

CS:GO Mechanics



IST Folio

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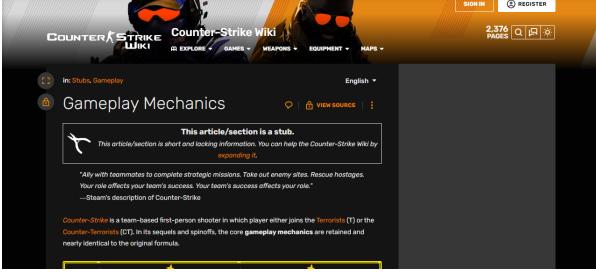
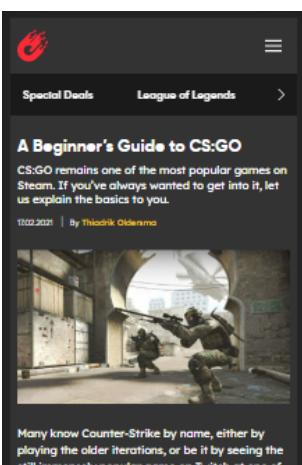
Statement of intent

I intend to make a website that educates the user about the mechanics of Counter Strike: Global Offensive. This can be achieved by using multiple different sections of my website navigated to by buttons to tell the user about the different mechanics. Examples of these mechanics include but not are limited to the recoil, movement, money, gamemodes, inaccuracy and bullet penetration.

My website will include different pages about the mechanics of CSGO, such as the recoil, movement, controls, tagging and other topics. These elements are in this website because they are relevant to the topic, which is the CSGO mechanics.

From visiting my website, the user will learn about the mechanics of CSGO, and how to use them to their advantage. They can do so by viewing all of the images and text, and using drop down menus or hyperlinks to visit different parts of the website.

