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# UniLaunchres Concept

# Motivation For making Site

- ▶ I wanted a quick and easy way to access your games cluttered in other launchers to have one convenient simple way to add and play games with a click of a button



# Functionality

- ▶ Being able to add a game into the library which will then be able to be launched from either the phone site or desktop site.

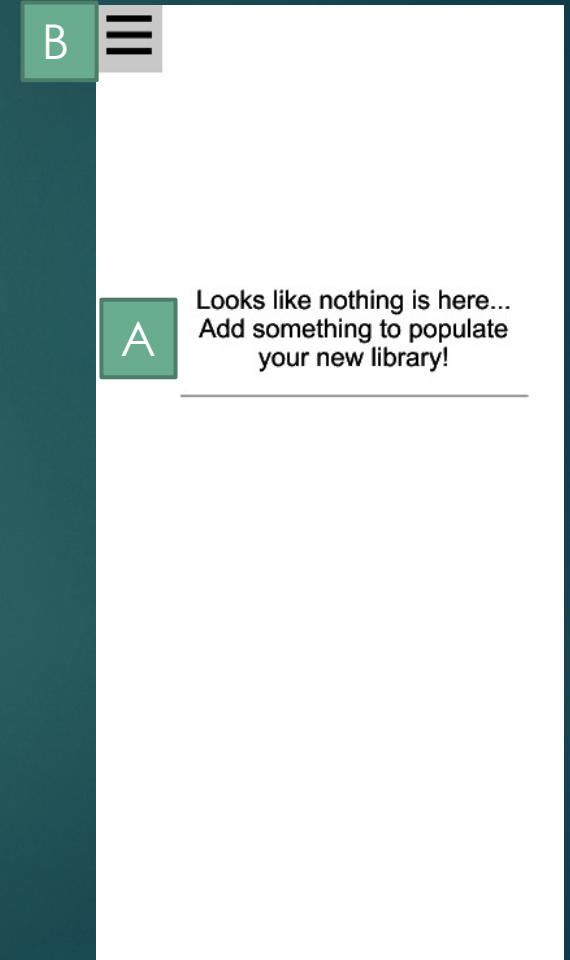
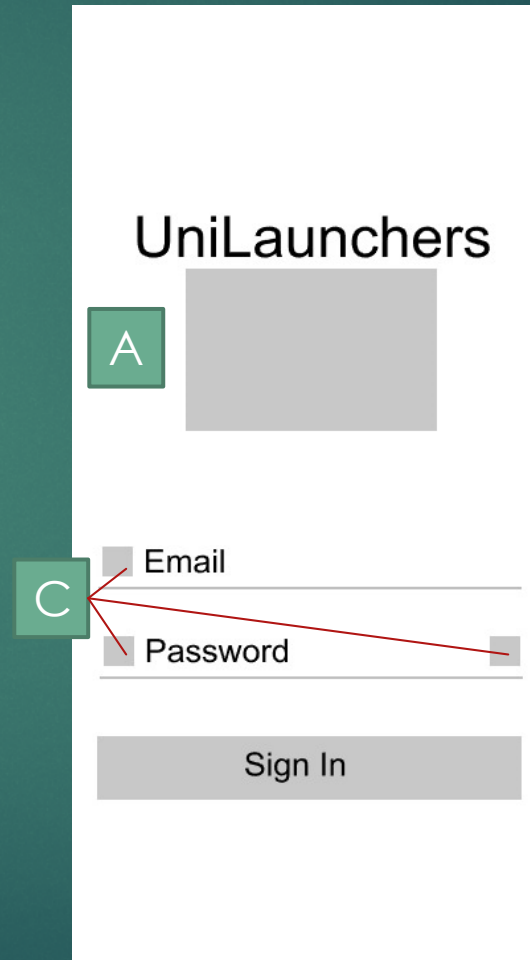
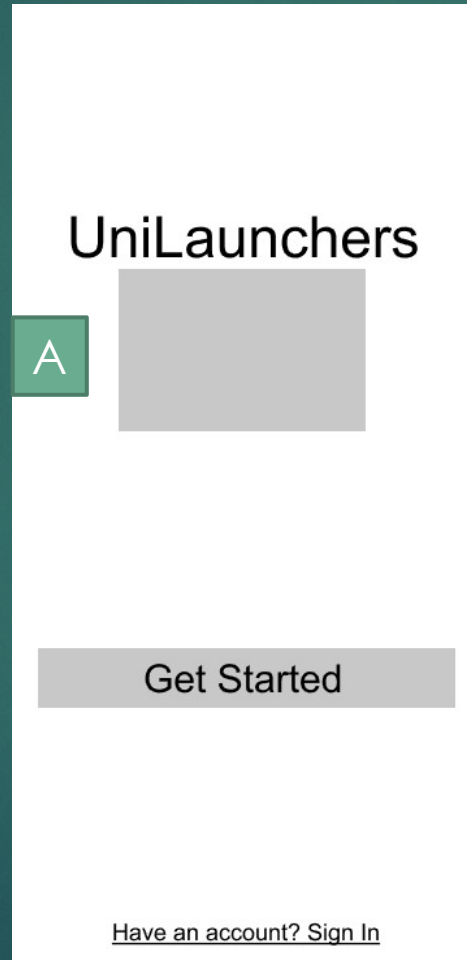
# Mobile Version

