**The Sonic Era: Key of Dawn - Website Design**

**1. Overall Layout**

+------------------------------------------+

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| | |  | Header Section |  | | |
| | +------------------------------------+ | | | | | |
| | | | | [Title Area] | | | | |
| | | +------------------------------------+ | | | | |
| | | | | [Progress Bar Area] | | | | |
| | | +------------------------------------+ | | | | |
| +------------------------------------------+ | | | | |
| | |  | Main Content |  | | |
| | | +------------------------------------+ | | | | |
| | | | |  | | | | |
| | | | | Story Image Area | | | | |
| | | | | [Dynamic Scene Image/Art] | | | | |
| | | | |  | | | | |
| | | +------------------------------------+ | | | | |
| | | | |  | | | | |
| | | | | Story Text Area | | | | |
| | | | | [Dynamic Story Content Here] | | | | |
| | | | |  | | | | |
| | | +------------------------------------+ | | | | |
| | | | | Choice Area | | | | |
| | | +------------------------------------+ | | | | |
| | | | | Choice Button Area | | | | |
| | | | | [Dynamic Choice Button Here] | | | | |
| | | +------------------------------------+ | | | | |
| +------------------------------------------+ | | | | |
| | |  | Footer Section |  | | |
| | +------------------------------------+ | | | | | |
| | | | | [Restart Button] | | | | |
| | | +------------------------------------+ | | | | |
| +------------------------------------------+ | | | | |

**2. Element Details**

**2.1 Header Design**

+------------------------------------------+

|  |  |  |
| --- | --- | --- |
| | | [Title] | | |
| | | (Gradient Title + Glow Effect) | | |
| | |  | | |
| | [==========Progress Bar==========] | | | |
| | | (Blue-Purple Gradient + Dynamic) | | |
| +------------------------------------------+ | | |

**2.2 Story Container Design**

+--------------------------------------------+

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| | | +------------------------------------+ | | | | |
| | | | | Scene Image | | | | |
| | | | | (Interactive hover + fade) | | | | |
| | | +------------------------------------+ | | | | |
| | |  |  |  | | |
| | | +------------------------------------+ | | | | |
| | | | | Story Text | | | | |
| | | | | (Dynamic update + fade in) | | | | |
| | | +------------------------------------+ | | | | |
| | |  |  |  | | |
| | | +------------------------------------+ | | | | |
| | | | | Choice Area | | | | |
| | | | | (Special style divider) | | | | |
| | | +------------------------------------+ | | | | |
| | |  |  |  | | |
| | | +------------------------------------+ | | | | |
| | | | | [Choice Button 1] | | | | |
| | | | (Glow border + hover effect) | | | | | |
| | | +------------------------------------+ | | | | |
| | | +------------------------------------+ | | | | |
| | | | | [Choice Button 2] | | | | |
| | | | (Glow border + hover effect) | | | | | |

| +------------------------------------+ |

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**2.3 Bad Ending Special Effects**

+--------------------------------------------+

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| | |  | [Red Border Style] |  | | |
| | | +------------------------------------+ | | | | |
| | | | | Warning Style Text | | | | |
| | | | | (Red Theme + Glow Effect) | | | | |
| | | +------------------------------------+ | | | | |
| | | | | [Return Option] | | | | |
| | | | | (Red Theme Button) | | | | |
| | | +------------------------------------+ | | | | |
| +--------------------------------------------+ | | | | |

**3. Responsive Design Considerations**

• Maximum width: 800px

• Padding: 2rem

• Image area height: 300px

• Font sizes:

◦ Title: 2.5rem

◦ Body text: 1.2rem

◦ Buttons: 1rem

**4. Color Scheme**

Primary Colors:

- Primary: #00f2ff (Cyan)

- Secondary: #ff00ff (Magenta)

- Background: #0a0a1a (Deep Blue)

- Text: #ffffff (White)

- Accent: #ff3366 (Red)

**The Sonic Era: Key of Dawn - Branching Story** **Wireframe**

**1. Main Story Branch Structure**

+-------------------------------------------------------------------------------------+