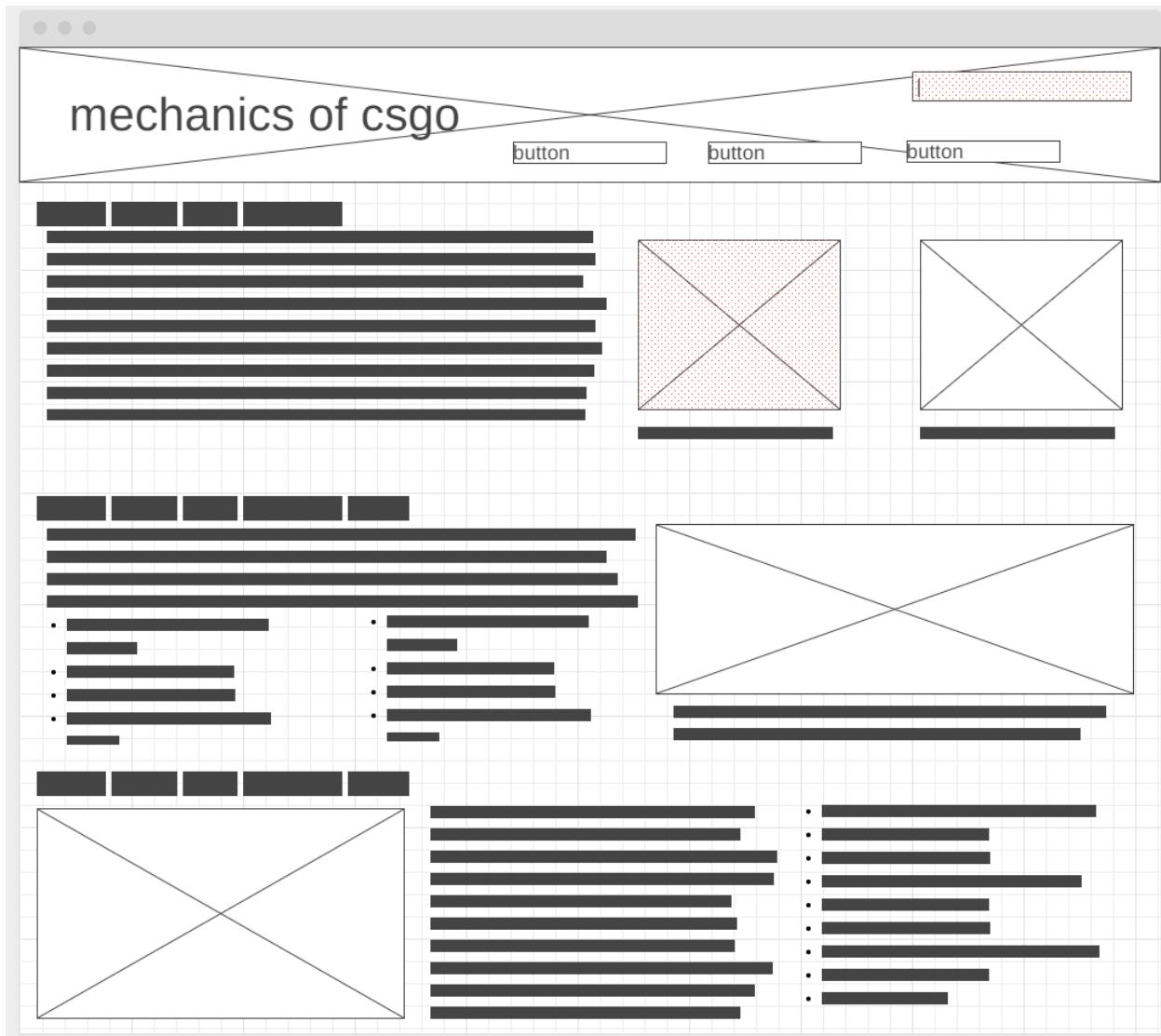
Existing Designs

 <p>https://counterstrike.fandom.com/wiki/Gameplay_Mechanics</p>	<ol style="list-style-type: none">I think that the background image is good, but I don't like the blank area on the right, since it could be used for images or something else.I like that there are drop down menus to lead to relevant games or sections in the website.These changes will impact my website by using buttons to move through different pages
 <p>https://www.esports.com/en/a-beginners-guide-to-csgo-180270</p>	<ol style="list-style-type: none">I like the simplicity of the designs, and the logo in the top right. I dislike the lack of variation in the typography.Some of the functional features that I like are the hamburger menu at the top right, which leads to different parts of the website. However, I do not like the fact that if you click a hyperlink, it doesn't open it in a new tab.These designs will impact my design by having more area for the actual content instead of buttons that lead you to places, which is resolved by the hamburger menu.
 <p>https://dmarket.com/blog/best-csgo-beginners-tips/</p>	<ol style="list-style-type: none">The colour scheme is nice, but I don't like the blank spaces on the edgesI like the arrow at the bottom right that leads you back to the top of the page, since this website is long. However, I don't like how the two sections at the side are not very large and don't scroll with you, making the sides empty for most of the site.

Layout

- Explore Bootstrap

Layout wireframe

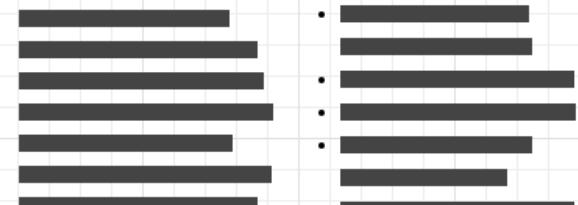
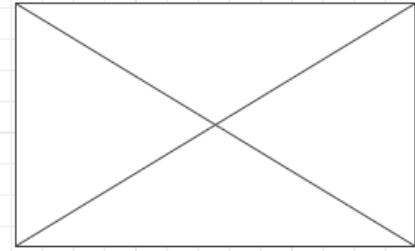
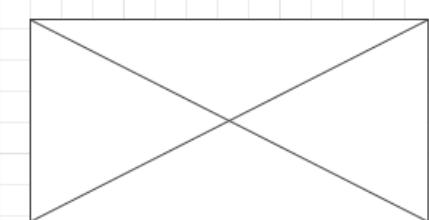
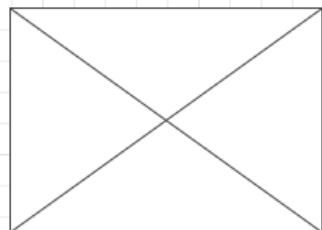
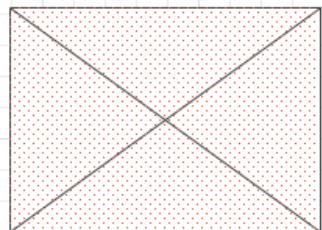