A: Logo

B: Drop down Menu

C: Icons that I'm still thinking About

D: First time text that lets you know you should add something.





# Mobile Version

A: Icons for tasks for mobile site

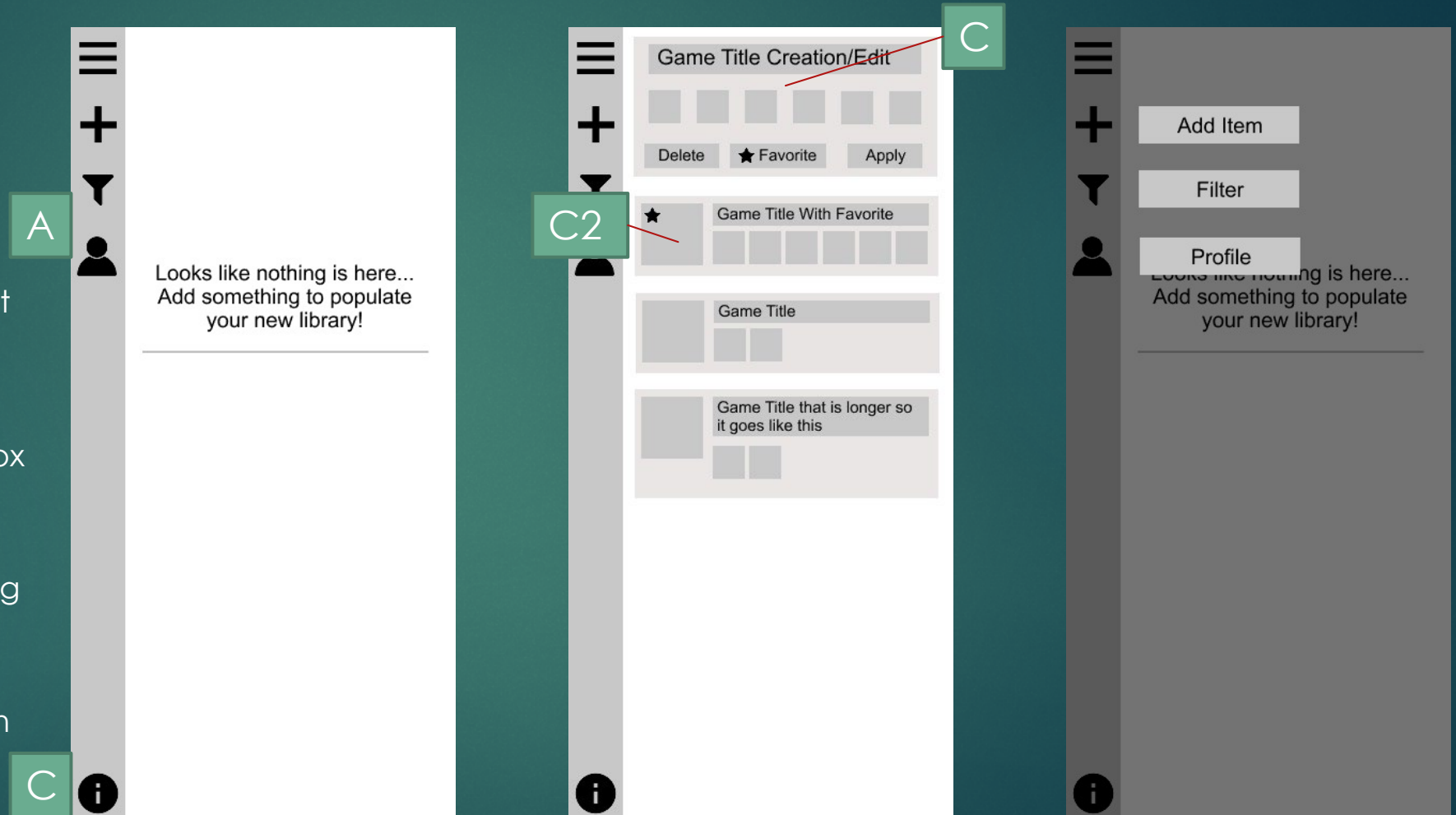
B: Information button: Tells you what each Icon does

