


<b>Project – External Document</b>	
COMP6176   BQ01 Human and Computer Interaction	
Even Semester Year 2020/2021	

- **Project Title**

LaForant

- **Introduction**

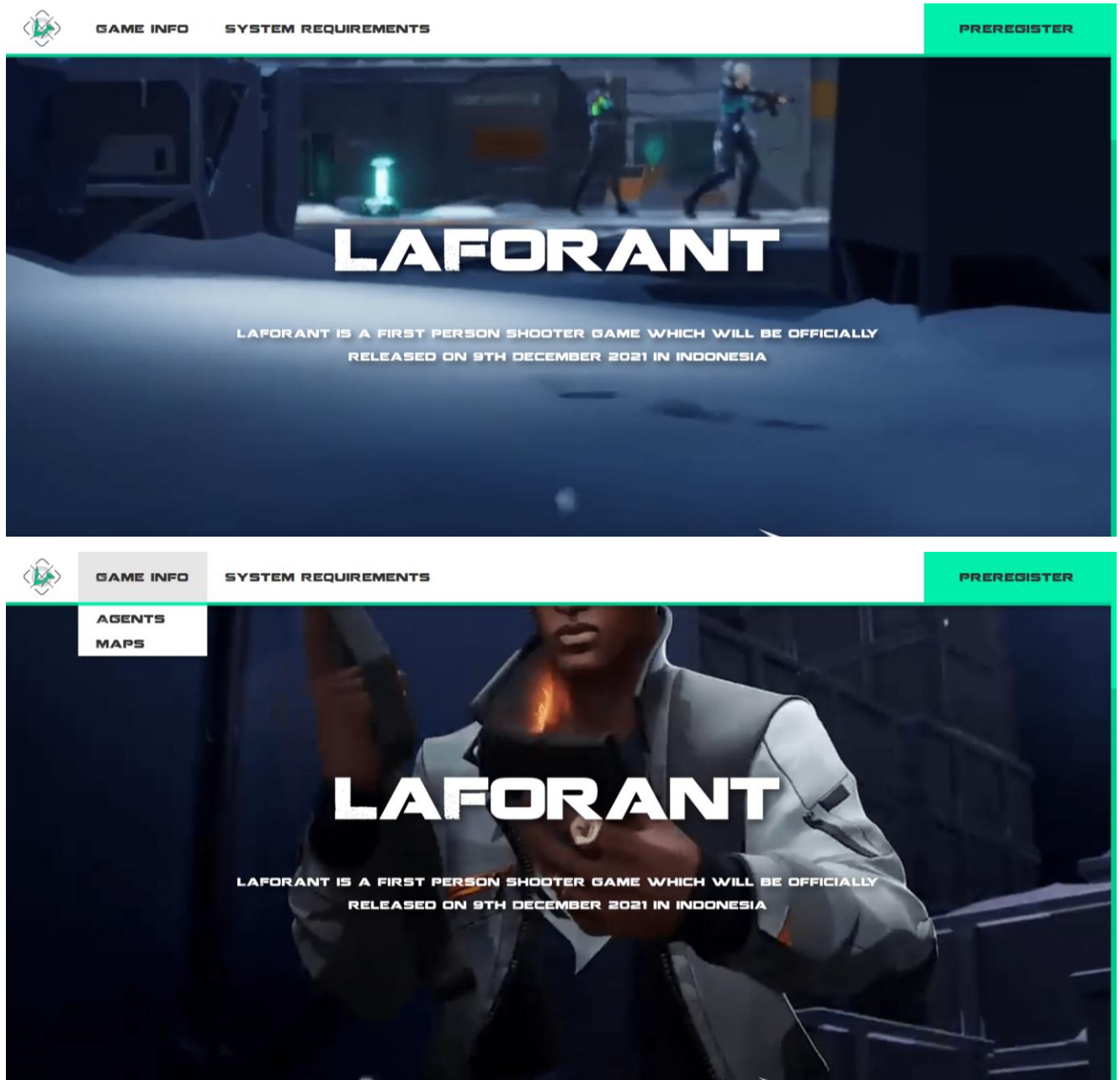
LaForant is a new tactical first-person shooter game set to release on December 9th, 2021. To advertise and expose LaForant to beta testers and gaming influencers, a new, fresh website was created. For an updated, basic yet professional look, our team chose a color palette consisting primarily of green, grey, and white.

We attempted to make it simple for users to move through our website by including organized menus on the navigation bar that can be accessed from any page. And for the homepage alone, we included a trailer for the upcoming release of the game to increase the hype as well as to show how the game will look like in hopes of attracting more players.

For those who seek for further information or new updates, we also linked LaForant's official social media platforms in the website for easy access.

