Midterm Styleguide

Please note:

My pages will follow a similar, somewhat consistent layout, as my website it mainly story-based. However, I plan to integrate some interesting, different elements here and there for the user to view and select. Below you will find the elements I plan to incorporate in my site, including but not limited to: buttons, colors, input boxes, images, and more!

Elements:

BEGIN

NEXT

BACK

SAVE

RESTART

Name [Your Name]

Email [Your Email Address]

Select * [Option One ▼] Note about this selection

This is blue, one of the key colors of this site.
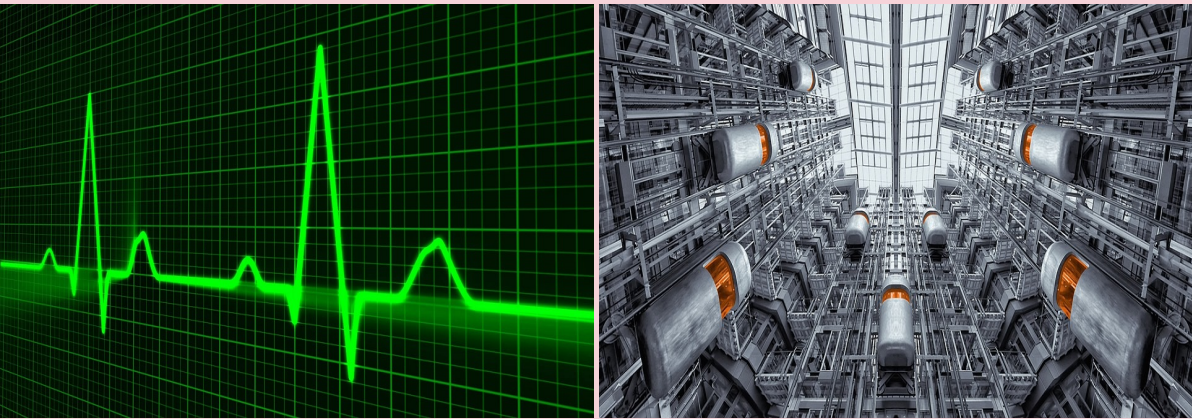
This is red, another key color.

Here is green, the third key color.