C: Add Item form populates field.

Each Square Represents a checkbox that has image of game launcher icon.

Form has multi use, first time creating and when editing.

C2: Clicking Game Icon opens up edit Menu, might make event when it's a double click.

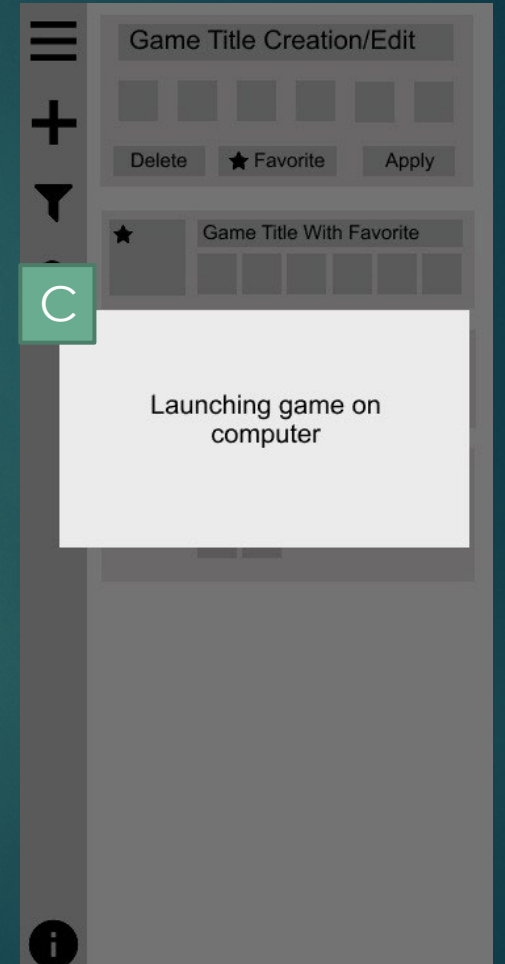
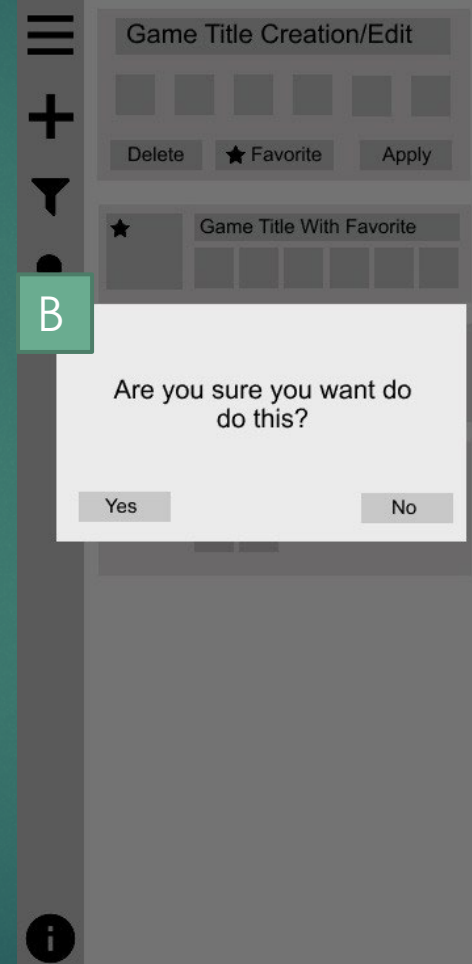
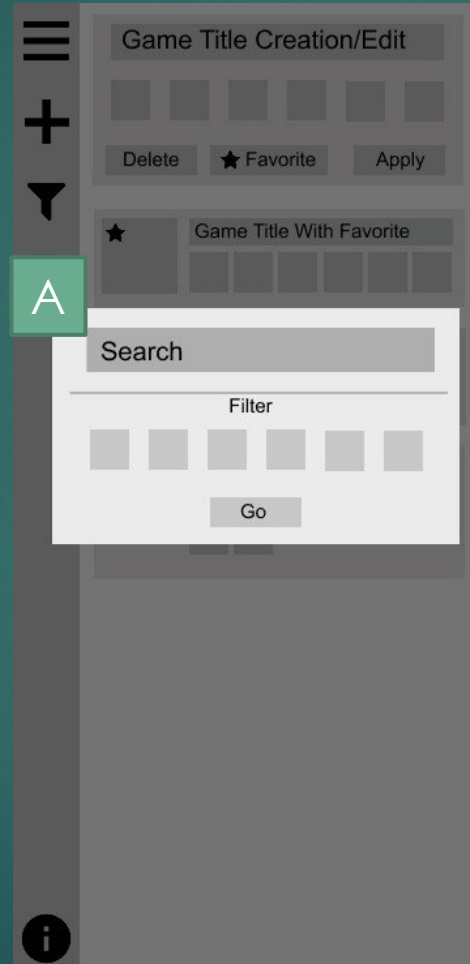


