

Messaging: The project is an overall introduction to the game Genshin Impact. By going through the pages, the viewer will gain some knowledge around different characters in the game.

Narrative Structure: The project is in a Martini glass structure. The first page gives the viewer an overall impression of the game. By clicking on the button the viewer will go to the second page that introduces all different characters. It first leads the viewer to understand the power in the game and the weapons. After that the viewer could explore the characters by clicking on the powers and weapons as filters and see what characters are of the power and weapon.

Visual Structure: The structure in each of the scene is exactly the same - it's listing all characters of the selected filter side by side. When the user selects a filter, the icon will be boxed. This helps the user to understand which filters they have selected. After they select the filters, the characters are listed side by side. The user can easily understand that these are the characters of the selected filters. By highlighting the filters, it also shows that those icons are highlightable so that it helps users to transition from one scene to another by clicking on the power/weapon icons.

Scenes: By clicking on the power and weapon filters, it creates a new scene that lists all characters with selected power and weapon dynamically. The scenes are not ordered. They are totally dependent on user selection.

Annotation: When we go to the characters page, all names for the characters are annotated below. They all follow the same pattern, which is below the profile picture. If the user filters the characters, the names are still annotated.

Parameters: The parameter here is the power and weapon. By setting the power filter and weapon filter, the sense below will only show characters of the selected power and weapon. There are two parameters

Triggers: The change of power will filter the characters and leave only the characters that have selected powers. Same applies to weapon parameter.