

### Assignment Declaration Cover Sheet

Coursework Title: Website Design  
Course Name: Introduction to Web Design  
Course Code: DECO1400

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This is an individual assignment. Please confirm each statement by ticking the boxes before signing the bottom.

I declare that:

1. The information reported in this assignment, except where otherwise indicated, is my own original work.
2. This assignment has not been submitted for any degree or examination at any other university and/or for any other course at UQ.
3. This assignment does not contain other persons' data, pictures, graphs, or other information, unless specifically acknowledged as being sourced from other persons.
4. This assignment does not contain other persons' and/or generative AI writing, unless specifically acknowledged as being sourced from other sources. Where other written sources have been quoted, then:
  - a. Their words have been re-written, but the general information attributed to them has been referenced.
  - b. Where their exact words have been used, their writing has been placed inside quotation marks, and referenced.
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I hereby declare that I understand the meaning of academic misconduct and recognise that submission of work for assessment that includes instances of academic misconduct is an offence that may result in disciplinary action being taken against me.

Yunpeng Yao  
Signature

16/04/2025  
Date

# DECO1400 WEBSITE DESIGN

## I. INTRODUCTION

The purpose of designing this website, *Hyrule Compass*, is to create a comprehensive strategic platform dedicated to the world-renowned open-world masterpiece *The Legend of Zelda: Tears of the Kingdom*.

As the acclaimed sequel to *Breath of the Wild* and a Game of the Year nominee, *Tears of the Kingdom* offers a vast, complex world full of rich content and challenging mechanics. However, its scale and depth can be overwhelming for new players starting out. *Hyrule Compass* helps players navigate the game's vast world by providing clear guidance and deep insights, making its complexity, creativity, and story more accessible and enjoyable.

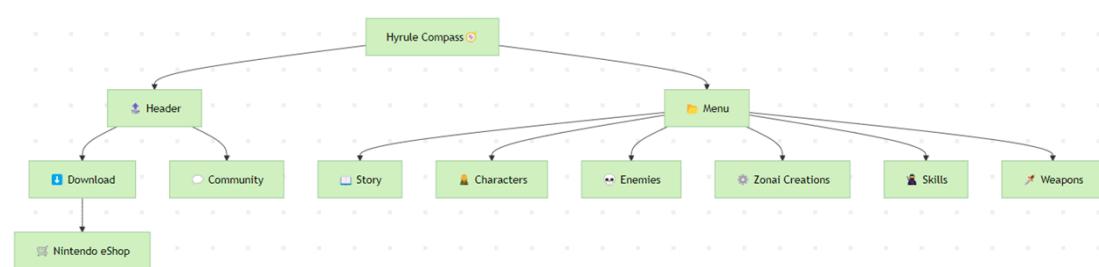
The platform features:

- **Story** and lore breakdowns
- **Character** profiles and introductions
- Comprehensive guides to **enemies** and bosses
- Creative building tutorials using **Zonai** devices with high freedom
- Combat strategies and **skill** techniques
- **Weapon** overviews, fusion tips, and usage strategies

Through *Hyrule Compass*, we strive to cultivate a vibrant space where fans can explore, learn, and enjoy the world of *Tears of the Kingdom* to its fullest potential.