# Mobile Version

A: Filter Popup, Boxes represent checkboxes like creating item to filter what games you want to be filtered.

B: Simple confirmation window, appears with menu either hidden or shown.

C: Letting user know when clicking game to start that it will launch on desktop.





# Mobile Version

A: Quick easy Email or password changer. Icons up for debate

B: Buttons on bottom give user way to either remove account or clear whole library.

C: Confirmation window for each button so you don't accidentally nuke your whole library

A mobile app interface for account management. It features a vertical sidebar on the left with icons for a menu, a plus sign, a green square with a white 'A', a person icon, and a green square with a white 'B'. The main content area has a white background with a 'Save Details' button. Below this, there are two buttons: 'Clear Library' and 'Delete Account'. A green square with a white 'C' is positioned to the left of the 'Clear Library' button. At the bottom of the sidebar is an information icon 'i'.

Menu icon  
+  
A  
Person icon  
Save Details  
Clear Library  
Delete Account  
i

A mobile app interface showing a confirmation dialog. The background is a dimmed version of the account management screen. A white dialog box is centered on the screen with the text "Are you sure you want do do this?". Below the text are two buttons: "Yes" and "No". A green square with a white 'C' is positioned to the left of the dialog box. The sidebar on the left is visible but dimmed, showing the same icons as the first screen.