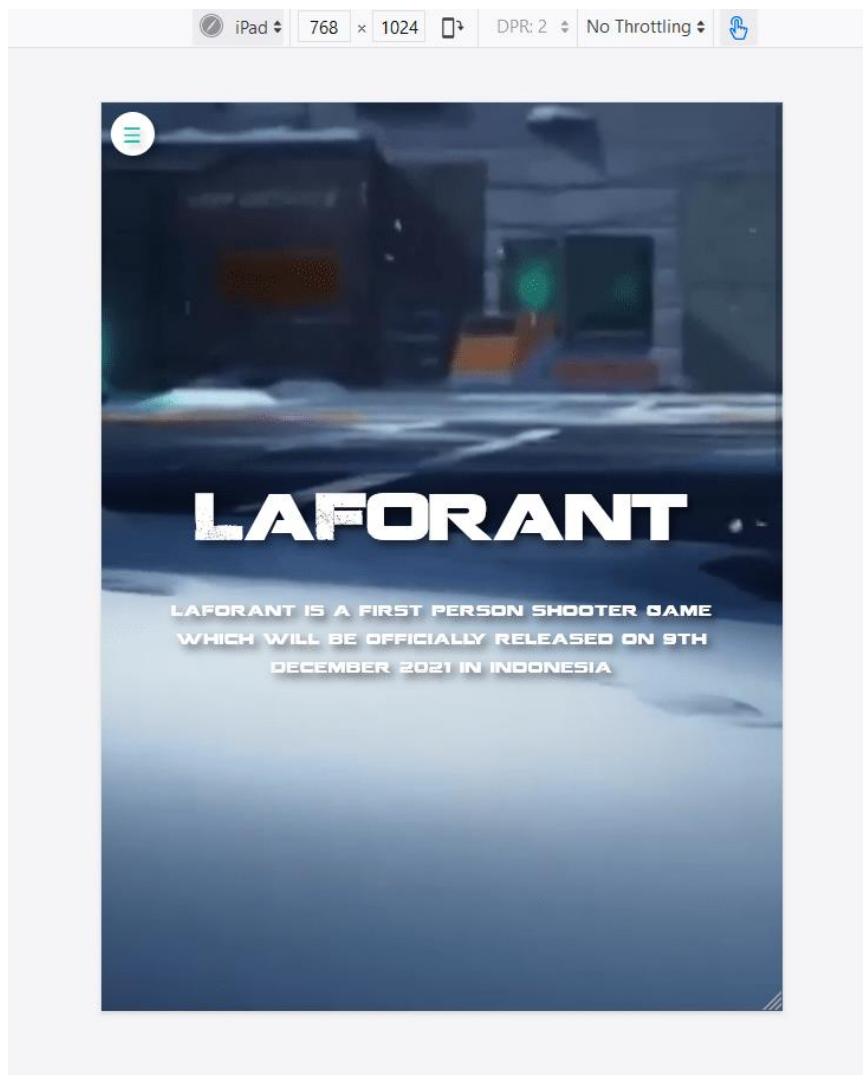
- **Report**

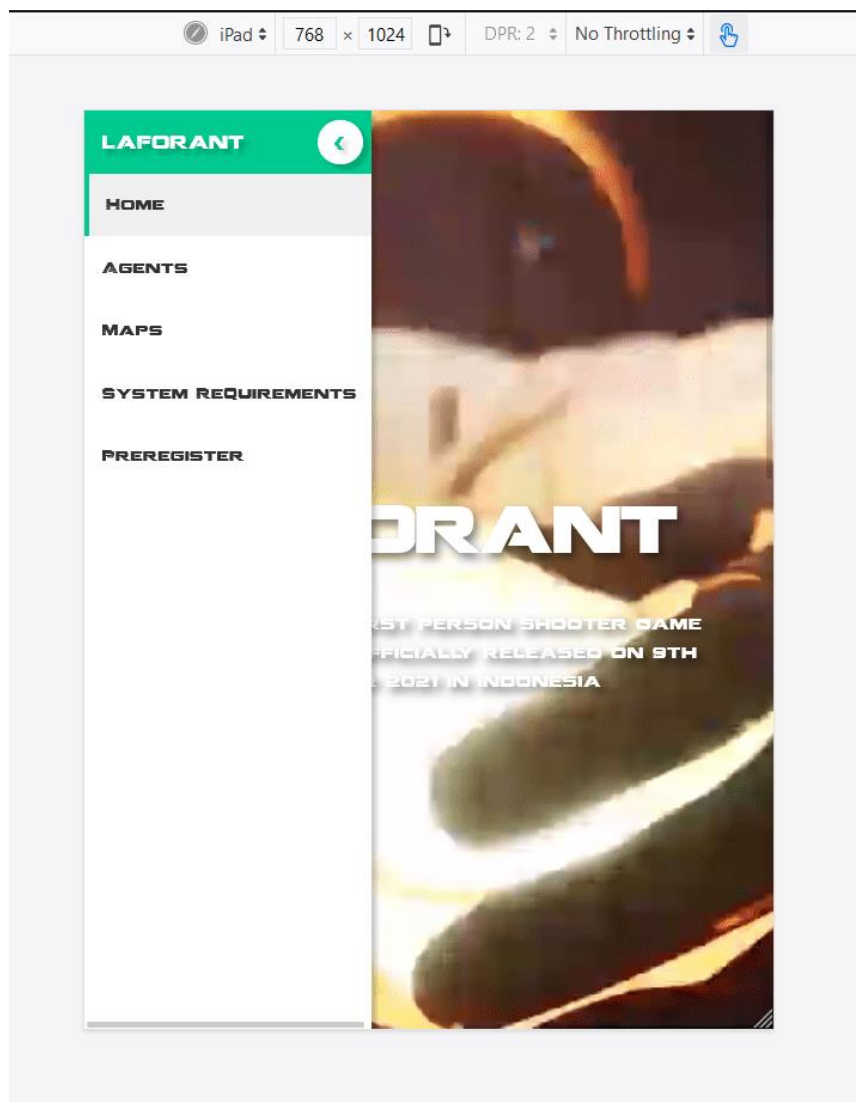
1. Header



Users can navigate to the homepage by clicking on the logo in the top left corner of the navigation bar. When you hover your mouse over the game info, a dropdown menu with agents and maps will appear. Not only that, but we also added a green preregistration button to the upper right corner to make it stick out.

