A screenshot of a cell phone

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Technical Report

Semester Project 2: Board Game

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Word count

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# 1. Summary

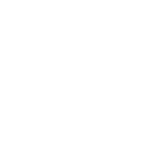
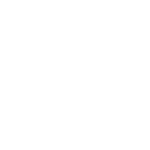
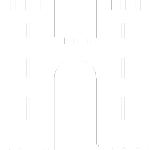
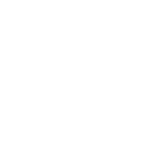
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# 2. Body

## 2.1. Introduction

## 2.2. Main section of report

Since the task is to make a board game, it was natural for me to begin looking at Game of Thrones board games. So to quickly get some ideas on what kind of content I should include in the design for the website, I started watching video tutorials posted on YouTube by fans. While I watched one of the vidoes I took screenshots of elements I thought might be useful later in the process. After doing some research I came up with the idea of ​​making 10 icons for each of the characters for The Character select page. I chose 10 different characters representing different houses and found valuable information about each of the players on this site <https://gameofthrones.fandom.com/wiki/House_Tully>. I even found this page <https://game-icons.net/tags/game-of-thrones.html> that provides 10 Game of Thrones icons representing different Houses. All of the icons has the CC BY attribution and since I’m supposed to create at least five by my own I hence, repainted four of the icons created by the author “George R. R. Martin” and used five of he’s remaining icons on the list for the reste of my character cards selection. The last Icon I made that wasn’t included on the list was an icon of a tower representing the House Frey. Even though I recreated four of the icons it may be some difference on the curves and shapes compared to the original. Below you can see which Icons I repainted and icon I created by my own with Adobe Illustrator.

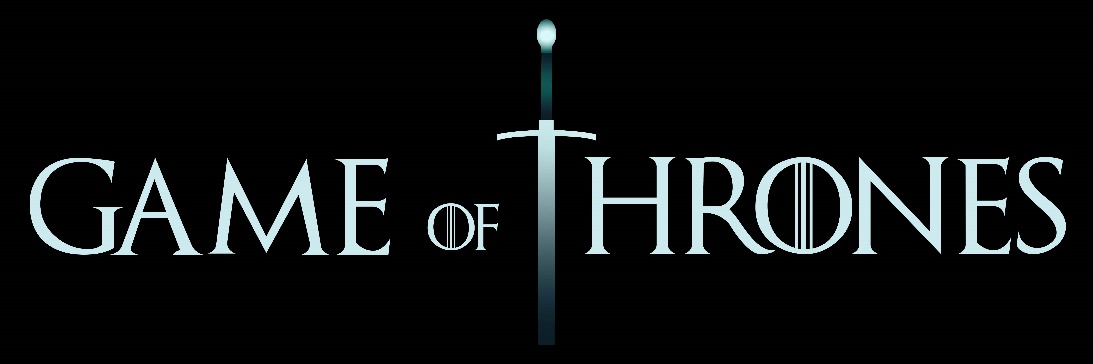
Luckily I found a Game of Thrones font designed by “Charlie Samways” on this web page “<https://www.fonts4free.net/game-of-thrones-font.html>” that I used in the logo and lower level headings. Since the Game of Thrones font is a gothic font, I tried to find other gothic fonts that I could pair with one another. I found a font called Nanum Gothic that is designed by Sandoll Communications and paired it with Roboto Regular font. Although Nanum Gothic was a design for the purpose of writing Korean script, I think it works well for this theme as well. I used the Nanum Gothic bold weight for the main heading and some sub headings. For the body text and buttons I used Roboto Regular.

Game of thrones

To achieve better legibility, I adjusted the letter-spacing to 1 px. According to the following website

“<https://material.io/design/typography/understanding-typography.html#readability>“, it is advised to apply tracking to the body text but maintain the headlines tight together, I therefor only applied spacing to the body-text. Apart from constant values of the body text, in order to distinguish content and create hierarchy, I kept the distance between headings and body text with 24 px spacing. For better visual consistency I applied 16px padding around each module.

The idea of the logo I created is taken from an image I found on pinterest.com “<https://no.pinterest.com/pin/539798705333445408/>”. I draw a similar sword and added some linear gradient to it. Then I combined the Game of Thrones fonts to the sword that is shaped like a T letter.



Since it's a lot of pride and honour in the Game of Thrones I thought it would be a good idea to let blue be among the dominant colours in my colour palette.

The colour scheme I put together is meant to express a mood of coolness like winter but also includes some warm colours for buttons, content with active states and animation.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  |  |  |
| #074a59 | #238c8c | #57face | #b30000 | #ff0000 |

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |
| #010101 | #ffffff | #d35400 | #ffa502 |

I used a dark blue teal colour with 70% opacity on the background of the main content and set the background image to fixed. In this way only the body text gets scrolled and you are still able to see the background image since the rest is transparent. The cards on the index page have a blur filter to make it stand out from the rest of the content and enhance the legibility of the text nested inside of the cards.

I used a black colour on the header, footer, the tiles with traps and some boxes that provides status information. The black background enables the warm and cool colours on elements such as the logo, the active navigation buttons and tokens to pop up and trigger users attention.

The design sketches are almost identical to the coded version except that the coded version has better hierarchy in terms of layout. The coded version is also more consistent clear. For instance, to distinction between elements that belongs together and not I separated out elements like headings and status content with the rest of the content in the main section by nesting them in a separate container.

**Design Sketches:**

<https://xd.adobe.com/view/bed34cb9-b448-4000-7f62-e724060e5c53-c8e2/>

**GitHub repository:**

<https://github.com/jorgenaa/Semester_project_2>

## 2.3. Conclusion

# 3. References

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# 4. Acknowledgements

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# 5. Appendices

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