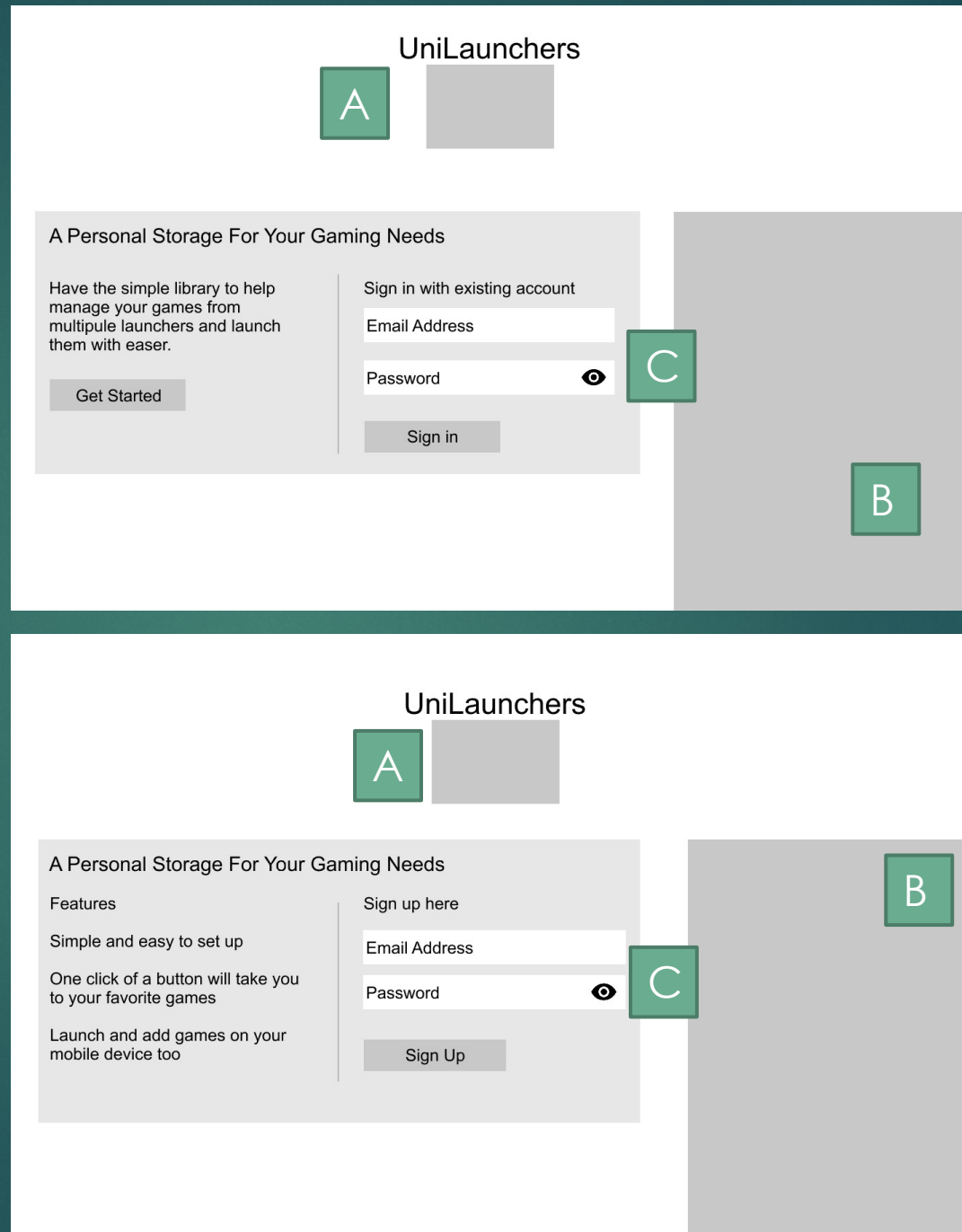
Menu icon  
+  
Filter icon  
Person icon  
Are you sure you want do do this?  
Yes No  
Clear Library  
Delete Account  
i

# Desktop Version

A: Brand Icon

B: Design Image to mix with simple background, particles effect with invis img background

C: Using a design idea I checked online to get rid of typing password twice with an icon that reveals password



The image displays two wireframe designs for the UniLaunchers desktop version, arranged vertically. Both designs feature a header with the title 'UniLaunchers' and a brand icon (A) represented by a green square with a white 'A'. Below the header, the left column contains a section titled 'A Personal Storage For Your Gaming Needs'. The top design includes a 'Sign in' form with fields for 'Email Address' and 'Password', a 'Sign in' button, and a 'Get Started' button. The bottom design includes a 'Sign up' form with fields for 'Email Address' and 'Password', a 'Sign Up' button, and a 'Features' section with three bullet points: 'Simple and easy to set up', 'One click of a button will take you to your favorite games', and 'Launch and add games on your mobile device too'. The right column features a large gray rectangular area (B) with a green square containing a white 'B' in the bottom right corner. A green square containing a white 'C' is positioned over the password field in both designs, indicating a password reveal icon.