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## II. SITE MAP



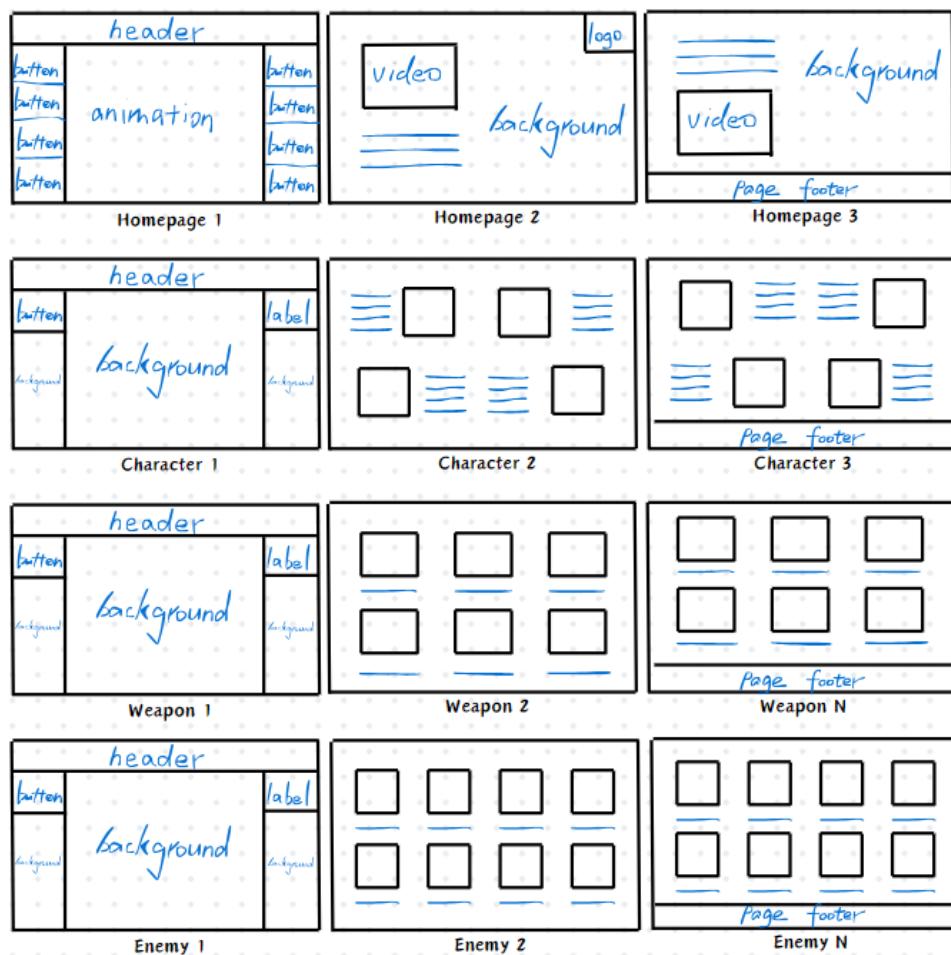
the Header and the Menu. The Header includes quick links like Download (leading to the Nintendo eShop) and Community (for player discussions). The Menu covers the main content sections: Story, Characters, Enemies, Zonai Creations, Skills, and Weapons. Each section is clearly labeled with icons, making it easy for users to explore game content and find helpful information.

### III. PROTOTYPE (LOW FIDELITY)

In this part, we'll outline the overall structure and visual direction of the website, highlighting key design elements and layout strategies.

#### Low-Fidelity Prototype Overview

This low-fidelity prototype outlines the structural design of *Hyrule Compass*, showcasing the layout and navigation logic across its core pages. The site adopts a consistent full-page scroll-snapping experience, ensuring a smooth and immersive flow between sections.



Prototype - Low Fidelity

## **Homepage Design**

The homepage is divided into three full-screen sections. The first features a vertical menu with animated branding in the center. The second includes an embedded IGN review video alongside a strong visual background, while the third continues with another video and summary content. This layout introduces the game, highlights key media, and guides users to essential resources.

## **Character Page**

The character section consists of three parts. The first displays a full-screen background of major characters, with a return button and section label for clear navigation. The next two pages present character profiles with portraits and summaries, helping users get to know both returning and new characters in the story.

## **Weapon Page**

The weapon section follows a similar layout. The first screen features a background showing weapons from different regions of Hyrule. Subsequent pages display six weapons per screen, each with an image and clickable name that links to a detailed weapon page. The design supports modular expansion as new weapons are introduced.

