WEB601 Project Brief

This website will contain instructions on how to play around the world using a dart board. It is based for intermediate aged children.

The site will start with a welcome page that will have an introduction as well as an equipment list. There will be a log in and register section so that progress through the tutorials can be tracked and score boards can be saved. There will then be a link to an introduction tutorial on setting up and getting prepared e.g. where to stand, how to aim for the board etc..

After that there will be instructions on how to play around the world. This will include pictures showing examples.

At the end there will be a scoreboard that has two columns – one for each player – their name should go at the top. Under that there will be the numbers 1 – 20 listed down both columns. This should be interactive so that the children can mark off numbers once they have achieved them. There will be an option to continue the previous game or start a new one. There will be a save button so that the game can be continued at a later stage.

At the bottom of each page there will be a notes box for anything that the child wants to keep a note of.

There will be a navigation bar that can take children to stages during the tutorials or the scoreboard in case they want to have another look at a certain part of it or have finished the tutorial previously. There will also be a marker pointing to a stage of a tutorial if a child is part way through in case they want to continue from that point.

The colour themes will be based on the colours of a dart board. These are black, yellow, green and red.

The aim of the game is to be the first one to hit every single number on the board as well as the bulls-eye. You go for the numbers numerically for example you start on 1 and then go to 2 up to 20. You cannot continue onto another number until you have hit the number you are aiming for. Once you have hit 20 you try for the bulls-eye. The winner is the first person to hit all the numbers and the bulls-eye.