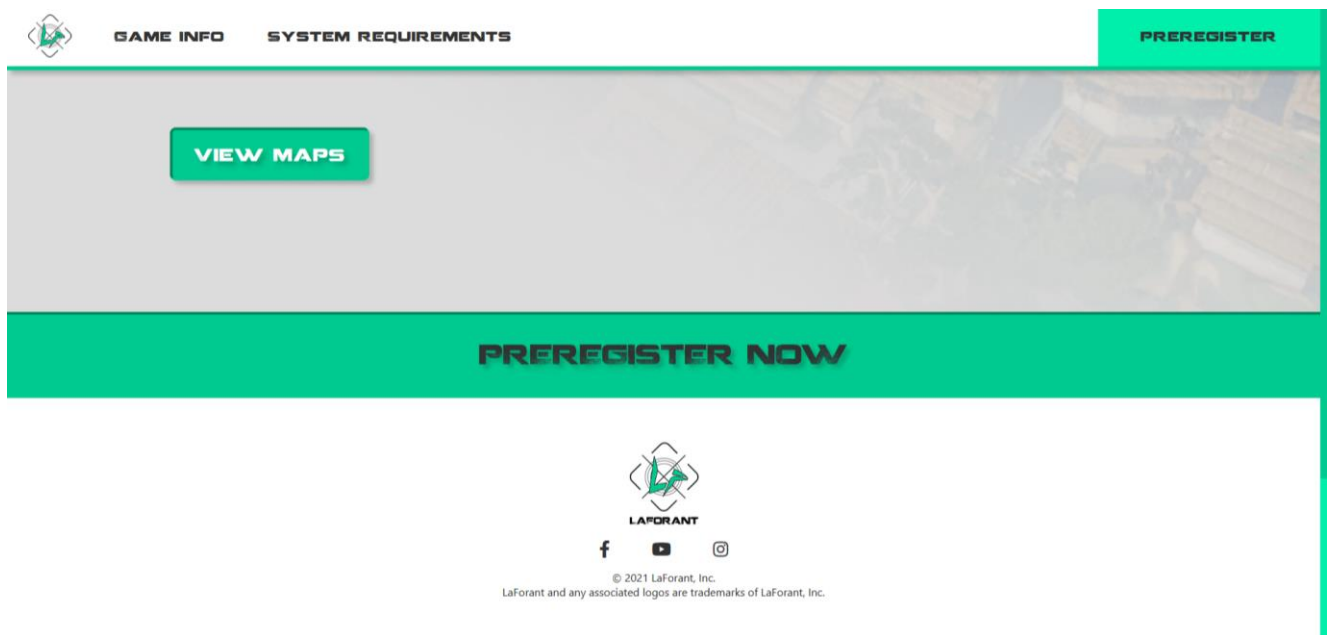
## 2. Side Navigation





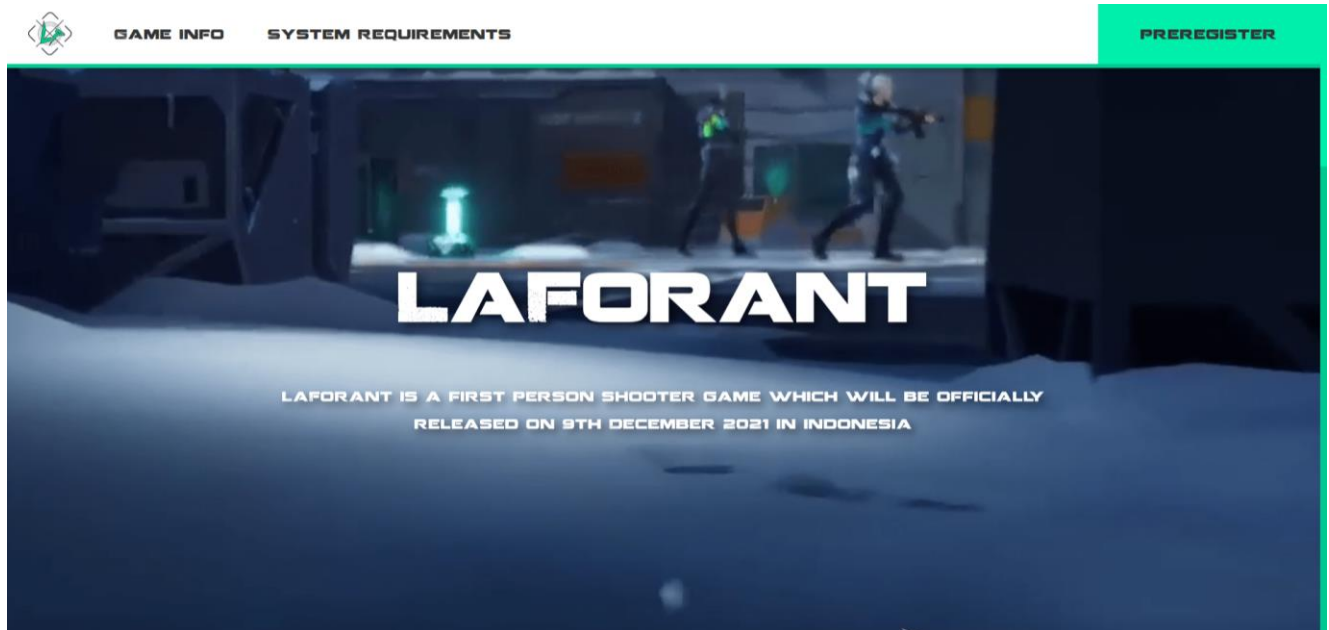
The header will automatically adapt to a side navigation button on the left side of the screen when the screen width is found to be less than 800px.

### 3. Footer



The homepage's footer includes LaForant's logo, social media icons that guide users to specific pages, and copyright claims.

### 4. Home

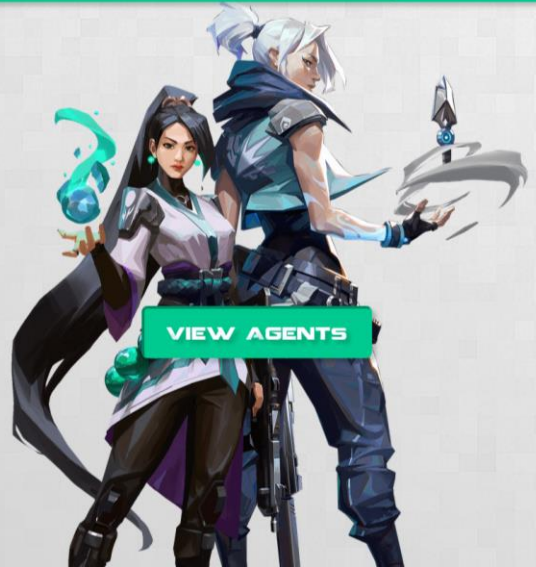


In terms of content, we placed a short video clip of the future game on top to attract the attention of website visitors and entice them to sign up as beta testers. This video has a purpose of showcasing the game itself.

[GAME INFO](#)[SYSTEM REQUIREMENTS](#)[PREREGISTER](#)

# CHOOSE AGENTS

Each agent is armed with adaptive, swift, and lethal abilities that create opportunities to let your gunplay shine. No two Agents play alike, just as no two highlight reels will look the same.

[VIEW AGENTS](#)