## **Enemy Page**

The enemy section mirrors the weapon page's structure. It begins with a dramatic boss-themed background, followed by enemy catalog pages that showcase eight enemies per section. Each name links to a detailed profile, and powerful bosses like Ganondorf include additional strategies and video guides.

## **Zonai Page**

The Zonai page uses the same scroll-snapping layout, starting with a blueprint-style background of Zonai capsules and tools. Later sections introduce each device with images, functions, and how to obtain them, including gacha machine locations. The page encourages creative builds through modular assembly.

## **Story Page**

The Story page is designed to guide players through the major narrative arcs of *Tears of the Kingdom* in a clean and cinematic way. It mirrors the format used in other sections, beginning with a full-screen story-themed background. Following sections would present concise summaries of key story events, enriched with artwork, quotes, and timelines. This format helps both new and returning players better understand the

lore, world-building, and emotional depth of the game.

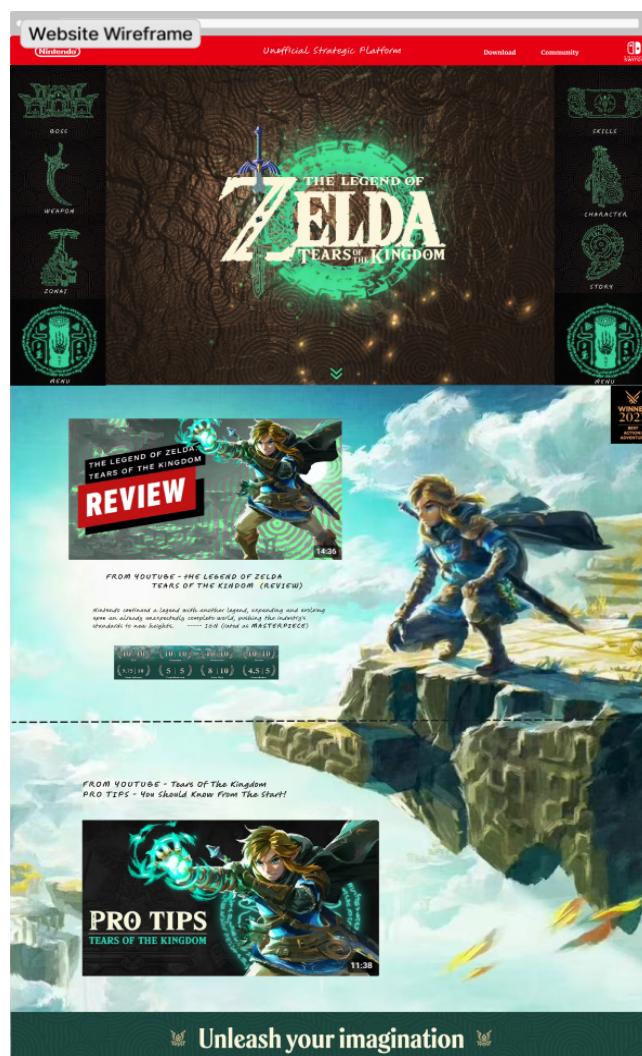
## Skills Page

The Skills page uses the same scrollable layout to introduce Link's four core abilities: Ultrahand, Fuse, Ascend, and Recall. The first section highlights all four skills, while the following sections explain each one's use, controls, and examples. It also shows how these abilities work with Zonai devices and temple challenges, encouraging creative gameplay.

## IV. PROTOTYPE (HIGH FIDELITY)

### PAGE ONE - Website Homepage

The *Hyrule Compass* homepage features three full-screen sections designed to immerse users in the world of *Tears of the Kingdom*. With scroll-snapping, each scroll smoothly transitions to the next section, creating a cinematic browsing experience.



At the top of the page, a bold red header features the Nintendo logo on the left and a Nintendo Switch icon on the right. A menu icon allows easy navigation, while two buttons—**Download** and **Community**—offer quick access to the eShop and fan discussion space.

