First Delivery - Multimedia

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Application Goals

Topic Title : AOEII4beginers -> Age of empires 2 (AOEII)

General description

The topic talks about a PC game named Age of Empires 2. Contains all basic aspects of the game and it's extensions. This application wants to be a basic guide and a detailed description of all the elements of the game. An user will be able to consult a specific item of the content or to read about game's history and its likeness with the reality.

This development is targeted to users born between 1980 and 1995, that's why people born after 1995 hadn't newest kind of games and people between this 15 years can have nostalgia about strategy games created on 2000. Also all users born before or after these dates can be interested and application can be focused on someone who wants to consult AOEII information.

We have selected AOEII because is a focused topic on an specific game and it's easier to delimit what is going to be explained. We think that this topic could be funnier to explain that another more generic thing. At the moment we have all information available for AOEII but not writen, all is in our brain (and internet).

Is focused on AOEII and not in all the AOE saga because for the age where be created it was a revolutionary on strategy games.

It is ruled out for this development to explain with details AOEI and AOEIII because we played less and because is not interesting for us.

Technical requirements.

- Frontend screens with media support (video from youtube, audio, images)
  - Screens Menus
  - HyperLinks
- Backend screens
  - Text Editors to alter information
  - Database support
  - User login to access backend screens
- Email generation support
- Possible Comments from users to content.
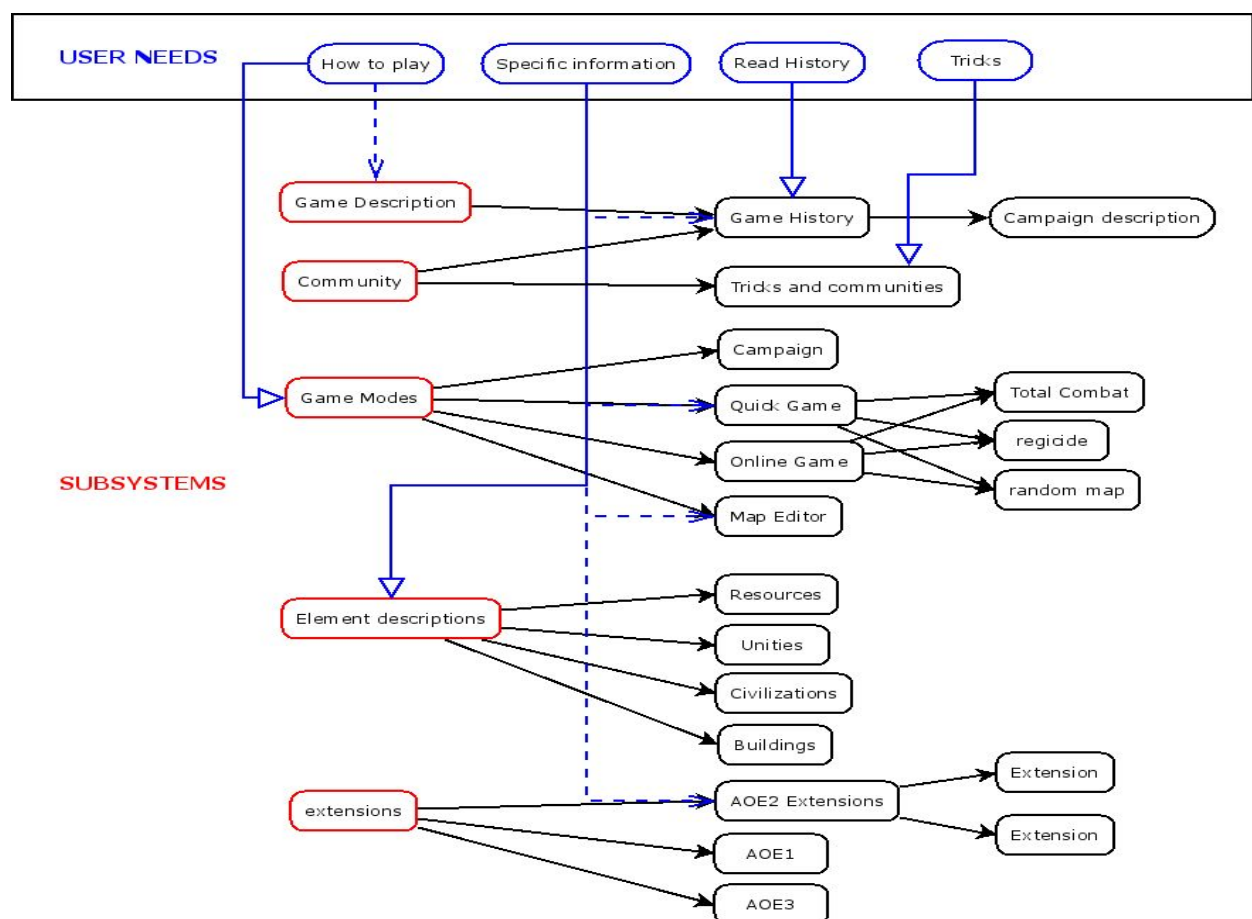
Preliminary Storyboard

Subsystems

- Menu
- Game modes
- Elements descriptions
- Game description
- Extensions
- Community

User Needs

- How to play
- Consult specific information of the items
- Read campaign history
- Tricks

