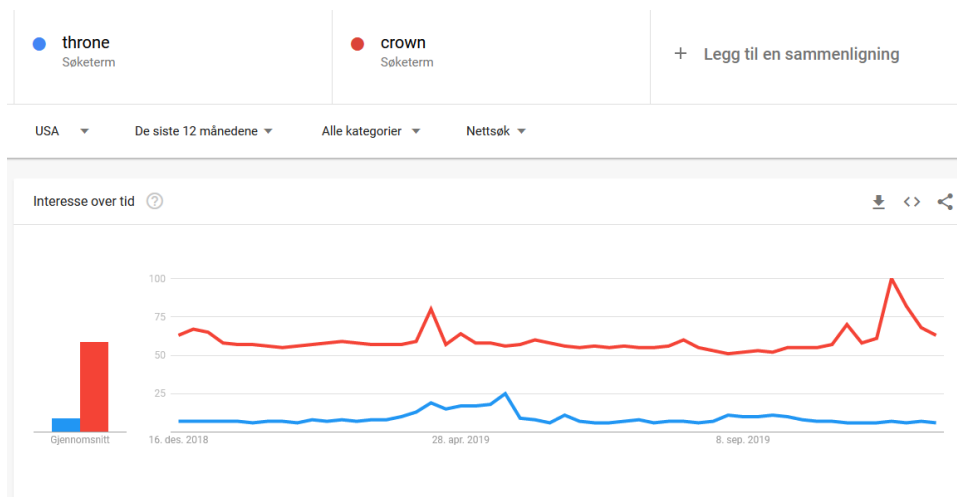
should rule them all, and also a battle between the undead and the living. Game of Thrones also contains mystical creatures like dragons, which makes the series of a more fantasy story.

I think mainly that my target audience is between the ages 15 and 35. This is mainly because the tv-series got r- rated between the ages of 12 and 18 around the world, and it is for people who are interested in playing games.

To sum up my target audience would be male and female between the ages of 15 and 35, who likes battles, fantasy and Game of Thrones, and also enjoys playing games.

## SEO

To have a good SEO is important to attract new players to the game. This is because it would be easier for them to track down the site. Using Google Trends helps me quickly find out different keywords people has searched for, that I can use in my game.



## Design

- Typography

When it comes to find a good typography for the site, I wanted a typeface that has a good hierarchy and also has a more mediaeval look. Having a good hierarchy is important for having more font weights to choose from, like “bold” and “italic”.

I also wanted the typeface to have the same sharp ends to each letter, like Game of Thrones has. This makes it have a more fantasy appealing and also relates to the Game of Thrones typography.

For my game I chose to go for a serif typeface called “Dutch Mediaeval Pro” for my headings and titles. Since this typeface has a fancier and more fantasy look to it, I decided to go for a more normal and easier-reading look for the body text.

For the body text I chose a san-serif typeface called “Open Sans”. This typeface has a more normal look to it and are easier to read. It also works great with the “Dutch Mediaeval Pro” typeface.

These typefaces are small in size, which makes each site load faster. This is important to make players stay on the game and maybe return later on.

- Colours

When choosing colours, I wanted colours that could represent the Game of Thrones, and also colours that represents the mood for playing games. Figure 1.1 displays the colours I have chosen.

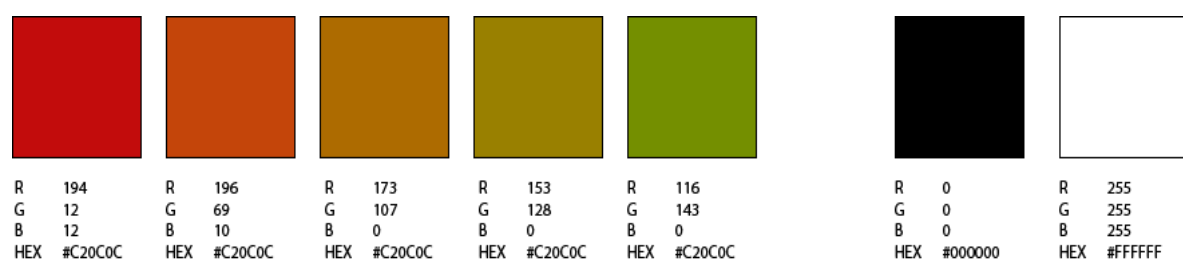


Figure 1.1 Colours

The **RED** colour represents energy, excitement and emotion, which I think works well for this type of game, as Game of Thrones consist of these properties with all the battles and emotions. The excitement is for players to experience an exciting game.