### Section 1: Animated Title & Interactive Menu

The first section displays the animated *Tears of the Kingdom* logo at the center, with two menu buttons in the bottom corners. Clicking them reveals three interactive options above each button.

- **Left Menu:** Enemy, Weapon, Zonai
- **Right Menu:** Skills, Character, Story

This intuitive layout allows users to dive deep into the game's core systems and lore with just a click, presented in an immersive and visually engaging format.

### Section 2: IGN Review & Media Ratings

The second section shows a bold full-screen image of Link with an embedded IGN review video at the center. Below the video are IGN's summary and media ratings, while a badge in the top-right highlights the game's TGA 2023 win for Best Action/Adventure.

### Section 3: Beginner Tips Video

The final section features a YouTube video with essential tips to help new players understand the game and start their journey with confidence.

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## PAGE TWO - Character (Discover the Heroes and Legends of Hyrule)

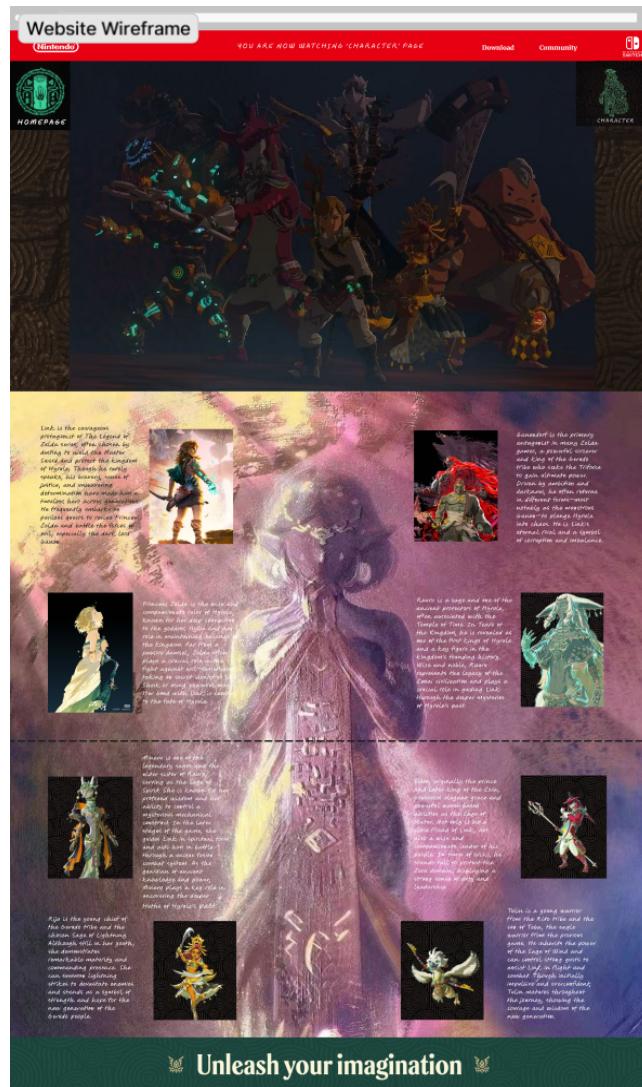
The Character section uses the same scroll-snapping format as the homepage, with three sections that introduce key characters from *Tears of the Kingdom*.

### Section 1: Character-Themed Visual Intro

The Character page opens with a full-screen background of key characters. A **Homepage button** in the top-left enables quick return, while a **Character label** in the top-right shows the current section—making navigation clear and intuitive.

### Sections 2 & 3: Key Character Profiles

The next two sections use a shared panoramic background and introduce major characters from *Tears of the Kingdom*, both familiar and new. Each profile includes lore, artwork, story role, and character development, offering deeper insight into the people shaping Hyrule.



### PAGE THREE - Weapon (Explore the Arsenal of Hyrule)

The Weapon section of *Hyrule Compass* adopts the same scroll-snapping, full-page layout seen throughout the site, ensuring a smooth and consistent browsing experience. This design allows users to focus on one complete set of information at a time, enhancing clarity and engagement.

