

TAMAS LIPTAK



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Website Features

The planned product (for the near future) shall include:

- a game/cinematic page (~Home)
- a story/lore page
 - o for most of the games that come with a campaign and/or have environmental storytelling
- a page for current popular releases (games since Battlefield 3/4)
- a page for upcoming releases (Battlefield Labs)
- a responsive design
- a dynamically generated shopping and locker system

This would be an interactive, content-heavy gaming web application with a strong emphasis on immersive UI/UX design.

Functionalities

The website should entertain the user on every device, from desktops to phones and make it accessible for fans.

Scroll-based interactions, transitions and animations are planned throughout most pages.

A **weaponry** would be fit for the interactivity as it could include demos of weapons, vehicles, accessories and different filters for search also presenting a **search bar** for quicker access.

Smoothness of the webpage is of great importance as it makes users feel more immersed. Constant movement on the website pulls clients in and makes them like the look of the website, creating a simple but mesmerizing dynamic, if scroll-based interactions are used well.

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Local Storage Usage

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As for the local storage, it would be used by the weaponry and the **shopping cart system**, where clients can purchase the games and **unlock** game-specific weapons in the weaponry.

In typical EA fashion.

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Website Assets

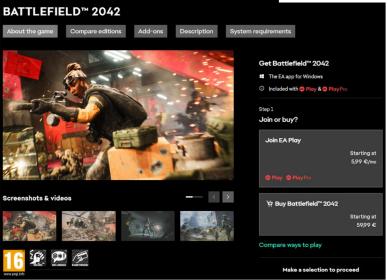
The user **benefits** from the very easy to access game information, it will be a very seamless responsive design calling for an engaging and cinematic design.

The website will act as a catalogue and a customizable player locker, inviting new and veteran players for it's use.

This will be the perfect website for any Battlefield enthusiast.

Inspiration





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