mechanics of csgo

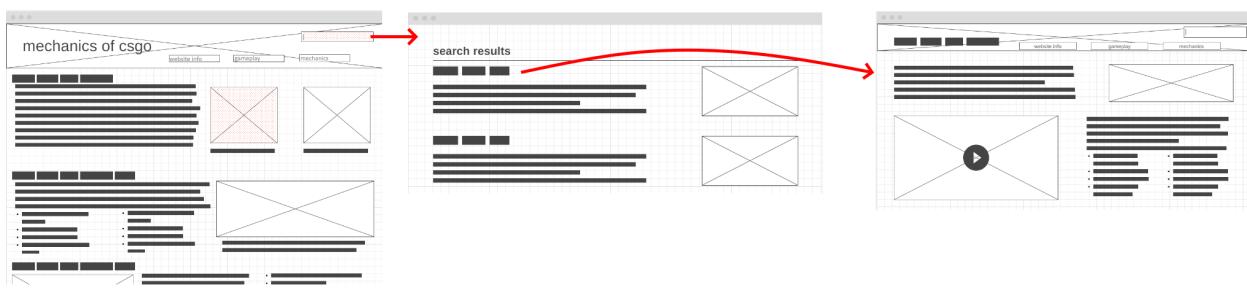
button

button

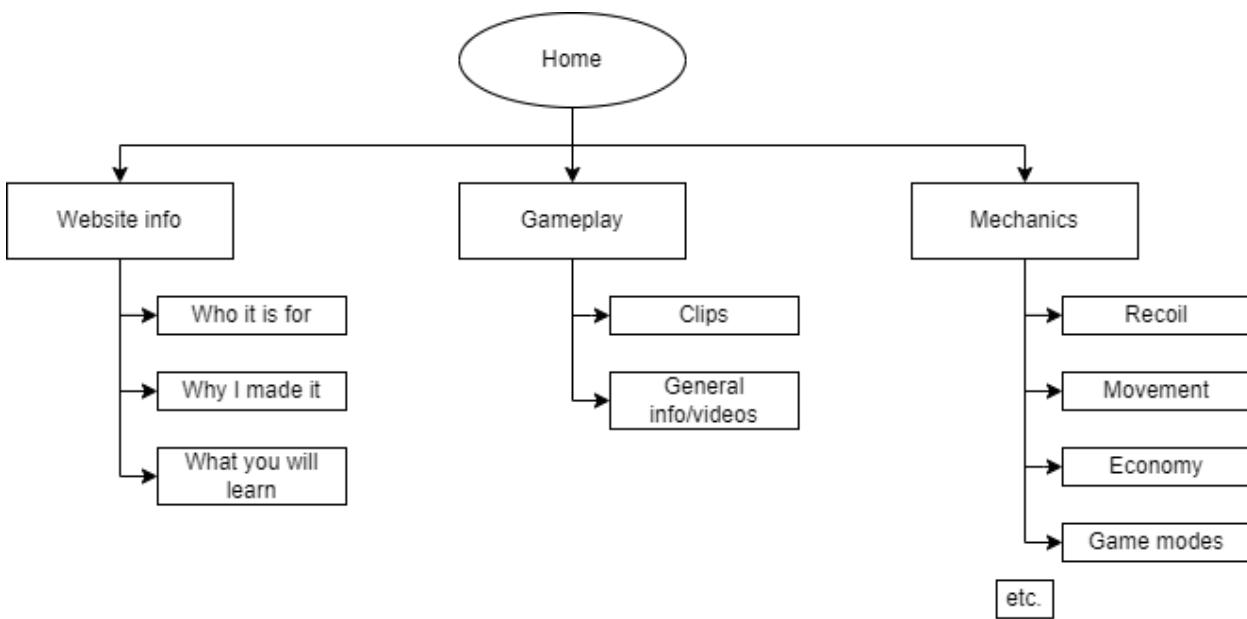
button



UX Navigation wireframe



Sitemap



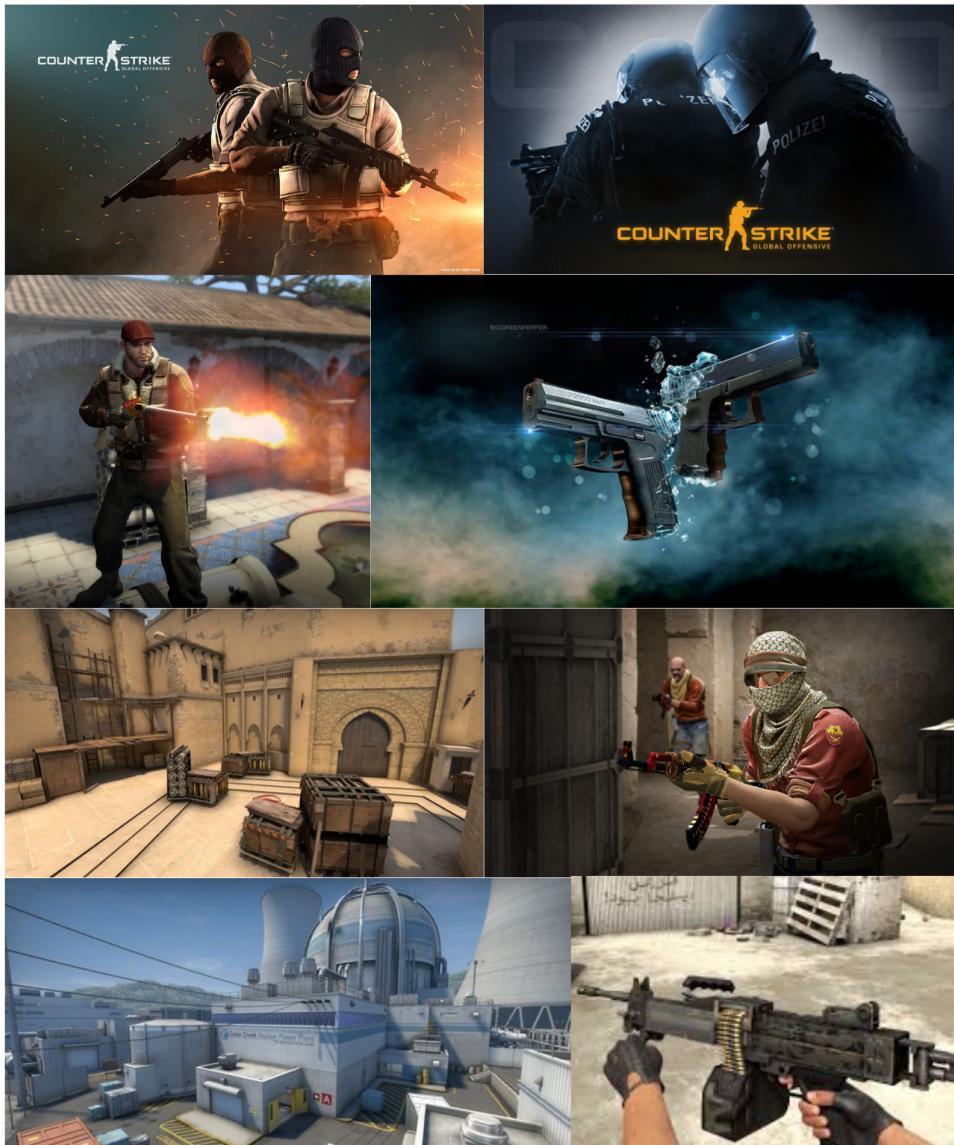
Mood Board



KIONA LIGHT - HEADING

Saira Condensed Medium - Body text

#424240 #CFB395 #7490AE #97A8B7



User personas

Persona 1:

As a beginner CS:GO player, I want to learn about the mechanics of CS:GO, so that I can understand them and learn how to play better. I can achieve this by using the beginner button at the top to recommend basic mechanics to me.

Persona 2:

As an intermediate CS:GO player, I want to read about a specific mechanic, so that I can utilise it better in my games. This can be done by using the search bar to find the mechanic that I want.

Favicon

Favicon:



Favicon code:

```
<link rel="apple-touch-icon" sizes="180x180" href="/apple-touch-icon.png">
<link rel="icon" type="image/png" sizes="32x32" href="/favicon-32x32.png">
<link rel="icon" type="image/png" sizes="16x16" href="/favicon-16x16.png">
<link rel="manifest" href="/site.webmanifest">
<link rel="mask-icon" href="/safari-pinned-tab.svg" color="#5bbad5">
<meta name="msapplication-TileColor" content="#da532c">
<meta name="theme-color" content="#ffffff">
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