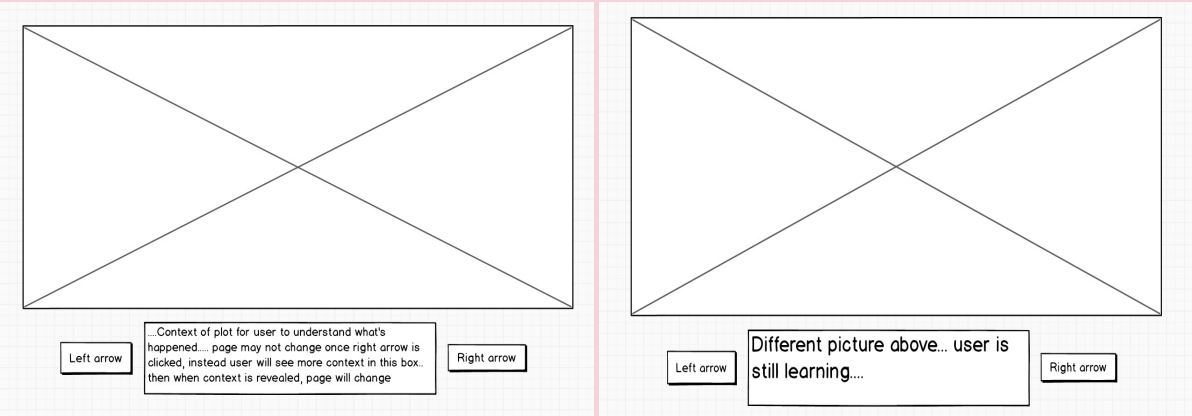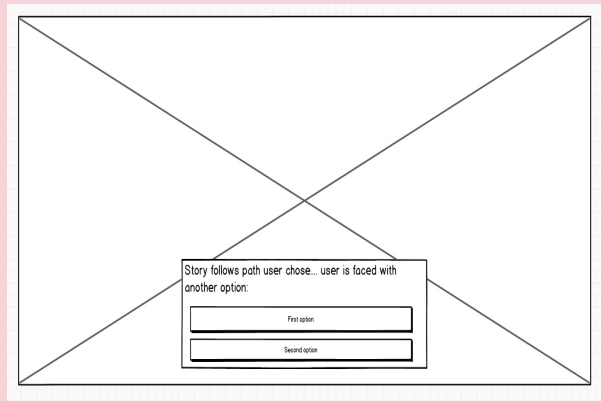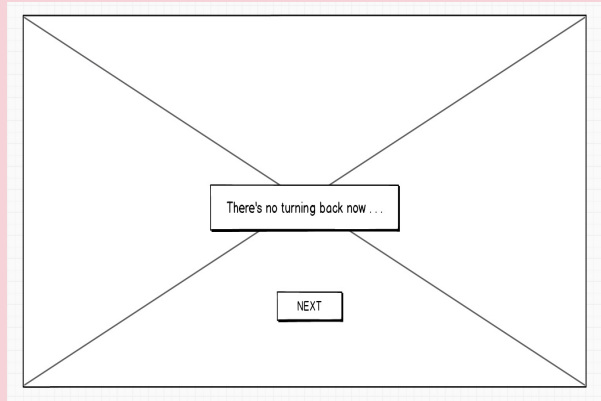**Finally we have black, the last key color.**
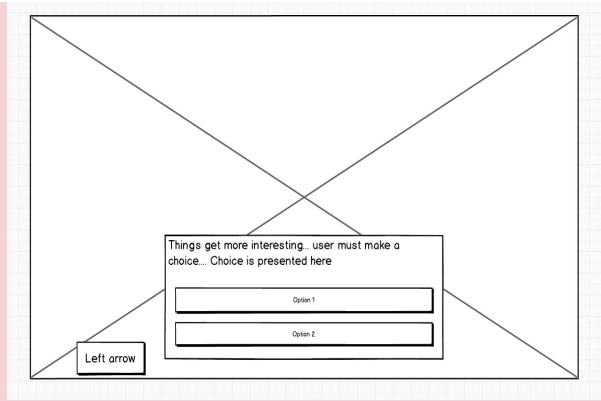
to add an audio source clue

to add a video

to add an image

Wireframe mockups:

Welcome to Esoteren

Change this ugly font and weird text box.

Possibly draw my own creepy robotic futuristic background... maybe make a GIF.

Below is the 'Begin' button, takes user into website/starts her journey.

BEGIN

Change font and ugly text box.

Add my name somewhere, year, and potentially class/school

How to Play   About the Creator   Contact

Left arrow

....Context of plot for user to understand what's happened..... page may not change once right arrow is clicked, instead user will see more context in this box... then when context is revealed, page will change

Right arrow

Left arrow

Different picture above... user is still learning....

Right arrow

Things get more interesting... user must make a choice.... Choice is presented here

| Option 1 |
| Option 2 |

Left arrow

There's no turning back now . . .

NEXT

Story follows path user chose... user is faced with another option:

| First option |
| Second option |

Ideas:

Here's some context about my interactive site, Esoteren... The word "Esoteren" comes from the adjective "esoteric", which is defined as: intended for or likely to be understood by only a small number of people with a specialized knowledge or interest. Esoteren is the name of the resistence band that the user joins upon starting the game.

User is woken up by a member of the resistance, told he/she was unconscious above ground, where it was too dangerous. Resistance explains the story of how the man-eating bots came to be, how mankind was demolished, and how there is a way to fight back . . . through knowledge. The goal of the game is to attain the knowledge by making the right decisions and to use it to find and kill the main bot monster.