The layout is structured and modular, with each section dedicated to showcasing a specific group of weapons. For instance, each full-screen section presents six weapons, each accompanied by a high-quality visual and a clickable name that leads

to a detailed weapon profile page.



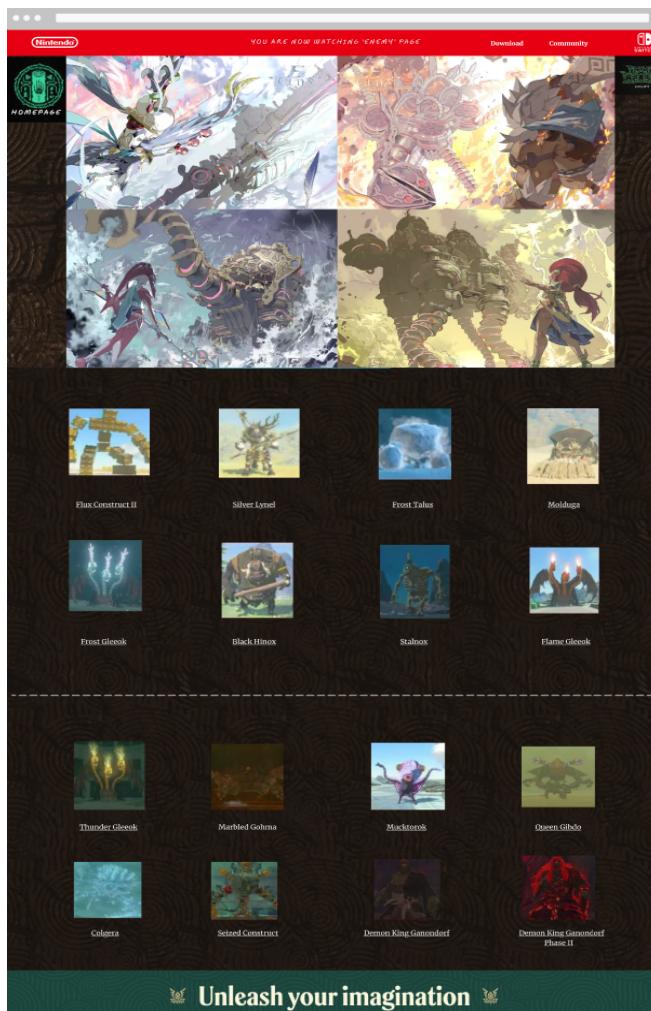
The first section features a fantasy-style background of weapons from across Hyrule. Each following section showcases six weapons with images and clickable names linking to detail pages covering their lore, stats, effects, locations, and how to obtain them—blending practical info with rich world-building.

## PAGE FOUR - Enemy (Face the Monsters of Hyrule)

The Enemy section follows the same structure and style as the Weapon page, also using scroll-snapping to guide users through a rich bestiary of *Tears of the Kingdom*.

The first section features a boss-themed background, followed by sections that present eight enemies per page, including elites and bosses. Each enemy links to a profile with details like origin, stats, attacks, location, and strategies. For major bosses like Ganondorf, tips and video guides are included. Both the Weapon and Enemy pages use a clean, encyclopedia-style design with scroll-snapping for a smooth, organized

browsing experience.



## PAGE FIVE - Zonai (Unlock the Power of Ancient Innovation)

The Zonai page uses the same scroll-snapping layout and provides a deep dive into Zonai technology, a key part of the game's creative mechanics. The first section features a blueprint-style background of Zonai devices. Later sections cover various tools—like fans, rockets, and stabilizers—explaining their functions, uses, and where to get them, including exact gacha machine locations. The page also introduces assembly techniques for building vehicles, weapons, and more, highlighting Zonai tech as a creative tool for exploration and combat.