iPhone X/XS i... 375 x 812 DPR: 3 No Throttling

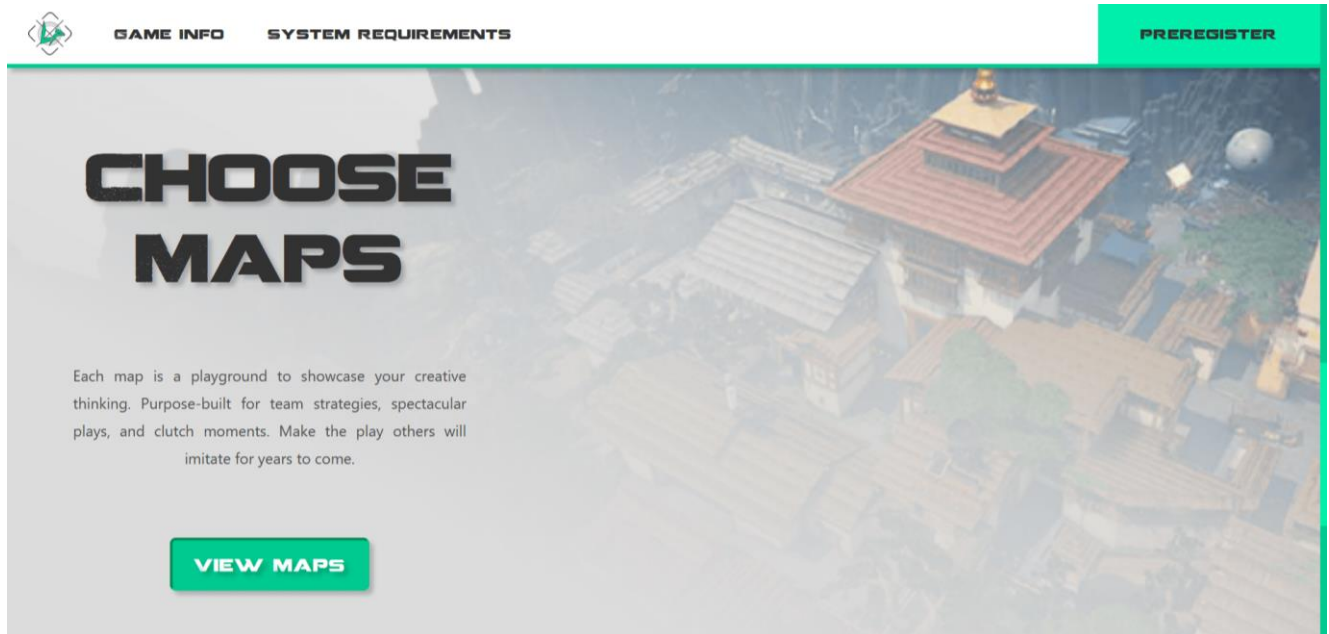
# CHOOSE AGENTS

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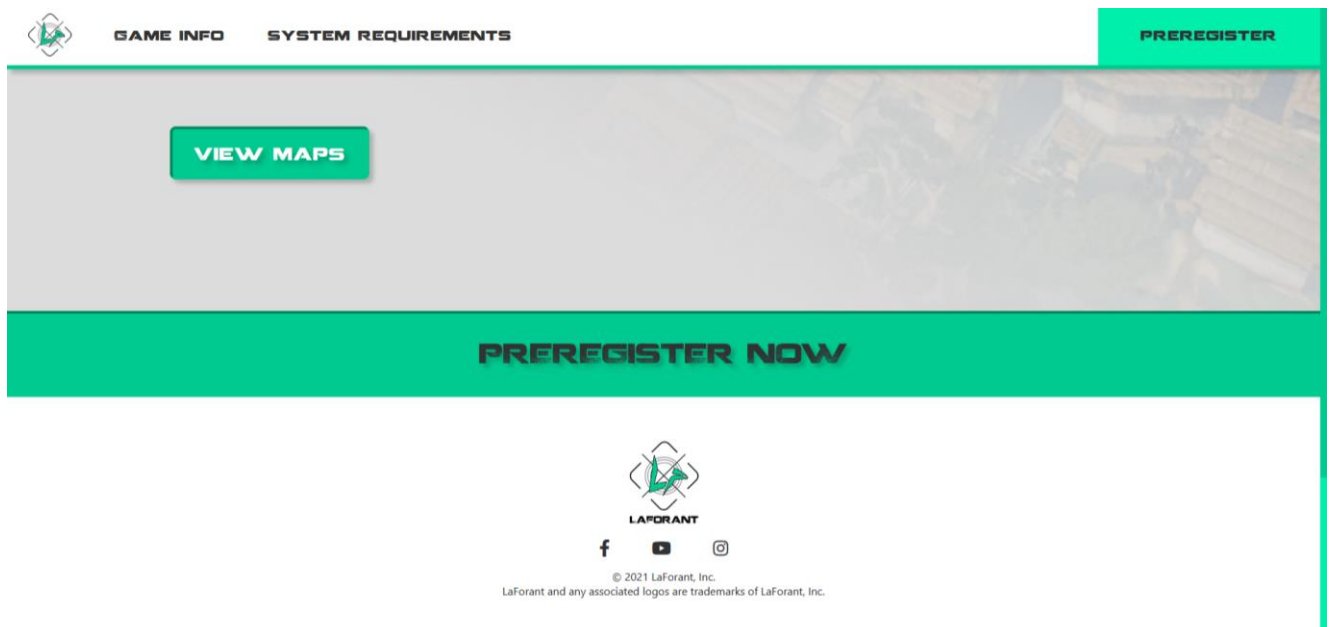
[VIEW AGENTS](#)



We have also included a preview of the agents along with a button which will redirect the users to the agent's information page. It should also be noted that we attempted to make it responsive as such the preview will be placed below the text if the width of the screen is less than 600px.

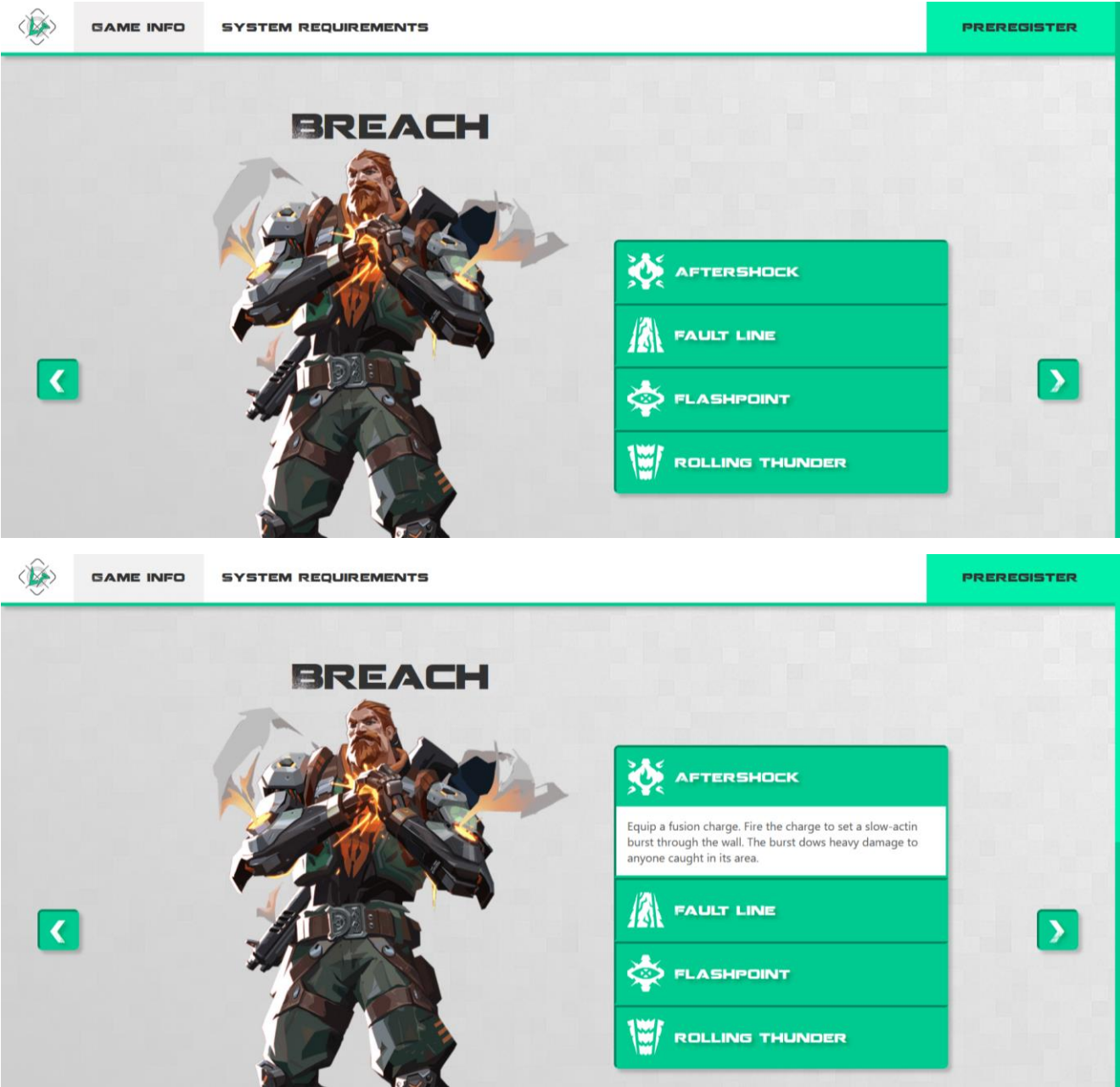


After the preview of agents, there are also a preview of the maps along with a button which will redirect the users to the map's information page



