

# MiniSonic - Project Proposal

IMY 320 - Phase 1

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## Introduction

### Purpose

This document serves as a proposal for the design of an interactive webpage that will promote the game Radiant in the Darkness [1]. This webpage is being developed with the goal of giving the user a comprehensive and concise overview of the game, as well as immersing them in an intuitive digital experience that uses the latest technology and interaction concepts, as taught in the IMY 320 course. This report is loosely based on the Software Requirements Specification set out by the IEEE standard 830-1998.

### Scope

The terminology “webpage” is used here specifically to indicate that all content will be placed on a single page, there will be no backend interaction with a server to load a different html document during the user experience.

The single page, will have four distinct screens, each serving a different purpose (see “Overview”) from this point onwards, it is assumed that the reader understands that when a “screen” is mentioned, no new html page has been loaded.

## User Interface and Section Overview

### Section Overview

As previously mentioned promotional information will be divided between four screens, the table below gives a summary of the four screens, their purpose as well as their proposed design.

## 1. Loading Screen

### 1.1. Purpose

To inform the user of the loading progress of the website before all the content of the website is displayed.

### 1.2. Design

Black background with a small campfire animation in the middle of the screen and loading progress indicated under the campfire. The flames will grow taller as the progress increases.

### 1.3. Reasons for Design Choices

The black background does not have to be a image and can be set in css thus allowing for a quick load of the loading screen . It also serves as an introduction to the Darkened Jungle scene which is scarcely lit. The fire on the black background also complements the game's title: "Radiant In The Darkness" [1]. The blackness with the fire also creates mystery for what is to come [6].

## 2. Darkened Jungle

### 2.1. Purpose

This is the landing page which the user will see after the loading screen has loaded. There will be a small paragraph describing the backstory of the game's lead character, the game's logo is also featured for the first time.

### 2.2. Design

Vines and foliage will surround the edges of the screen, a halo of light emanating from a small crackling fire on the ground illuminates a section of the forest, revealing a lone traveller sitting by the fire. When the page loads for the first time the traveller will get up and walk left to his initial position. The game's logo will be large and in the top left hand corner, it will seem like the logo is glowing.

### 2.3. Reasons for Design Choices

The vines and foliage on the edges of the screen make the user feel like they are peeping through a hole in the forest at the character. The traveller standing up and walking to the left when the page is done loading emphasises that the page is done loading and that the user can now take control. The scarcely lit scene along with the fire continues evoking the feeling of mystery [6]. It is therefore a good continuation on the loading screen. The logo needs to be large to catch the

user's attention [5]. It is also glowing to catch the user's attention, and to emphasise the title of the game: "Radiance in the Darkness" [5].

### 3. Frosty Forest

#### 3.1. Purpose

The purpose of this page is to give a brief description the lands of Kin (the setting) and plot of the game [1].

#### 3.2. Design

A wide open plane stretching into the distance with snowy mountains in the background, a light but constant snowfall covers the leafless trees and fall onto a frozen lake. The falling snow will follow the cursor. The paragraph giving information about the game will have a black font colour.

#### 3.3. Reasons for Design Choices

The snowy setting of the second scene is in stark contrast to the second section (Darkened Jungle). This shows how vastly different the setting of the game can be. The large amounts of white will help to make the paragraph's text stand out [7]. The falling snow makes the scene more interactive.

### 4. Floating Platforms

#### 4.1. Purpose

To give more information on the game. Each platform will have a small information "bite" describing the development process of the game as well as availability on different platforms and release dates.

#### 4.2. Design

There will be multiple platforms bobbing up and down in a floating motion. As the user scrolls the platforms will move at different speeds creating a parallax effect. The rays of sunlight will follow the user's cursor. When a user hovers over a platform, text will appear on top of the platform (opacity fade-in).

#### 4.3. Reasons for Design Choices

This section continues to show how vast the setting of the game is. The subtle floating movements of the platforms will make the scene feel alive. The text on the platforms will blend in with the scene without being missed by the user. The direction of light rays following the user's mouse will also add nice interaction.

## 5. Smoky Tower

### 5.1. Purpose

To give the contact details for the developer, and have icons for different social media accounts which will be incorporated into the windows of the tower and when clicked will redirect to the associated account.