## PAGE SIX - Story (Echoes of Hyrule's Destiny)

The Story section uses the site's scroll-snapping format to explore the rich lore of *Tears of the Kingdom*. It begins with a cinematic background that sets the tone,

followed by concise summaries of key plot points like Zelda's fate, Ganondorf's return, and Zonai secrets. Visuals and quotes enhance the storytelling, which highlights Hyrule's world-building, character development, and deeper themes—making the narrative accessible to both newcomers and lore fans.

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## PAGE SEVEN – Skills (Master Link's Abilities)

The Skills section follows the same scroll-snapping format and introduces Link's four core abilities: Ultrahand, Fuse, Ascend, and Recall. The first section features a dynamic background showcasing all four. Each skill is explained through its use, controls, and practical examples—like building a glider with Ultrahand or reversing objects with Recall. The page also explores how these abilities interact with Zonai devices, the environment, and temple puzzles, encouraging creative and complex gameplay. Alongside the Zonai and Story pages, it maintains a consistent, encyclopedia-style design for a smooth and immersive experience.

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## V. Nielsen's Usability Heuristics in Hyrule Compass Design

The design of *Hyrule Compass*—a strategic platform dedicated to *The Legend of Zelda: Tears of the Kingdom*—closely follows **Nielsen's 10 Usability Heuristics** to ensure an intuitive, engaging, and user-centered experience.

1. **Visibility of System Status** is achieved through consistent page indicators and navigational cues in the header, helping users understand where they are and how they arrived.
2. **Match Between System and the Real World** is reflected in the use of familiar gaming terms, recognizable icons, and image-driven menus, allowing even novice players to navigate using visual context.
3. **User Control and Freedom** is maintained by offering clear exit options, such as returning to the homepage via the logo or navigating back through structured menus.
4. **Consistency and Standards** are upheld through a unified scroll-snapping layout, a top navigation bar, and mobile-responsive design, ensuring a familiar interface across devices.
5. **Error Prevention** is addressed in interactive components, such as forms and menus, by incorporating input validation and clear prompts to prevent mistakes.

6. **Recognition Rather than Recall** is implemented via standard icons (e.g., for enemies, weapons, and social media) and intuitive menu structures that reduce memory load.
7. **Flexibility and Efficiency of Use** is less emphasized, as the site targets casual users and focuses on clarity over speed-driven shortcuts.
8. **Aesthetic and Minimalist Design** guides the overall visual identity, using a consistent earthy color palette, clean layouts, and minimal text for readability and immersion.
9. **Help Users Recognize, Diagnose, and Recover from Errors** is less prominent due to the site's simple structure, but user feedback and navigation clarity reduce potential confusion.
10. **Help and Documentation** are minimally needed, with occasional hints (e.g., for interactive maps) provided to guide users without overwhelming them.

In summary, *Hyrule Compass* applies key usability principles to deliver a clear, immersive, and accessible experience for players of all levels, enhancing both game understanding and community engagement.

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## VI. CONCLUSION

*Hyrule Compass* is a companion site for *Tears of the Kingdom*, designed to guide players through a scroll-snapping layout with sections like story, characters, and weapons. The project is on track, with core layouts, prototypes, and visual elements already completed.

Next steps will focus on mobile responsiveness, expanding detailed content pages, and adding interactive features such as tooltips, map integration, and social media links. With these improvements, *Hyrule Compass* is on track to become a complete and user-friendly resource for fans of the game.

Looking ahead, building *Hyrule Compass* as a fully functional website may present challenges. Ensuring smooth scroll-snapping across browsers, maintaining performance on all devices, and integrating interactive features like tooltips and videos will require technical effort. Managing and updating large amounts of content will also need careful planning to keep the site scalable and easy to maintain.

## **REFERENCE**

All visual materials used in the website design were either captured directly from the Nintendo Switch version of the game or obtained from paid, licensed image collections on Xiaohongshu. Therefore, there are no copyright concerns regarding image usage.