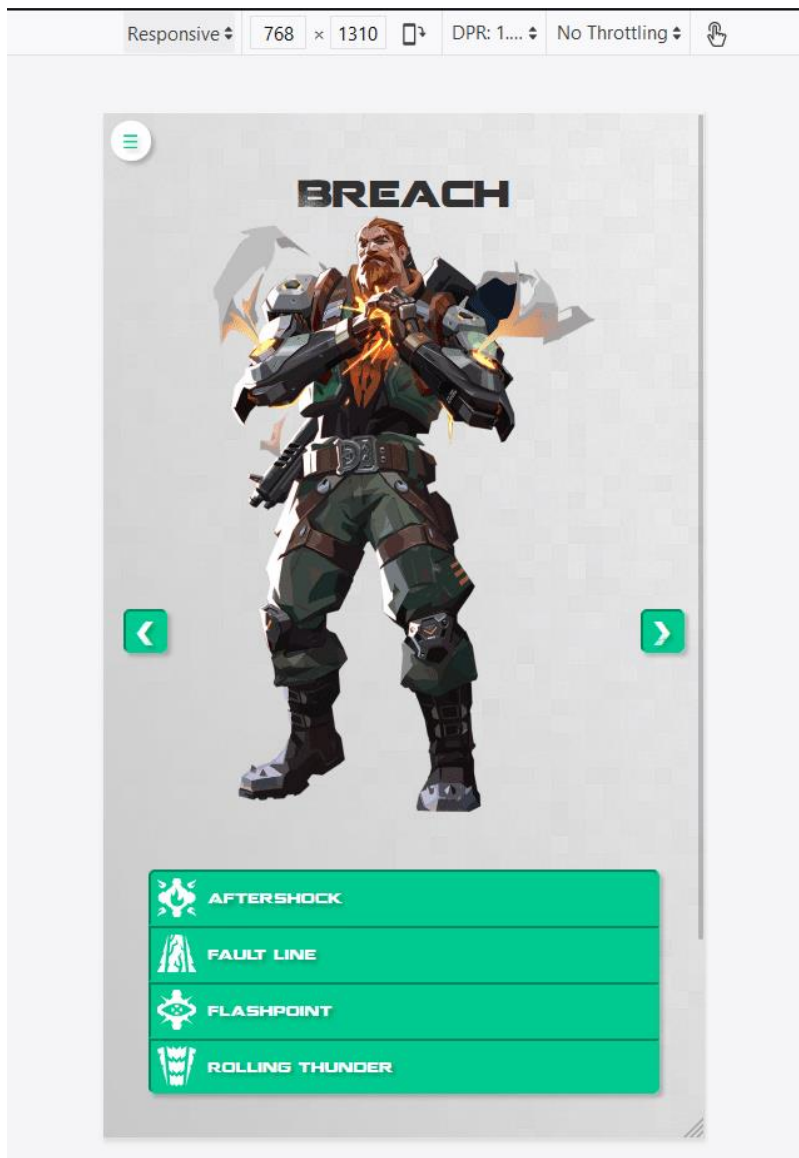
Lastly, there is a preregister button again on the bottom of the home page to redirect the users to the preregister page.

5. Agents

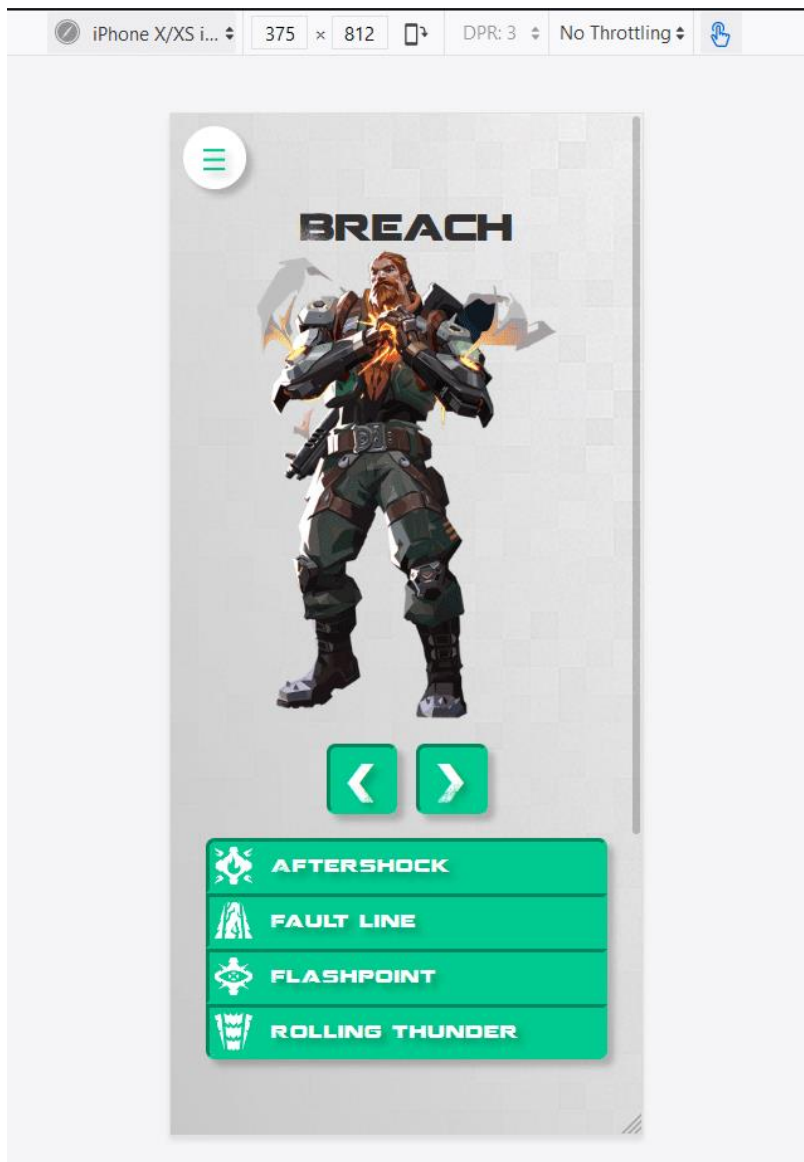


The name of the agents will show up as a transition on top of the images and the name of the skills are placed on the right side of the image. When hovered upon on, the description of each individual skills will be shown. Users can look through different agents by using the left and right image slider buttons.