The **ORANGE** colour represents fun, motivation and comfort. These properties make for a more fun game, and brings motivation to try it over and over again. The game should also be comfortable so that players do not leave quickly.

Just these two colours together make up a flamelike colour, which I think suits great for the game

The **BROWN** colour represents power, nature and reliability. This makes player feel to have more power and control when playing, and also that they are playing a reliable game they can count on.

The **Green** colour represents energy, harmony and is the most seen colour. These properties bring a certain feeling to the game, adds a nice touch to it. This colour is mainly used for buttons in the game.

These colours together create an analogous harmony to the game.

The colours Black and White, I have added to gain extra readability according to the web content accessibility guidelines (WCAG) standards. A contrast higher than 4.5:1 makes it easier for users to read the text (figure 1.2).

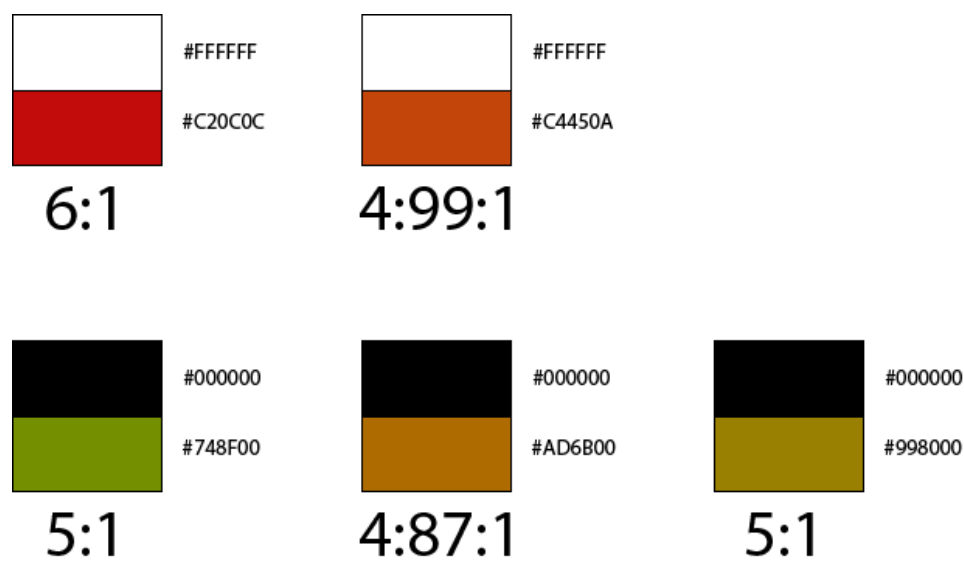


Figure 1.2 Color contrast

- [Images](#)

When it comes to images, I decided to have a background image on all 3 pages. These images should represent the “Game of Thrones” series, but also blend easily in with the web content.

I also added images to each “Jumbotron” I created, so that the games get more exciting visually. Players can find this more intriguing and will stay on to explore more.

Each image is about or below 200kb. This is for making the page faster to load, and not make players wait and wait before they can play.

- Logo

The logo I created has two swords crossing each other, and a crown on top of them. I think the logo represents very well what the theme of the game is about, and also mimic the Game of Thrones. The logo should represent the fight for the throne.

Since a crown and a throne represents the same thing, I thought it would look better just to make a crown.

- Icons

When it comes to the icons, I created an arrow as a part of the navigation. This should represent the theme of the game. This arrow also moves on hover, representing that they are clickable.

- Tokens

Each character has their own token. Each of these tokens represent the house the character belongs to. This will make the target audience be more intrigued as they can relate to the actual tv series, on what characters belongs to what house.

I also changed colours on these tokens for each player, so that it will be more noticeable that they are different characters.

To make the players easily see what kind of characters they are playing with on the board, I choose to have part of the token to be the one they play with.

To make the game more interesting, I decided to place the sigils of each house along the board.

