Website Proposal and Project Plan

Rainbow Six Siege League playbook

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# Purpose, Vision, Mission Statement

[Write a statement that tells us why your website exists, what it does, and (or) how it helps people. Should be 2–3 sentences.]

Our purpose is to enlighten and inform gamer enthusiasts who love the game Rainbow Six Siege. Offering instruction on gameplay, strategies, characters, and professional players. Be ready to think ahead of the game because that is what the game is about. Learn how to navigate through the maps and what operator to use.

Learn how to play like a pro. Always have a back up plan when the original plan doesn’t work. Create unique and creative ways on taking map control and strategies. The amount of work that is put in will reflect how the results of the gameplay become.

# Proposed Site Structure

|  |  |  |
| --- | --- | --- |
| Page | UI Elements | Content Summary |
| Home Page | Header  Navigation Bar  Images  Background image  Search bar  Social media links  footer | The header will have the game logo, list item of gameplay, tutorial, and operators.  The background image will be a picture of a breach in a wall with an operator.  The images will have various situations of the gameplay, guns, and maps.  The navigation bar will determine what it looks like (Tablet form, iPhone, desktop). Navigation bar will have a unordered list of the How to, rules, gameplay, operators, maps |
| How to Play Page | Header  Paragraph  Image  rules | The “how to play” page will include the rules, maps, images, operators, how the game works and what the objective is. |
| Content Page | Header  Section  Pictures  Links | The content page will have various pictures of the operators in action, users in gameplay.  There will be a section page explain what is going on in the picture or videos.  The page will have links to videos to youtube of professional players and streamers on what to do during a certain situation. |
| Search Results Page | Header  Navigation  Search bar  section  footer | The search results page will have a background picture with the navigation displaying. The background picture will be related to the game.  In the search results page the page will display a search bar. The user is able to search for operators, maps, and guns.  The footer will have a list of unordered items that link to the different pages that are presented. |
| About/Contact Page | Header  Footer  Navigation  comments | The about or contact page will have a header that will be similar to the home page. With a navigation bar at the top of the page to give the user a friendly way on what is wanted.  There will be an option for the user to write to the developer in a comment section |
| 404 Error Page | Section  paragraph | The 404 code will display when the page doesn’t work or the user is asking for information that is not presented. The user will have to refresh the page to the home page. |

# Deliverables & Proposed Schedule

|  |  |
| --- | --- |
| Deliverable | Due Date |
| Persona | 10/06/2023 |
| User Flows | 09/29/2023 |
| Site Map | 09/29/2023 |
| Wireframes | 11/03/2023 |
| Design Prototype | 11/17/2023 |
| Prototype Testing Results | 11/24/2023 |
| Case Study | 12/04/2023 |
| Final Website | 12/15/2023 |

# Costs

Rate: pay per hour

Projected Time: projected hours for completion

Actual Time: what you actually worked

Projected Price: Rate \* Projected Time

Actual Price: Rate \* Actual Time

## Understand

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Description | Rate | Projected Time | Projected Cost |  | Actual Time | Actual Price |
| User Interviews | 100 | 30 | 5,000 |  |  |  |
| Persona | 80 | 20 | 3,500 |  |  |  |

## Explore

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Description | Rate | Projected Time | Projected Cost |  | Actual Time | Actual Price |
| User Flows | 80 | 30 | 2,000 |  |  |  |
| Site Map | 60 | 30 | 1500 |  |  |  |
| Wireframes | 50 | 40 | 1500 |  |  |  |
| Design Prototype | 80 | 80 | 2,500 |  |  |  |

## Implementation

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Description | Rate | Projected Time | Projected Cost |  | Actual Time | Actual Price |
| Prototype Testing | 150 | 100 | 150,000 |  |  |  |
| Case Study | 90 | 90 | 1,800 |  |  |  |
| Final Website | 200 | 80 | 16,000 |  |  |  |