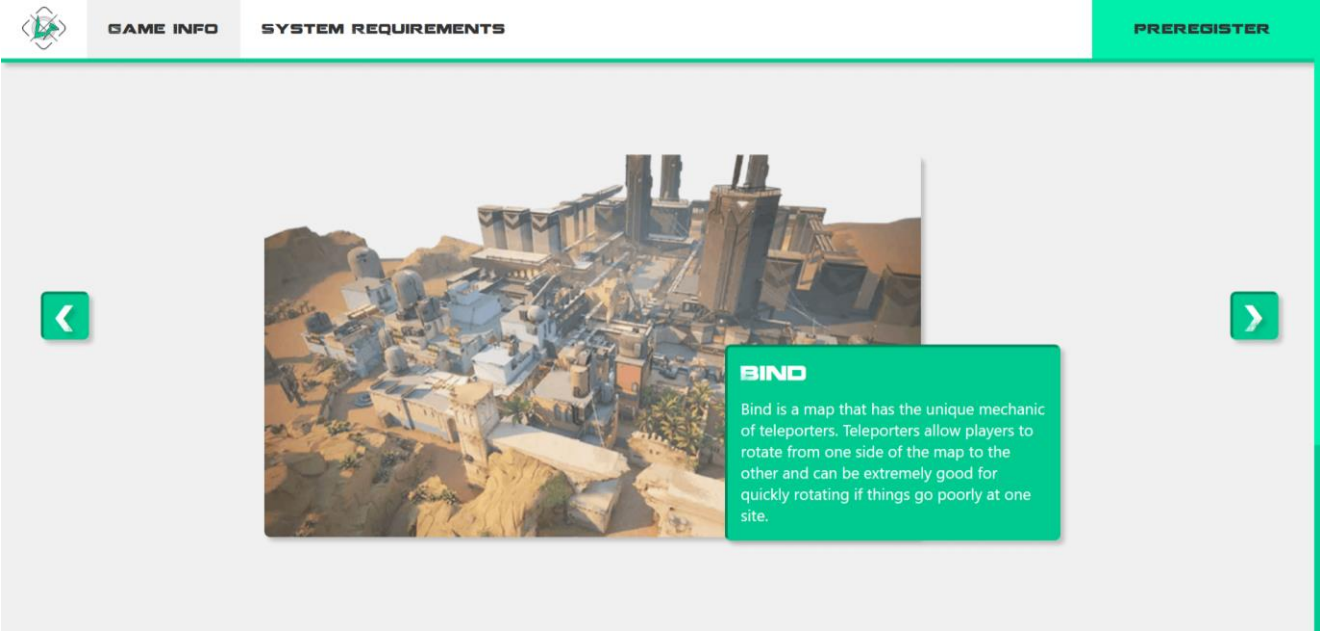


Similar to the homepage, if the screen width is less than 800px, the skills will reposition themselves below the picture of the agents and the skill descriptions can only be triggered upon clicking on them.

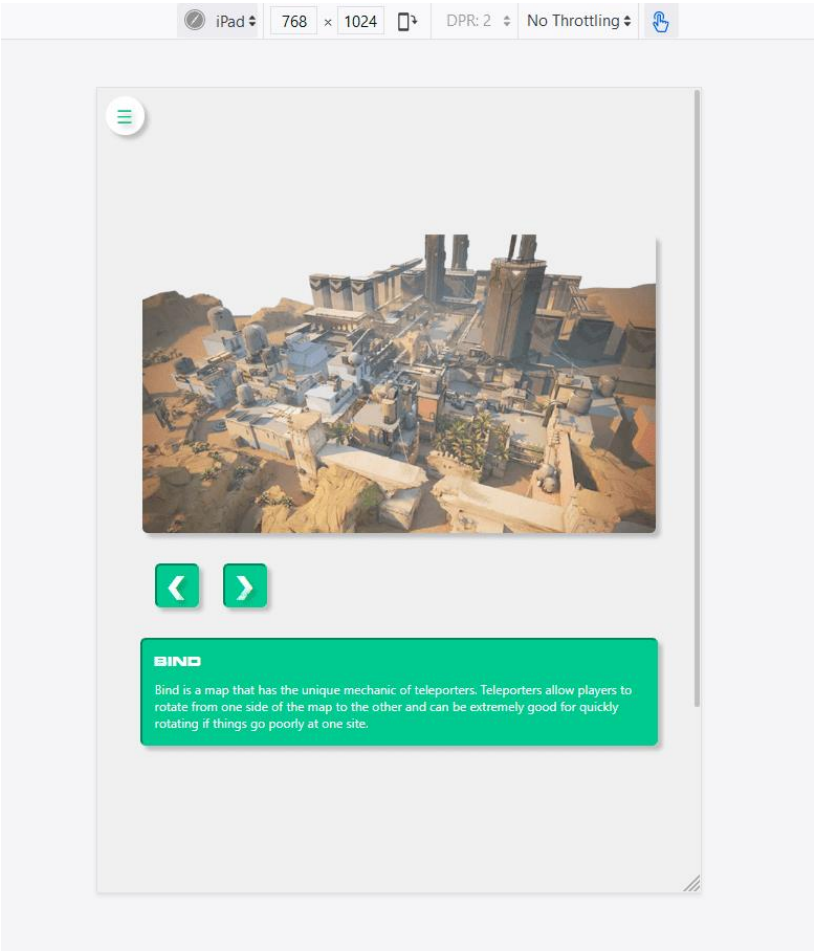


For an even smaller screen width (less than 600px) the image slider will also be repositioned below the image of the agents to keep it responsive.

