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<center>Rationale</center>

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, bullet velocities, and recoil patterns of the different weapons, strategies for using classes effectively. 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 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 what the Brusilov Offensive or the Meuse-Argonne Offensive are, 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 also 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.

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, which 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 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 a picture of the

weapon in-game and a rundown of some in-game strengths and weaknesses of the weapon like recoil patterns, hip fire accuracy, and bullet velocity. I will go through all the variants of the weapon if there are any and the benefits each one offers. 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 was 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 that my first design with its dark blues.

I left a lot of whitespace on the edges of the page, which may seem wasteful of page space, but I believe it aids with both aesthetics and the site theme. The margin help give the text some structure, and without it the text was formatted to look like a lot of very long lines. I think the rectangular block structure is better to read. I also think that it aids in the newspaper theme I was going for since newspapers usually have margins on the sides.

After user testing, I made a couple of changes. The first change was adding a navigation bar on the top of the home page. This was added after a complaint from a test user than when flipping through pages, if you went to the home page you had to scroll down to the bottom to access the navigation bar again. I hadn't considered this problem and had wanted to keep the navigation bar down at the bottom in the weapons section, but if it helped make the site easier to use I suppose it was worth it.

The second change, came from my first test user Alex. He is more familiar with first person shooters like Battlefield 1 and was generally familiar with the more basic information on my site like what classes are and basic weapon information. However, as he was going through he pointed out that giving a task like "Find the best long-range sniper rifle" required going through and reading all the articles to figure out which rifle was the best. This was obviously a pain, so I added a recommendations section before describing the weapons so anyone who doesn't want to get too into details can simply see what they should use. For the recommendations, I generally have a long-range and a short-range recommendation for each type of weapon, unless there is one weapon that totally superior.

The third change came from my test user that wasn't as familiar with video games. Although this group of people wasn't really in my target audience, I reasoned that it couldn't hurt to help them become more knowledgeable about the game. At her suggestion, I added some definitions at the overview sections of the pages. For example, in the part describing the different classes, I added a definition of a class. In the pages for the weapons, I describe some mechanics important to that type of weapon. For example, for machine guns I described how suppression is dealt and what is does to someone being suppressed. This will help people who are newer to the game jump into some of the deeper mechanics in the game.

User testing also helped me decide on what theme I wanted. Both my test users like the newspaper theme better, as it fit with the antique feel of the early 1900's, and it was also easier to read. The second was definitely the more important reason for picking the theme I did, since readability is the most important quality in a website with lots of text. The parchment colored background also clashed less with the pictures.

I could have planned the content of the site better. In the beginning, I had a very ambitious plan to include every aspect of Battlefield 1, from guns to gadgets to maps. However, as I started to actually code the website, I realized that having all of that content would take an infeasible amount of coding. I've had to slowly cut back what I actually have, first with the gadgets as I thought that was the least important. Eventually as I realized just how much work the weapon pages were, I also had to cut the maps part of the website. I really regretted it since I was excited about that part, but I feel like the weapons were ultimately more important. I wish I had time to add them, as I thought they would add more variety to the content.

I do feel like the amount of content is the thing I did the best. I managed to cover all the primary weapons of the base classes, including weapons from the first downloadable expansion. I offer information for people interested in the game and in historical weapons development,

with the information juxtaposed so that reading one part will naturally lead into reading the other. I do think the historical stuff is interesting because it's about a relatively underappreciated time period and because a lot of the weapons are obscure. The information regarding in-game performance of weapons is easy to read and is comprehensive. This is all aided by the lighter color palette of the website which makes it easy to read while not being totally bland.