

Project Title: Let's Dive Together

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Project Proposal

Purpose:

There are still a lot of people who don't have any basic knowledge about the sport of diving, thereforeThe goal of this interactive website is to provide a clear and engaging introduction to diving sports, with a focus on educating users about freediving and scuba diving techniques and gear choices in a simulative diving game.

Audience:

- The target audience includes beginners who are curious about diving to build their understanding of diving equipment and dive sites.

Challenges/Risks & Contingency Plan:

- Challenges/ Risks
 - **Accurate Information:** Ensuring that the content about diving techniques, equipment, and dive sites is accurate and up-to-date. Misinformation could lead to safety issues for users.
 - **Comprehensive Coverage:** Covering all aspects of both freediving and scuba diving, including different locations and species, might be too broad for one project, making it hard to deliver detailed insights.
 - **Performance Optimization:** Including high-quality images, interactive elements, and animations can slow down the page, impacting user experience, especially on slower networks.
- Contingency Plan:
 - As I am a freediver, I can make a simple version only for those who are interested in freediving

Layout:

- Home/Main page
 - High quality underwater image with different sea creatures that I took in the past dives
 - Start Journey button
 - Choose the type of diving that the user want to simulate
- Choosing Scuba Diving/ Free Diving
 - A diver avatar that needs to be suit in correct diving gear
 - The avatar will be surrounded with the gear they need with some basic information explaining each gear's usage

- Before entering the diving simulation, there will be a quick guide for how to balance ear pressure and adjust equipment through keyboard operations, with simple knowledge explanations attached next to it.
- Keyboard operation: WASD for moving directions and Space for ear pressure balancing
- Choosing Diving Spot

The diving spot choice will be based on Maldives's map since there has various species. There will be three maps in total: (Will ask my dive coach to give the more specific diving spot name)

Ref: <https://www.instagram.com/maldives.legend/p/C8mjTDjv99n/>

- Manta Point
- Banana Reef (Nurse shark)
- Maamigili Beyru (Whale shark)



- Entering the diving simulation

There will be a score display in the upper left corner. Every time the diver encounters a new species, the score will increase, and the score will be distinguished by rarity.

 - Scuba diving
 - There will be a timer for calculating the ear pressure balancing time bar
 - There will be a BCD usage bar for simulating the real usage
 - Freediving
 - There will be a timer for calculating the ear pressure balancing time bar
 - There will be a timer for calculating the breath holding time bar for letting the user know when they must go up to the sea surface to change breath

Design Elements

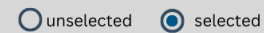


Components

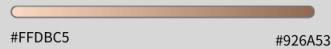
Buttons



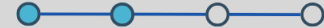
Radio Buttons



Color Selector Bar

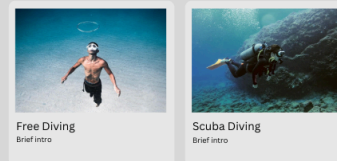


Process Indicator

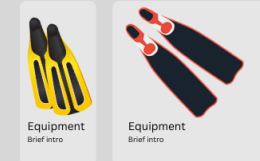


Selection Cards

Diving Type

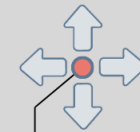


Equipments



Interactive Elements

Control Pad



Air Pressure Control

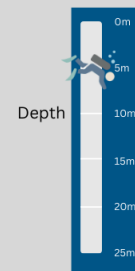
Diving Time



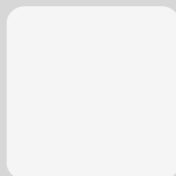
Air Pressure



Tip Boxes



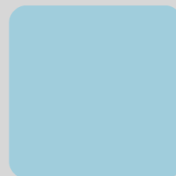
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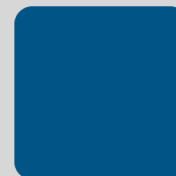
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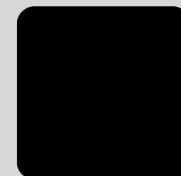
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WireFrame