6. Maps

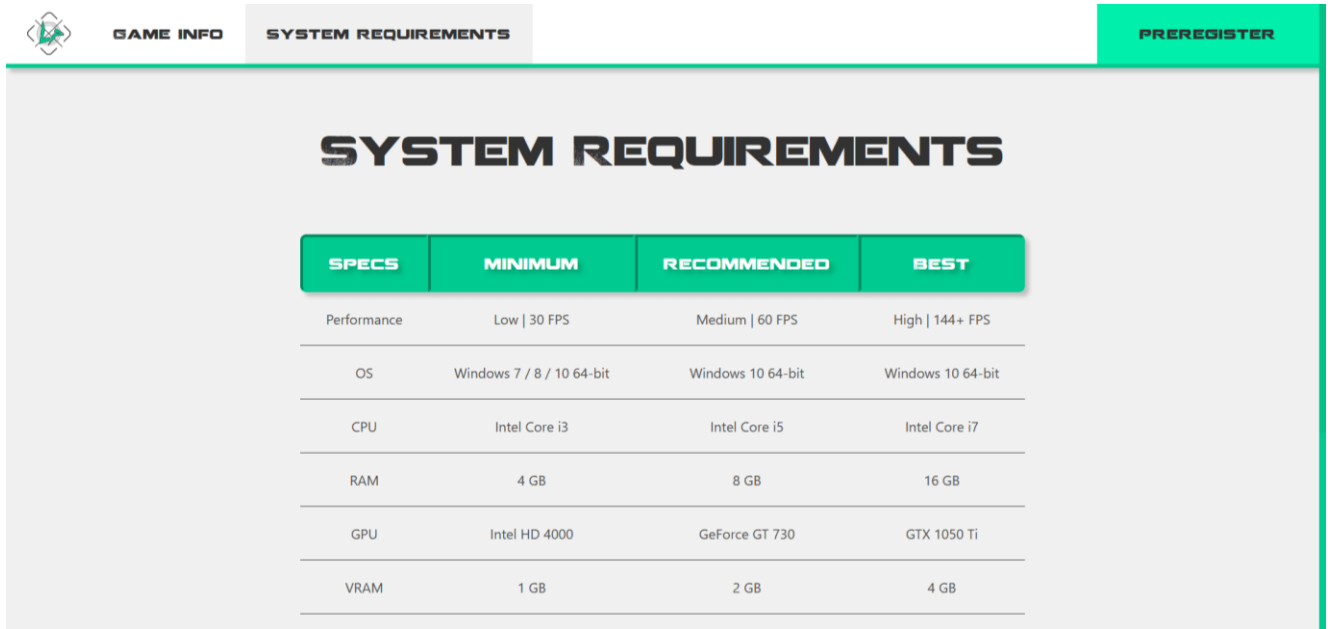


We included general information for the map menu such as image previews of the maps accompanied with small boxes containing the names of each maps and the description of them. We are also using the two image slider buttons for the users to cycle through different maps.



Lastly but not least, to keep the entire page responsive, the image sliders and the map description are placed right below the map's image if the screen width is less than 1000px.

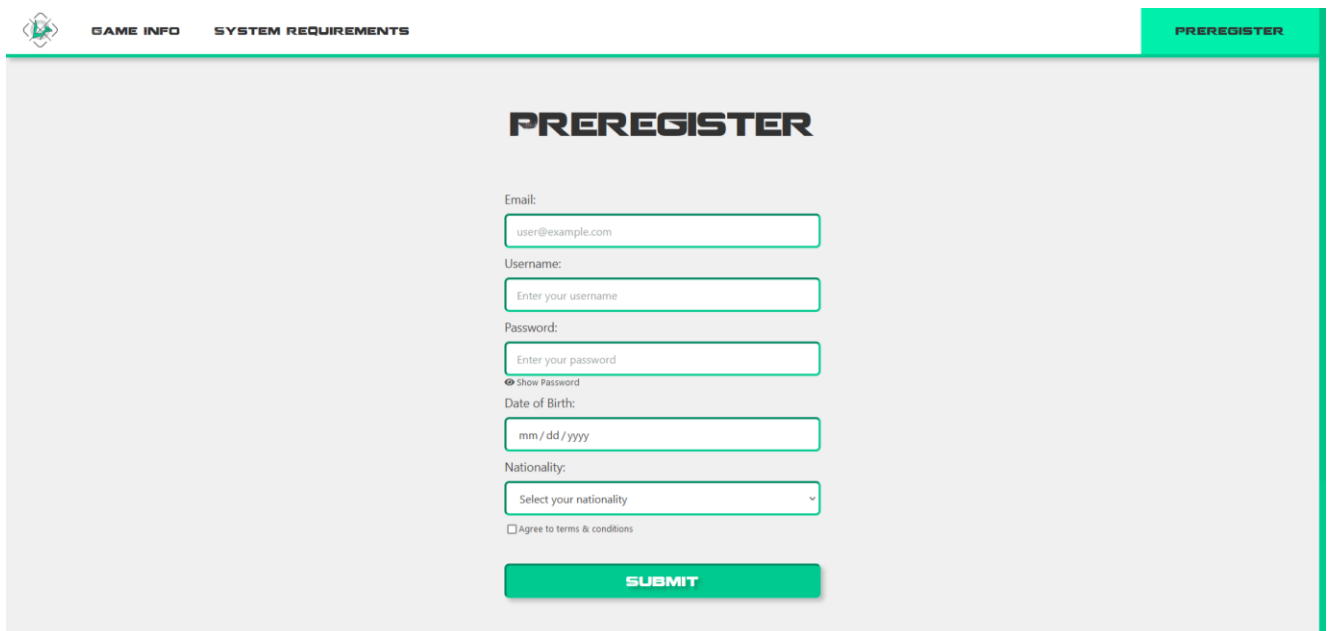
## 7. System Requirements



SPECS	MINIMUM	RECOMMENDED	BEST
Performance	Low   30 FPS	Medium   60 FPS	High   144+ FPS
OS	Windows 7 / 8 / 10 64-bit	Windows 10 64-bit	Windows 10 64-bit
CPU	Intel Core i3	Intel Core i5	Intel Core i7
RAM	4 GB	8 GB	16 GB
GPU	Intel HD 4000	GeForce GT 730	GTX 1050 Ti
VRAM	1 GB	2 GB	4 GB

We included information regarding the specs needed to access the game, from the least to best performance.

## 8. Preregister



**PREREGISTER**

Email:

Username:

Password:  
  
[Show Password](#)

Date of Birth:

Nationality:

☐ Agree to terms & conditions

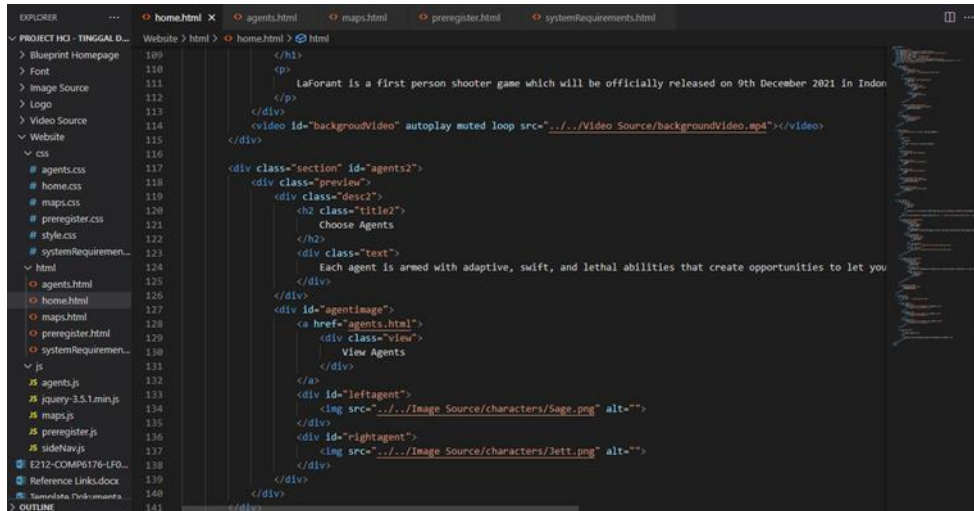
**SUBMIT**

If the users decide to give the game a try, they will have to fill in a form to be included in the preregistration. The website will start to validate the input when the users fill in their information

and then the users can press on the submit button to finalize the form. Not only that but we also added a feature to either hide or show the password to make it easier for them to check their entered password.