Storyboard

Structure Page Items

We consider that for this kind of application is not necessary an unique menu containing all the items displayed above and we created two menus with partial information related to the hierarchy navigation items.
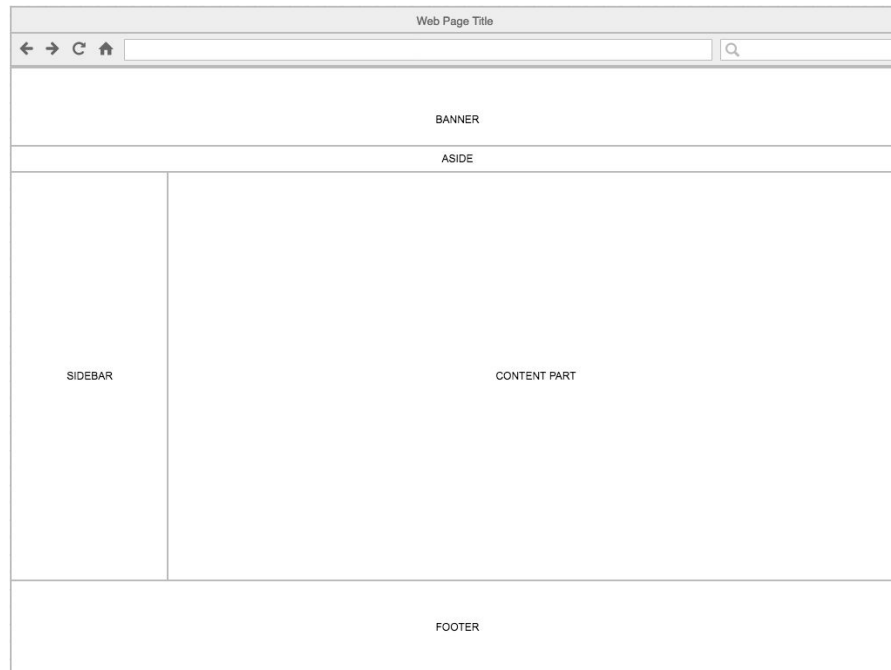
Base page elements

This page is the basic structure for the application. All pages will contain this items and always will be displayed in the same position but content will be dynamic.

- Aside
    - First Menu : Displays our subsystems.
- Sidebar
    - Second Menu : Displays all sections for this subsystems. This menu can be displayed as part of first menu as drop down menu.
- Banner
- Footer

Sidebar is drawed on grey because the possibility to implement as part of the first menú and then content page width will be increased.
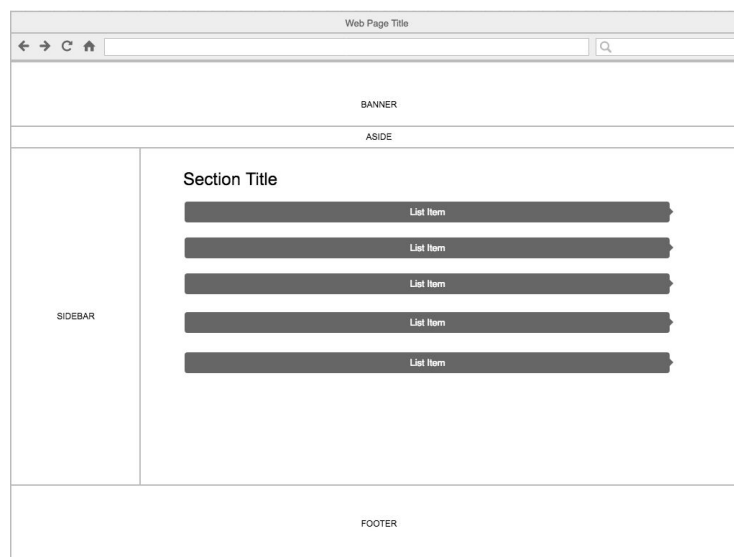
Content part

In this partial section will be displayed all content related to the topic selected. This content can be distributed as media content requires. For instance if this content contains a video embedded from youtube the video can be displayed as part of another partial content inside it.
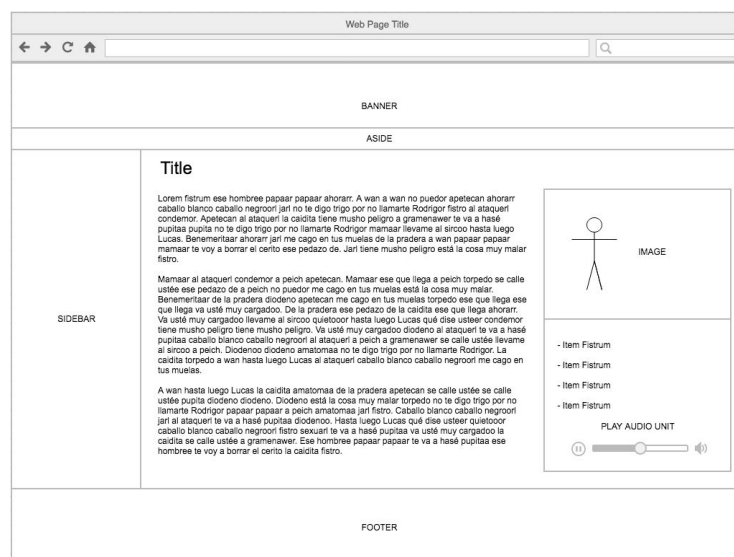
Mockups

List Content Part :

The next Mockup shows how the lists will be displayed, will refer to a section item.

Detail Content Part :

This Mockup shows how a detail page will be displayed, for instance can refer to a detailed description of a unit.

Video Content Part :

This Mockup refers a video embedded content page, can also contains description and other web elements.