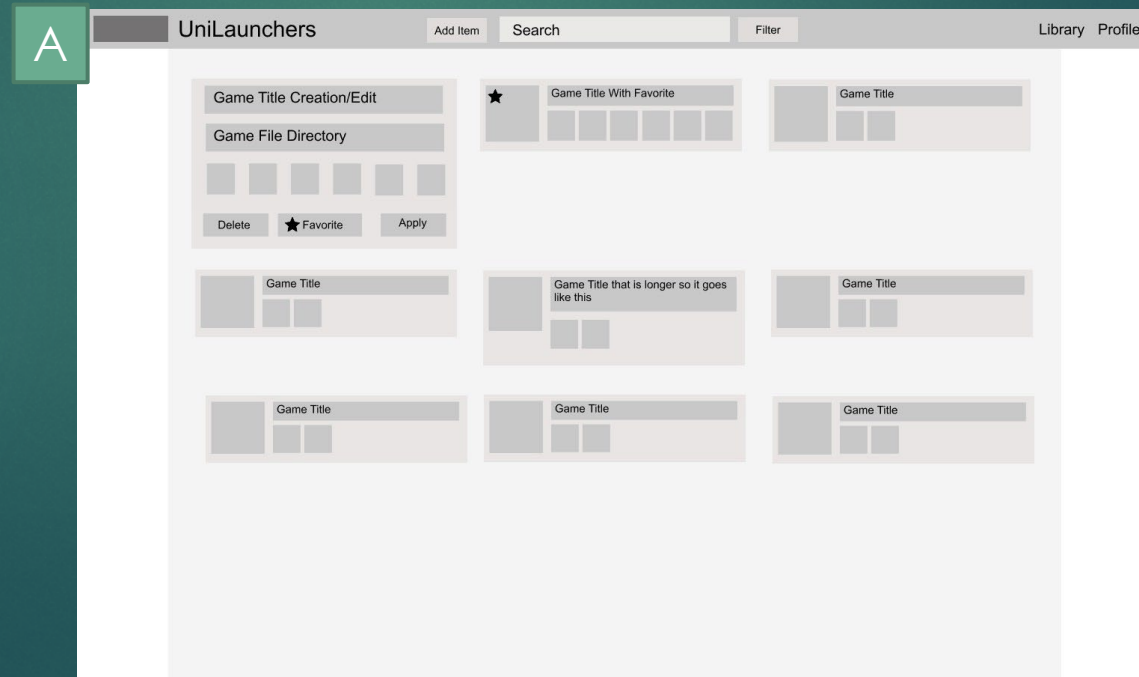
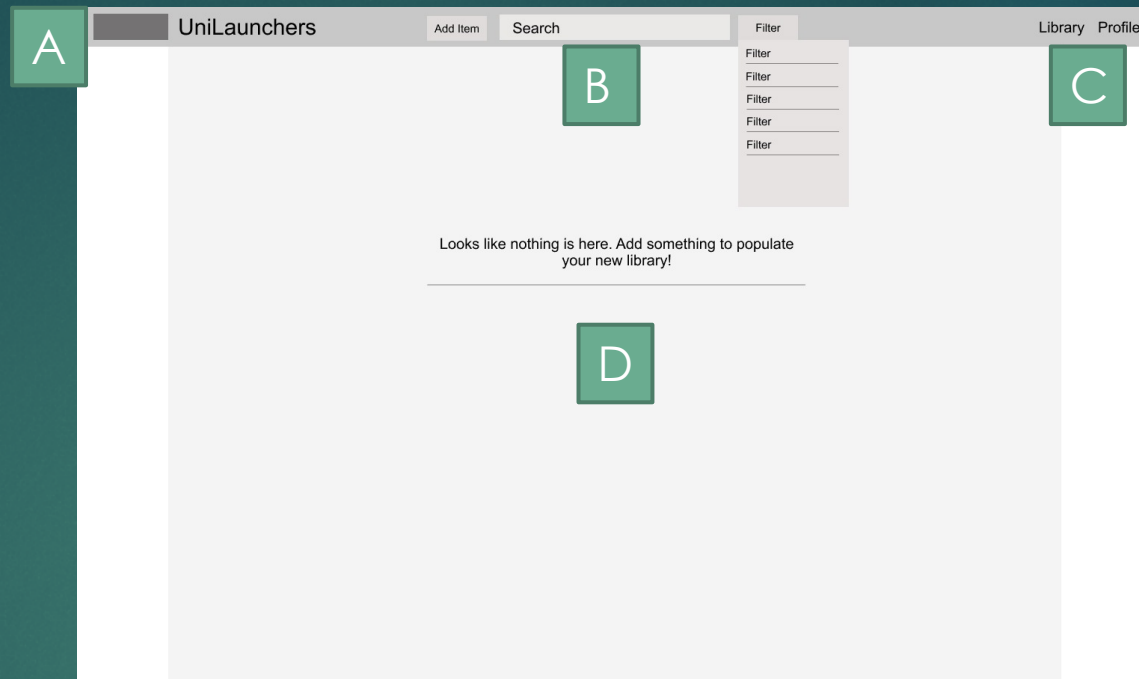
# Desktop Version