- **Documentation**

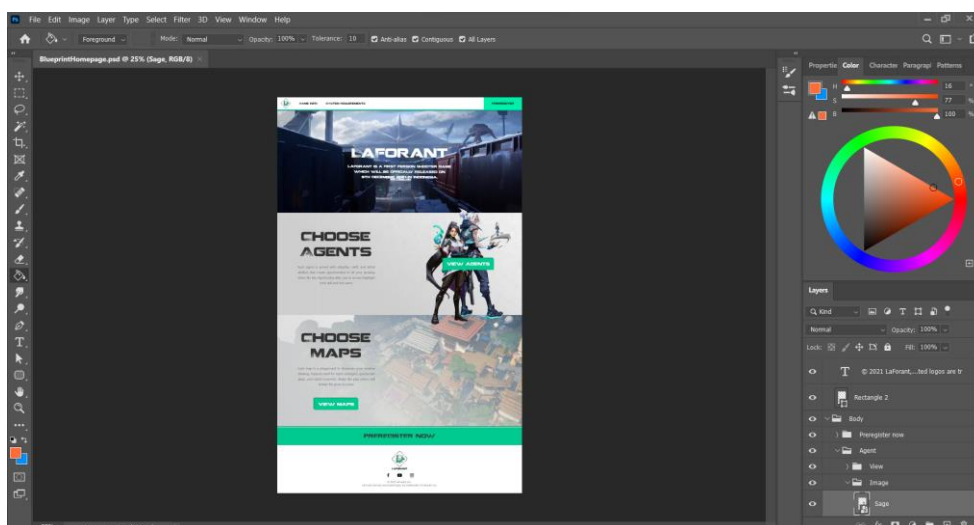
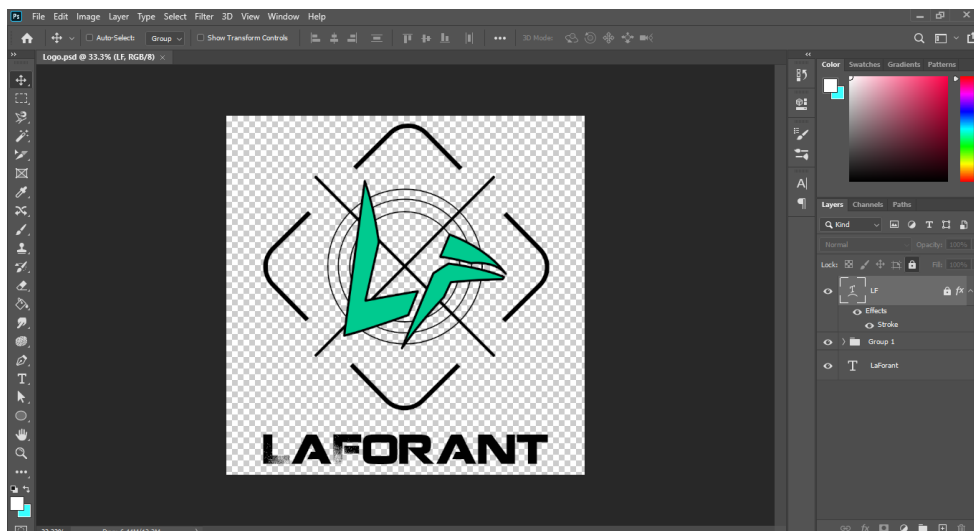
1. All of the codes are done using VSCODE.



The screenshot shows the VS Code editor with a project named 'PROJECT HQ - TINGGAL D...'. The Explorer sidebar on the left lists files and folders: 'PROJECT HQ - TINGGAL D...', 'Blueprint Homepage', 'Font', 'Image Source', 'Logo', 'Video Source', 'Website', 'css' (containing agents.css, home.css, maps.css, preregister.css, style.css, systemRequirements.css), 'html' (containing agents.html, home.html, maps.html, preregister.html, systemRequirements.html), 'js' (containing agents.js, jquery-3.5.1.min.js, maps.js, preregister.js, sideNav.js), 'E212-COMP6176-LFO...', 'Reference Links.docx', and 'Yamunakshi Parikramamanta'. The main editor area displays the 'home.html' file, which contains HTML code for a website. The code includes a video player for a background video, a section for agents, and links to agent and map pages. The code is as follows:

```
</h1>
109
110
111   Laforant is a first person shooter game which will be officially released on 9th December 2021 in Indon
112   </p>
113   </div>
114   <video id="backgroundVideo" autoplay muted loop src="../../Video Source/backgroundVideo.mp4"></video>
115   </div>
116
117   <div class="section" id="agents2">
118     <div class="preview">
119       <div class="desc2">
120         <h2 class="title2">
121           Choose Agents
122         </h2>
123         <div class="text">
124           Each agent is armed with adaptive, swift, and lethal abilities that create opportunities to let you
125         </div>
126       </div>
127       <div id="agentImage">
128         <a href="agents.html">
129           <div class="view">
130             View Agents
131           </div>
132         </a>
133       </div>
134       <div id="leftagent">
135         
136       </div>
137       <div id="rightagent">
138         
139       </div>
140     </div>
141   </div>
```

2. The LaForant logo along with the blueprint are created and edited using Adobe Photoshop.





- **Reference**

- Font:

- Coalition : <https://www.dafont.com/coalition.font>
    - Lethal Injector : <https://www.dafont.com/lethal-injector.font>

- Blueprint Social Media Icon:

- Facebook : [https://www.flaticon.com/free-icon/facebook-app-symbol\\_20837](https://www.flaticon.com/free-icon/facebook-app-symbol_20837)
    - Youtube : [https://www.flaticon.com/free-icon/youtube\\_1384028](https://www.flaticon.com/free-icon/youtube_1384028)
    - Instagram : [https://www.flaticon.com/free-icon/instagram\\_1384031](https://www.flaticon.com/free-icon/instagram_1384031)

- Website Social Media Icon:

- Facebook : <https://fontawesome.com/icons/facebook-f?style=brands>
    - Youtube : <https://fontawesome.com/icons/youtube?style=brands>
    - Instagram : <https://fontawesome.com/icons/instagram?style=brands>

- Agents Image:

- <https://imgur.com/a/u3GYbln>

- Agent Background Pattern:

- <https://www.toptal.com/designers/subtlepatterns/bright-squares/>

- Maps Image:

- <https://fortskins.org/valorant-maps>

- Home Background Video:

- <https://youtu.be/hhlghVf-1g>

- **Group Member**

Group Forming - Group 6

Group ID: fa532c41-2c9c-eb11-90f0-d8d385fce79e

- 2440030733 – Charys Naomi Winarto
  - 2440039146 – Steffi Soeroredjo
  - 2440034643 – Felix Fergileosia