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| | |  |  |  |  | | |
| | |  |  | [start] |  | | |
| | |  |  | │ |  | | |
| | |  | ┌────────────┴────────────┐ | |  | | |
| | |  | (wait) | (try to escape) | | | |
| | |  | │ | │ | | | |
| | |  | │ | [badending 1] | | | |
| | | [virtualview] | |  |  | | |
| | |  | │ |  |  | | |
| | |  | [action] |  |  | | |
| | |  | │ |  |  | | |
| | | ┌────────────┴────────────┐ | |  |  | | |
| | | (check chip) | (use chip immediately) | |  | | |
| | | │ |  | │ |  | | |
| | | [badending 3] |  | [useChip] |  | | |
| | |  |  | │ |  | | |
| | |  | ┌────────────┴────────────┐ | |  | | |
| | |  | (rest) | (continue) | | | |
| | |  | │ | │ | | | |
| | | [badending 4] | | │ | |  | | |
| | |  |  | │ | | | |
| | |  |  | [ventilation] | | | |
| | |  |  | │ | | | |
| | |  |  | ┌────────────┴────────────┐ | | | |
| | |  |  | (use the music power) (break the trap directly) | | | |
| | |  |  | │ | │ | | |
| | |  |  | │ | [badending 5] | | |
| | |  |  |  | │ | | |
| | |  |  |  | [server room] | | |
| | |  |  |  | │ | | |
| | |  | ┌────────────┴────────────┐ | |  | | |
| | |  | (pull out chip) |  | (run away) | | |
| | |  | │ |  | │ | | |
| | |  | │ |  | [badending 6] | | |
| | |  | │ |  |  | | |
| | |  | [final battle] |  |  | | |
| | |  | │ |  |  | | |
| | |  | ┌────────────┴────────────┐ | |  | | |
| | |  | (destroy) |  | (become container) | | |
| | |  | │ |  | │ | | |
| | |  | [badending7] |  | | | | |
| | |  |  |  | │ | | |
| | |  |  |  | [mainEnding] | | |
| | |  |  |  | │ | | |
| | |  |  |  | [epilogue] | | |
| | |  |  |  |  | | |
| +-------------------------------------------------------------------------------------+ | | | |  |  |

**2. Branch Option Detail Design**

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|  |  |  |
| --- | --- | --- |
| | | Scene Transition | | |
| | | | | | |
| | | v | | |
| | | Current Scene ──────> Next Scene | | |
| | | | | | |
| | | v | | |
| | | [Transition Animation] | | |
| | | | | | |
| | | v | | |
| | | [Progress Bar Update] | | |
| +----------------------------------------------+ | | |

+--------------------------------------------+

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| | |  | Choice Buttons |  | | |
| | |  |  |  | | |
| | | ┌────────────────────────┐ | | | | |
| | | │ | Main/Risk Choice | │ | | |
| | | └────────────────────────┘ | | | | |
| | |  |  |  | | |
| | | ┌────────────────────────┐ | | | | |
| | | │ | Main/Risk Choice | │ | | |
| | | └────────────────────────┘ | | | | |
| +--------------------------------------------+ | | | | |

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|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| | |  | Bad Ending Scene |  | | |
| | |  |  |  | | |
| | |  | [Warning Text Area] |  | | |
| | |  |  |  | | |
| | | ┌────────────────────────┐ | | | | |
| | | │ Return to Previous │ | | | | |
| | | └────────────────────────┘ | | | | |
| | |  |  |  | | |
| | | ┌────────────────────────┐ | | | | |
| | | │ | Restart Game | │ | | |
| | | └────────────────────────┘ | | | | |
| +------------------------------------------+ | | | | |

**5. SceneTransition Logic**

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|  |  |  |  |
| --- | --- | --- | --- |
| | | Variable Assignment | | | |
| | | │ |  | | |
| | | V |  | | |
| | | Update Progress Bar & UI | | | |
| | | │ |  | | |
| | | V |  | | |
| | | ┌──────────────────┐ | | | |
| | | │ Check Scene Type │ | | | |
| | | └──────────────────┘ | | | |
| | | │ |  | | |
| | | ┌──────┴──────┐ | | | |
| | | │ | │ | | |
| | | Normal Scene | Bad Ending | | |
| | | │ | │ | | |
| | | Normal Choice Return Choice | | | |
| +----------------------------------------------+ | | | |