A: Logo. Escape hatch

B: Item creation/filter area

C: Nav Area

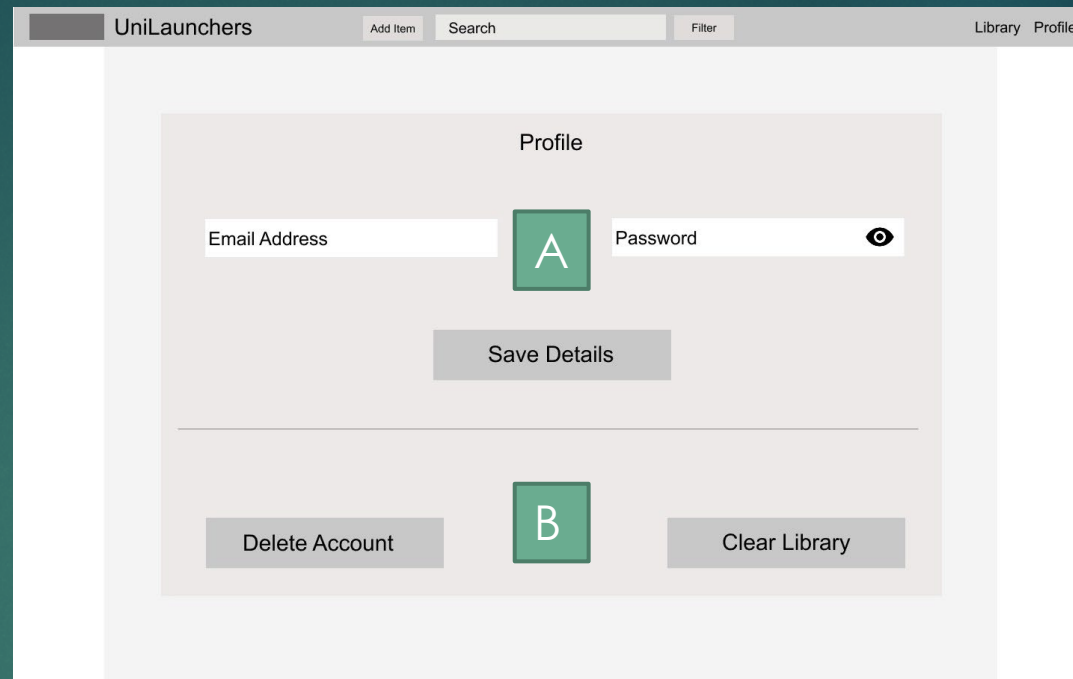
D: First time/empty



# Desktop Version

A: Profile edit details

B: Profile/library settings



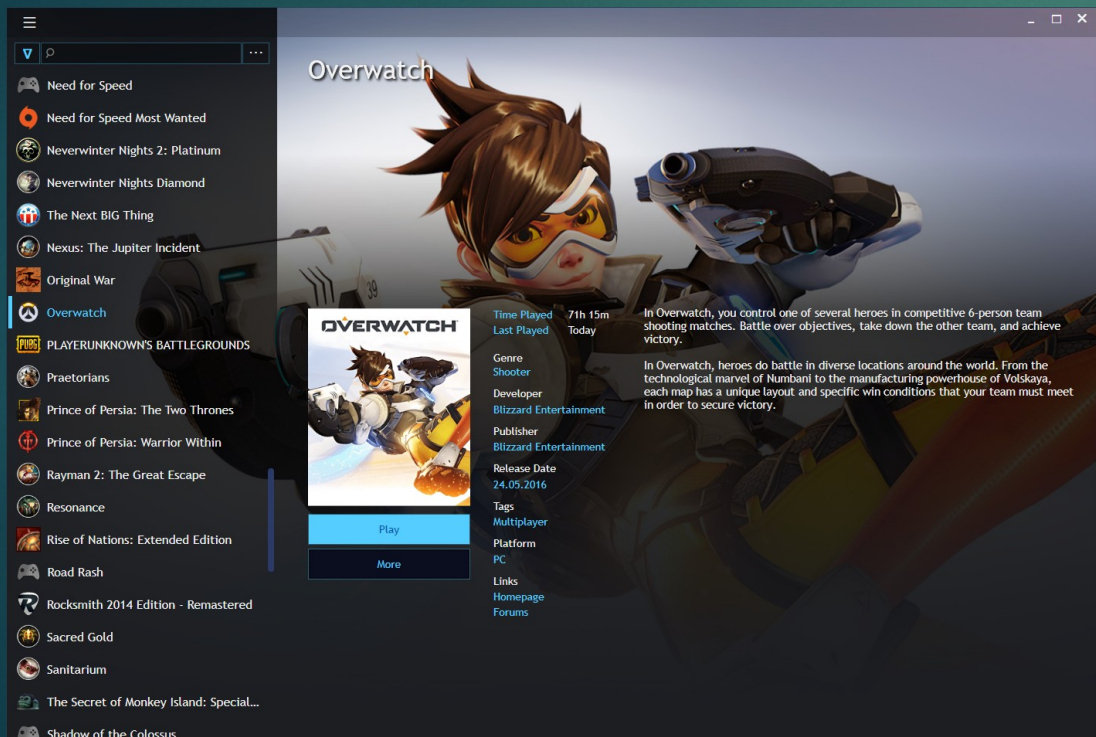


# Audience

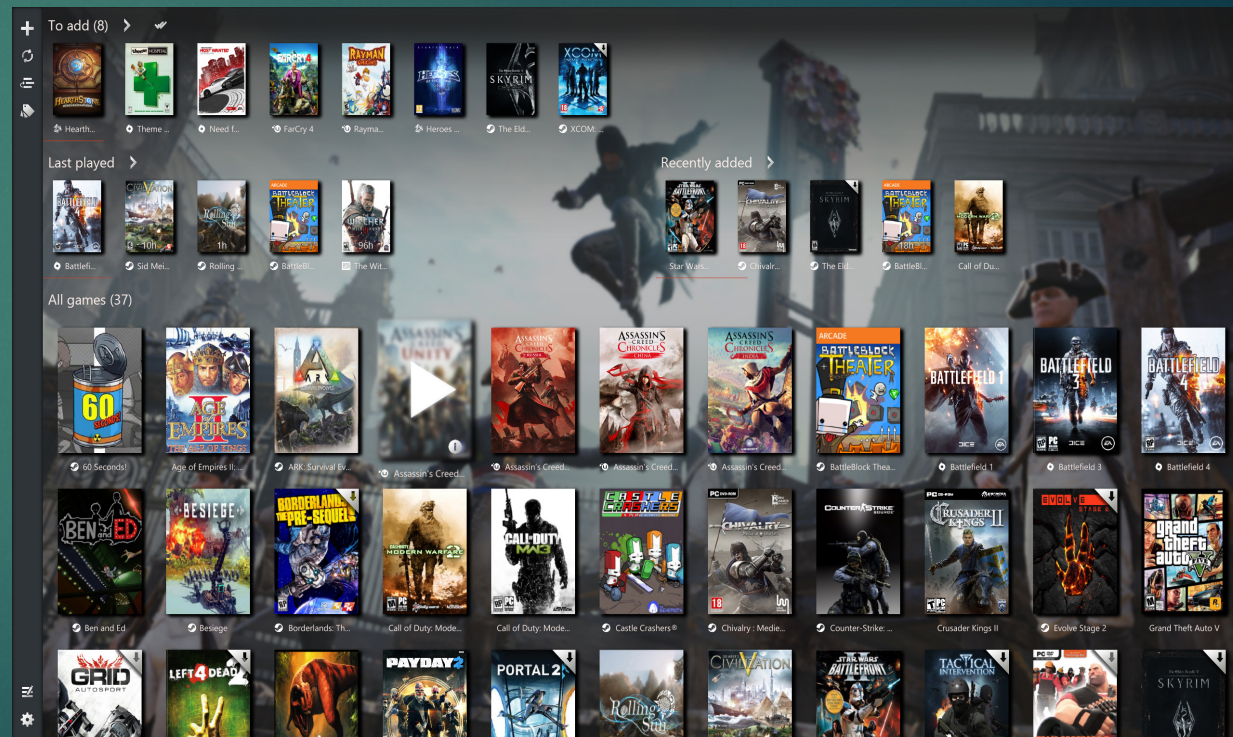
- ▶ Fitted towards a gamer that wants more organization.
- ▶ A casual audience might not care for organizing their launchers will have to look more into that.
- ▶ People who know what game they play and won't care for extra aesthetics like a description/rating



# Playnite



# Game Room





# Why My Idea Will Be Different

- ▶ I feel other game launcher managers are trying to be too much like steam and end up cluttering their manager with fluff that would be too much of a hassle since the other launchers already do that.
- ▶ Wanted to have a mindset of something similar to a music library where the content is simple and very easy to access.

# Estimate Costs

- ▶ While checking online the domain, UniLaunchers.com was taken so I was going to use the .net version.
- ▶ Yearly Cost was 12\$ though if I wanted to be more creative I could find a more interesting SLD.