

Midterm Proposal

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Concept

I love flipping through travel brochures when I'm on vacation, so I wanted to explore making a website centered around travel for this project.

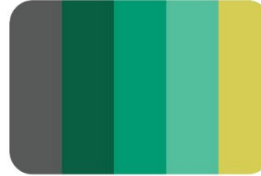
To narrow the scope of this project, I want to make my site for the major places in a video game (Zelda: Breath of the Wild).



Inspiration



The BOTW Art
Reference Collective



Legend of Zelda Green
with Tri-Force Gold...



ABCDEFGHIJKLMNOPQRSTUVWXYZ
ABCDEFGHIJKLMNOPQRSTUVWXYZ
0123456789!@#

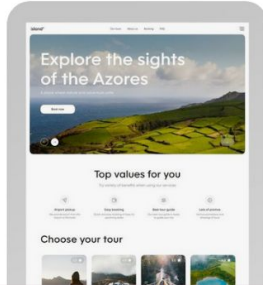
The Wild Breath of Zelda
font by Chequered Ink



Vietnam Travel Page



Travel website



Travel website - Tours

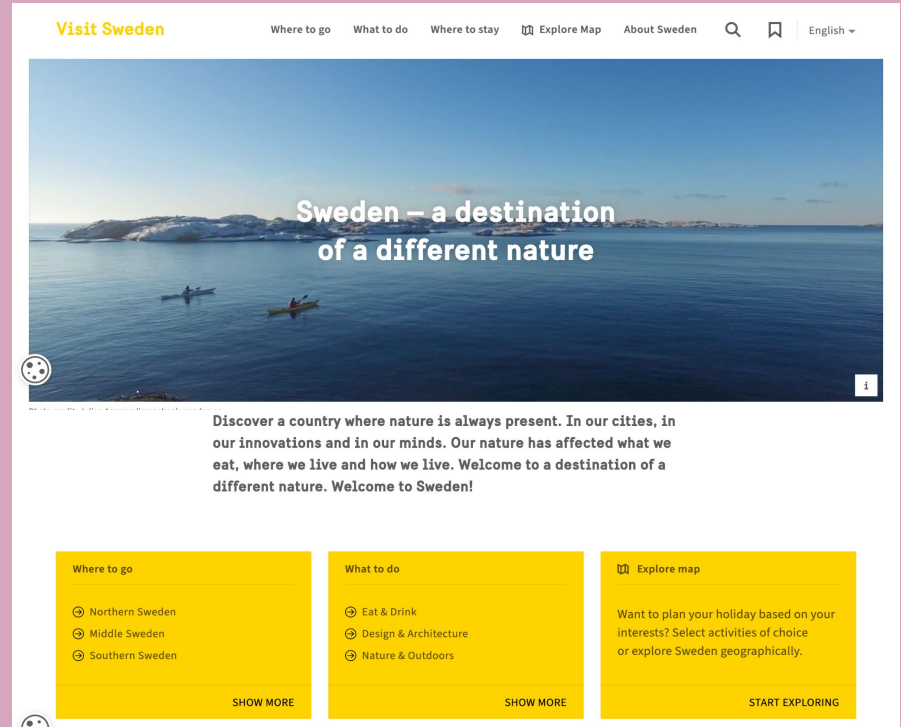


Creative Travel Website
Design

Here's my [pinterest board](#) where I tried to
imagine merging the game's type and
color with travel website UI

Inspiration

I also looked at a few official tourism sites and liked Sweden's the best (visitsweden.com)

