

Rationale

My website will mostly be targeted towards players of Battlefield 1. As it mostly consists of data on the different weapons and guides on the roles of the basic classes that players can choose, it will mostly be for newer players of the game to get themselves acquainted with the game. The site will allow them to learn things like the damage models and recoil patterns of the different weapons, strategies for using classes effectively, and learning the locations of important points on the maps. I hope to teach new players the basics of the game through my clear organization of the different pages. I also hope to include plenty of pictures to help get the information across clearer.

However, since Battlefield 1 is based off WWI, I also hope the website will help teach people about the conflict. WWI is not well remembered among the general public, as it is often overshadowed by WWII. While many people can tell you about the battle of Stalingrad or the D-Day landings, not many would know about the Brusilov Offensive or the Meuse-Argonne Offensive, despite the Brusilov Offensive being one of the largest offensives in history or the Meuse-Argonne being the deadliest battles in American history. Along with the statistics on weapon damage, I want to include the history of the development of the weapons. World War 1 introduced many new weapons to the battlefield, like light machine guns, submachine guns, and prototypes of semi-automatic rifles. Weapons like the Lewis gun or MP18 were revolutionary but are virtually unknown to the public. Along with details on maps, I also want to include historical background on the real-life battles that the maps are based off of, and the historical implications of the results of the battles. While the main audience of my site will be people learning more about the game, I also hope to attract people who are interested in learning about the development of new weapons in World War 1, and the significance of the battles that are portrayed in the game.

The overall site theme will be clean and straightforward. As it is meant to teach people about Battlefield 1 and WWI, I don't want to clutter the website with unnecessary bells and whistles. The site will mostly be text and data tables, with occasional pictures depicting the real-life equivalents of weapons or images of the places where the battles took place. I will also include captions on historical images to give some context. The structure will represent a newspaper, with images interspersed with the text, and headings separating different parts of the webpages. This way the information on the site is clearly communicated to the person using the webpage.

Although I had originally wanted to create a separate page for every weapon in the game, I realized that this would be a huge amount of work so I decided to only create one page for a class of weapon. For example, sniper rifles will all be on one page, with each weapon getting its own section of the page. Although this will make the page very long with all the text, I believe it is much more feasible to achieve. I intend to add links that can jump to a certain section of the page once I am capable of doing that. This will allow users to navigate the page much easier as opposed to having to scroll to what they want. I originally had a simple link to the home page at the bottom and top of each page, but I changed it to a full navigation bar to jump to any page in my website. It would be annoying having to go all the way back to the top if you were at the bottom or all the way down to the bottom if you were just reading the top, and it avoids the annoyance of having to go back to the home page to go to any other weapon page.

For the design of each weapon class, I followed a similar format for consistency. I started with the historical overview of the weapon class, and how it impacted World War 1. There will always be a picture to provide some visual stimulation. After this will be a brief in-game description of what the weapon's strength and their intended use. This information is mostly common sense to a player, but is there nonetheless in case anyone is very new. After that, I have a section for the individual weapons in the class. In these sections, I will lead with some in-game strengths and weaknesses of the weapon like recoil patterns, hip fire accuracy, and bullet velocity, along with an in-game image of the weapon. I will go through all the variants of the weapon if there are any and the benefits each one offers. A graph of the weapons damage model will come after this. I will then go into the historical background for each weapon. Here I will also include an image of the weapon in real life.

I had considered putting the historical information after the information of the in-game weapons, but after I had decided that the weapon class page wouldn't just link to other pages but have all the data on it, I realized that the historical background would be buried under the in-game information. Although I intended the historical background to be secondary, I didn't want it to be completely glossed over by the majority of users so I decided to put it up top. This way people will at least see it when they first load the page and people who want to read will notice it immediately and people who don't want to read it can simply skip past it.

I also at first considered giving each class a page where I described each gadget. However, I realized this wasn't really necessary as the gadgets are pretty straightforward to use. The bigger issue was using the class as a whole and not just single gadgets. So, I changed this part to be a simple list of each class, along with their role and tips on how to use the gadgets to be more effective in role of your class. I thought this would not only be more helpful than just listing every gadget and its function, many of which have similar functions, but would also save me time by not having to create so many webpages.

I believe that this is the best design because it caters well to my intended audience. The design will be without any extraneous information that will prevent users from getting the information that they need. The people coming to my site will mostly be looking for the data and information on the site, so those should be what is emphasized. My site will look rather plain with such an emphasis on the information, but I will break up the blocks of text with images to make sure the each of the pages has something that catch the interest of the user. I considered different ways of organizing the items in the website together, but I believe grouping all the weapons and gadgets in separate sections of the website rather than having them all together would reduce the clutter on their respective pages.

For the styling of my webpages, I had originally tried to have a somber theme. I had the background be a shade of dark blue to have a sad tone, paying respect to the lives lost in WWI. Since WWI does not have as positive connotation surrounding it like WWII does, with the general view being that it was a pointless slaughter that broke a generation. I thought a somber tone with dark colors would more appropriately express this. I also had the titles of section bolded to help them stand out. Italics also gave the headers an old time classy feel. I feel this design does convey the tone I was attempting, but it could potentially make the website hard to read with the black text on the dark blue background. In addition, the white background on some the pictures clashes with the darker background.

My second design was geared more towards evoking a nostalgic feel. I styled the pages to be like pages from an old newspaper, with a parchment colored background and black text. I picked the font to look like something that would come out of a typewriter, which were used

prominently in that era. I also had the navigation bar boxed like some newspapers would do with the different sections of the paper. Since WWI happened so long ago, I thought it would be appropriate to try and make it feel like you were reading about it as it was happened. It also played into the theme of teaching history, as the styling can also make you feel like you're a historian digging through old sources. The black and white images also play well into this, since they could've featured in papers people were reading at the time. It may seem a little plain, but I feel like styling should be subtle. It is definitely easier to read than my first design with its dark blues.