ICT & Media Design

Week 1 - Chapter 1

Evidence

*Guess the Word Prototype sketches:*

*A drawing of a person in a boat

Description automatically generated*

*This is the landing page of the website of the game which I named “Boatman”. I used the green color to indicate buttons which send you to a different page when pressed. In the Home page I added a picture of the game with the button “play now” which sends you to the game and a button “How to play” which sends you to the Manual page. The buttons on the menu on top “Manual” and “Game” do the same things respectively. I also added “About the game” section, “About us” and “Reviews”.*

*A whiteboard with writing on it

Description automatically generated This is the Manual page.*

*A drawing of a person in a boat

Description automatically generated*



*This is the Game page. On the left is the section where a letter can be entered. If the letter is not present in the word that has to be guessed, it will appear on the boat’s sail and the boat will start sinking. If it is present, it will appear in the word. On the right is the section where a word can be entered if the user thinks he knows the secret word. If he enters the wrong word, the boat starts sinking two times deeper (I got inspired from a classmate to add this section). If there are too many wrong guesses, the boat sinks completely and the user loses. If the user guesses the word before the boat sinks, they win and the boat sails to shore.*

*A drawing of a person in a boat

Description automatically generated*

*A drawing of a person in a boat and a palm tree

Description automatically generated*

*On both pages there are “Play again” and “Back to homepage” buttons, which when pressed redirect you either to the Game page again or to the Home page.*

*Here are the first sketches I made:*

*A drawing of a person in a boat

Description automatically generated*

*A whiteboard with writing on it

Description automatically generated*

*At first, I made a landing page and a home page, before I was told that they are the same thing and should be one. I also put the “Play again” and “How to play” buttons in the “About the game” section, before moving them further up where they are more visible, so the website is easier to navigate.*

*A drawing of a person in a boat

Description automatically generated*

*This is the game page with not enough details. I also got feedback from a classmate who told me to add a manual page.*

*Here is the link to the prototype on Figma. It is still not finished.*

[*https://www.figma.com/proto/6hcHzSjakG9kMMVhZHgRnq/Untitled?node-id=0-1&t=Y7mG4iPIcdPakXDS-1*](https://www.figma.com/proto/6hcHzSjakG9kMMVhZHgRnq/Untitled?node-id=0-1&t=Y7mG4iPIcdPakXDS-1)