### 5.2. Design

A silhouetted view of an intricate tower is centre screen, behind it is a landscape in different hues of grey and purple. Smoke in different opacities drifts past the tower.

### 5.3. Reasons for Design Choices

The dark tower signifies the end of the website with the great experience ending. But the social media icons are windows with which you can see more of the game, i.e. linking to other platforms where more information can be found.

## Navigation

We are planning to implement a horizontal scrolling website. The whole website will be one page that can only scroll horizontally. This is a tabu for presenting content on a computer screen. This is due to the way computers developed from command line interfaces to graphical user interfaces. Horizontal scrolling like all other features requires certain conditions to exist in order to be comfortable. These conditions include display technology (screen & layout) and the navigation control technology (input devices) [2].

Horizontal scrolling on mobile devices or devices with trackpads make scrolling horizontal content easy but scrolling horizontal content with a normal mouse is frustrating.

To improve usability for users with traditionally mice we have decided to implement functionality that will translate vertical scrolling into horizontal scrolling. So if the user scrolls down the page will move right and if the user scrolls up the page will move left. Though this may be unintuitive at first we believe our target audience will quickly grasp the concept.

The design choice for making a horizontally scrolling website comes from the fact that the game which the website is made for is a side scrolling game. We want to make the character run through the different scenes as the user scrolls. We believe this will make the website interactive and make the user think about purchasing the game. A proof of concept can be

found here (Please excuse the bugs, it is a proof of concept after all):

[https://craig95.github.io/2017\\_IMY320\\_MiniSonic/](https://craig95.github.io/2017_IMY320_MiniSonic/)

Screens will appear in the order listed in the section overview, the design of each screen is briefly described here but sketches can be found below.

## Screens

Screen 1:

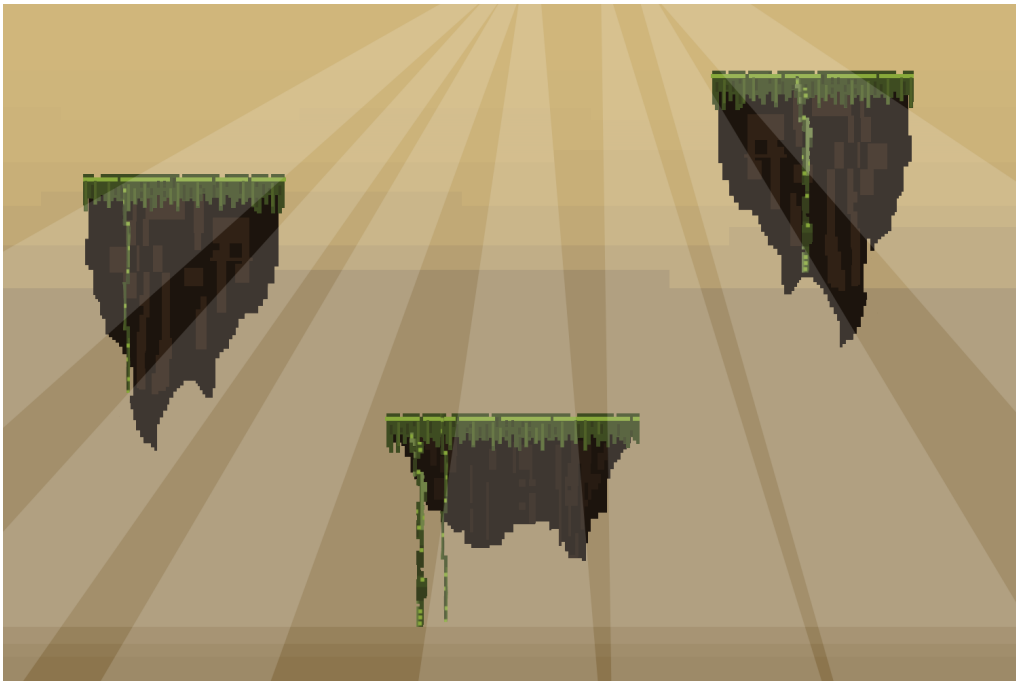


## Screen 2:



This page will feature an “infinite snowstorm”, snowflakes will fall from the top of the screen, their angle of falling will depend on the position of the user’s mouse cursor.