## Coding

When it comes to the coding part, I decided to use bootstrap for the character select page and for the final page. Bootstrap makes it easy and helps with making the site responsive. Following their grid system, lines up the cards perfectly next to each other.

For the images, I added on alt tags, so that people who are visually impaired gets an idea of what the image is about.

When it comes to styling the different pages, I used Sass. I think this tool works great and are easy to use. I created different partials for the belonging content. I used mixins for my media queries and for the character classes. I think this put things more in order, than have media queries all over the place

- [Character Select Page](#)

To make it easy enough to switch between the character selection, I decided to create radio buttons. Radio buttons only allow one option to be selected. Since I created a one player game, using radio buttons will take care of the most.

I also added a hover and a selected effect when choosing character, so that the player easily can see if he has selected it or not. The hover and selected effect have two different colours. This will make the player see if it is selected.

To make the players avoid jumping to the board game without selecting a player, I made the “play button” only appear when the player has selected a character to play with.

For this page, I used “Fetch” to fetch the api from the characters. I also used local storage to save the name of the character, the player has selected so that it can be used later on.

- [Board Game Page](#)

I created the board to run in a circle. This circle contains of 30 tiles. Some tiles are blank and some tiles have a trap or something helpful on them. I also added some houses to some of the tiles. To make the game more interesting and exciting, these houses do not show what happens to the player until the player lands on them.

To play this game, I made a dice for the player to roll. This dice has been placed in the centre of the board, so that the player easily can see it. I created 6 different dices, so when the player clicks the roll button, these dices loop over each other in a random order. This makes the dice seem more lifelike.

When the player rolls the dice, his token then moves on the board (it disappears and reappears). To make the token easier detectable, I added a glowing ring around wherever the token is.

When a player lands on a special tile (trap, house or something helpful), then a jumbotron appears and displays what is happening. This will take the attention of the player right on it. I added names and other things to the jumbotron, from the tv show, so the player can relate more to it.

To make this game more interesting, I added a goal for the player to reach when he has landed on the final tile. If the player reaches the goal, he then wins or else he loses.

I also added a point system, that does not display before the final page. This is to make the game more fun for the player, as he can compete with other players of getting the highest point. I used local storage to achieve this.

- [Final Page](#)

When the player has reached 30 tiles and the goal, he then turns to the final page.



To make the final page pleasing, it shows a congratulation message and the token (from character select page) of the character, the player has played with. To make it a little bit interactive, the player can press a button to see his score from the board game.

And finally, there is a button the player can press to play again. Adding a play-again button, will let the player know where he can go for starting the game again.

## GitHub

Regarding Github, I decided to have one branch for each of the pages. This will make things more in order. I used Github as often as I could, and I find it good practice to use it, in case some of the work gets lost.

## Conclusion

According to my sketch, the character select page did not turn up they it was attended to. I decided to make some changes to the layout to make it easier for myself and my target audience. Still I think it looks good and has some nice emotion to it.

The research was hard, and I spent a lot of time researching for finding the things that I wanted. I found that finding typography and images, the way I intended was too hard to find. That is one of the reasons why I chose to go for another layout than my sketch.

I think my typographies both looks and works good on the site as well as with each other. Next time I will do the research first then the sketching after.

I also changed my colours along the way. I found out that I wanted some colours that has a special harmony to it and relates to the "Game of Thrones" brand.

I also replaced the images. I think the new images works well and gives an intriguing and exciting look to the game.

Regarding coding, I got a lot of help from Connor, on how to move the character. It also helped a lot to know we only had to make a one player game. I strived much for getting the fetch right, and so after I changed my layout, it worked out. I notice there is still much to learn about "JavaScript" and "Api", so I am intrigued to learn more.

Regarding Github, I tried to have one branch for each page, but with one stylesheet covering all the pages, I had to overlap them some times. I also met up with some merge conflicts, but they were easily solved. I noticed that I only got error when I tried to push to master branch, so to solve this, I had to force the branch to be pushed to the Github repository

In the end, I think the game looks good and exciting. It has some surprises and a goal to reach. It is easy for the player to navigate and to know what to do next.

## References

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Programs used

Adobe Illustrator

Adobe Photoshop

Brackets

Git Bash Terminal

Chrome DevOps