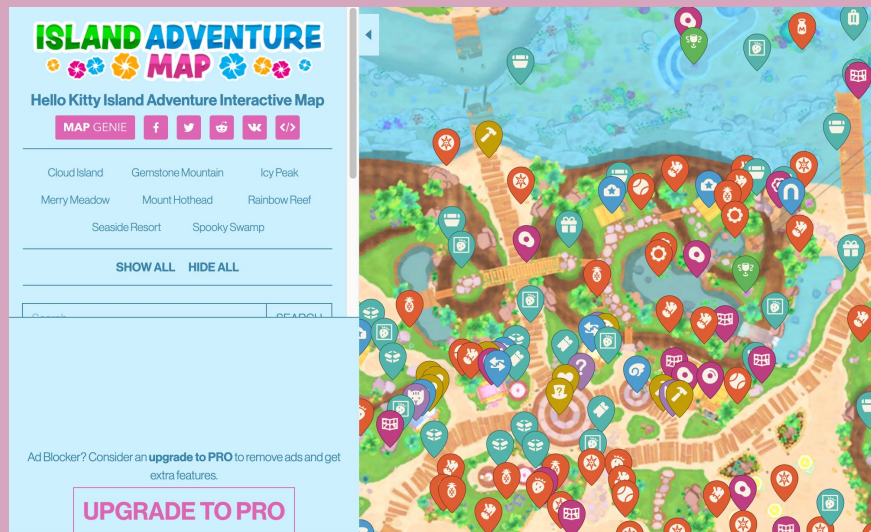


Skills I Will Use

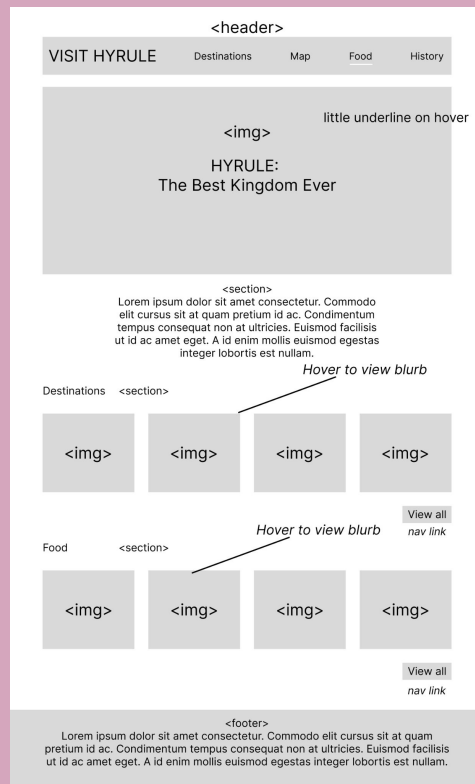
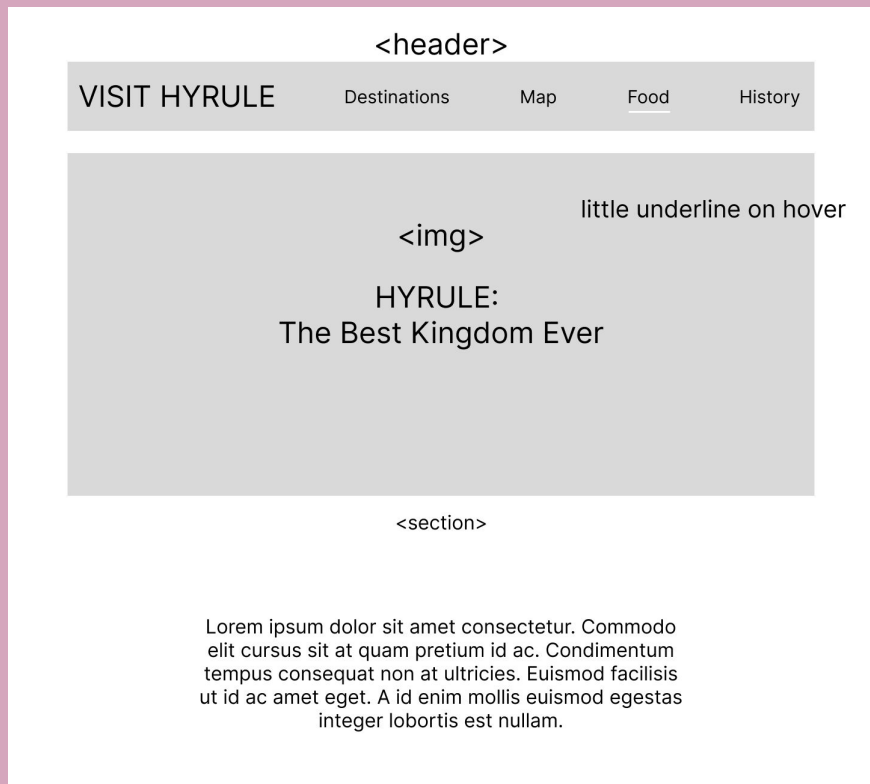
1. HTML tags such as headers, sections, articles, etc. to organize the site, as well as for site navigation
2. CSS: establishing typography and color for my site to make UX feel like an actual travel site
3. CSS: flexbox to organize the navigation bar, image/text boxes, and menus
4. CSS: media queries to make sure it doesn't look terrible on mobile
5. UI: using other travel websites as a reference point for wireframing

Skills to Learn

1. CSS animations to transition between pages
2. CSS hover effects (eg. the Sweden website has little yellow underlines on hover)
3. JavaScript (?): interactivity in a map (as you can see in Hello Kitty Island Adventure)



Wireframe



Thank you!