## Screen 3:



The platforms will be bobbing up and down in a floating motion, the rays of sunlight will follow the user’s cursor. When a user hovers over a platform, text will appear on top of the platform (opacity fade-in)

Screen 4:



The smoke emanating from the doorway will be a lot softer and the edges of the screen will also have the appearance of smoldering.

Potential font choices:

**RADIANT IN THE DARKNESS**

RADIANT IN THE DARKNESS

RADIANT IN THE DARKNESS

RADIANT IN THE DARKNESS

# Requirements

## Software Interfaces

To create the illusion of depth, we will rely heavily on the parallax web design technique which requires the use of Bootstrap, CSS and JQuery.

Adobe Photoshop and Illustrator will be used for image creation.

We have already started with the creation of the software interface and a basic mock-up is currently available on our Github repository which can be found at:

[https://github.com/craig95/2017\\_IMY320\\_MiniSonic](https://github.com/craig95/2017_IMY320_MiniSonic)

## User Characteristics

The users of this website possess a curious combination of characteristics in the sense that they are digital natives, they are accustomed to modern technology and how it functions, but they also have a desire to relive the design and navigation style that old 16-bit video games subscribe to. This website will exploit the nostalgia marketing [3] strategy that has become a massive trend recently.

## Constraints

- We will have to try and keep the size of our images as small as possible to promote fast loading times when users first open the webpage, but ensure that the filesize of the images does not start to compromise the quality. (our images should not be pixelated or stretched) [4]
- It is well known that users do not read a lot of text online, but it is a necessity that some text be present. We will be constrained in the sense that enough information needs to be conveyed but in very few words.
- Time constraints are also a concern as both members of this team have a very high course-load.

## Assumptions and Dependencies

- We will move forward with this project under the assumption that our target audience has been exposed to websites that adhere to responsive web design guidelines.
- We assume that users are both aware of swipe gestures as well as their meaning in the context of websites.
- The user will need a fairly decent internet connection to be able to use this webpage without compromising the immersion and quality of the user experience.



- A dependency that is often overlooked nowadays is that our webpage will require that Javascript be enabled in the user's browser.

## Performance Requirements

- Content should load fast.
- Animations should be smooth.
- Three.js should not be heavily relied on to increase performance.

## Design Constraints

HTML CSS and JS can be used. This combination in addition to frameworks which are written in these languages allow for almost infinite possibilities. Though these languages allow for many possibilities to be creative and design awesome websites not all web browsers are made equal. Not all features these languages support are implemented by all browsers. We will aim to make our website compatible with IE 11, Chrome 60 and up, Firefox 53 and up and Edge.

## Other Relevant Requirements

- The website should convey all the relevant information about the game without giving information which most users would not care about. If the users would like more information they should be able to contact the developer to request the information.
- The user should have a enjoyable experience which they can remember.
- The interface should be intuitive. The user should quickly feel comfortable to use the interface without someone showing them how to use the website.

## References

[1] Vanherck, C., 2017, 'Radiant in the Darkness', viewed 19 August 2017, from <https://www.kickstarter.com/projects/471748716/radiant-in-the-shadows>

[2] Ux.stackexchange.com. (2017). Why did scrolling vertically became a pattern?. [online] Available at: <https://ux.stackexchange.com/questions/18908/why-did-scrolling-vertically-became-a-pattern> [Accessed 19 Aug. 2017].

[3] Odart, S., 2016, 'Is Nostalgia Making A Comeback?', viewed 19 August 2017 from <https://www.ixxus.com/ceo-blog/nostalgia-making-comeback/>

[4] The Smashing Editorial., 2011, 'Responsive Web Design - What It Is And How To Use It', viewed 19 August 2017 from <https://www.smashingmagazine.com/2011/01/guidelines-for-responsive-web-design/>

[5] A Deep Dive into the Psychology of Text. (2017, March 21), viewed August 20, 2017, from <http://blog.usabilla.com/the-psychology-of-text/>

[6] A Look at Graphics: Using Lighting to Convey Mood, viewed August 20, 2017, from <https://adventuregamers.com/articles/view/32329>

[7] Why is it easier to see black text on a white background?, viewed August 20, 2017, from <https://cogsci.stackexchange.com/questions/13605/why-is-it-easier-to-see-black-text-on-a-white-background>