September 19

 Zain El-Masr

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| Flynn’s Arcade  2019 |
| September 19  Zain El-Masri |
| September 19  Zain El-Masri  SEPTEMBER 6 |

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# Design Brief:

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| A brief outline of what we are intended to do Flynn's Arcade has been slowly losing money as the trend for accessing video games has moved away from social 'video game arcades' to at home 'video game consoles' such as the Atari & Commodore 64. Flynn wants to reposition his business as a venue for selling new games and trading used games. Flynn wants you to design and create ‘alpha phase’ website that communicates his new business model. |
| More information on Flynn’s Arcade: (<http://tron.wikia.com/wiki/Flynn's_Arcade>) |
| Related image­ |

# Area of Investigation

# Evidence of research

Comparison of website creation tools (IDE, CMS, Drag and Drop)

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| --- | --- | --- | --- |
| Image result for notepad++ logo | Related imagegf | Related image | Image result for dreamweaver logo |
|  |  |  |  |

Fxs

Flynn and his design aesthetic

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Data communications and its implications for web design

Fxs

# Design Sketches

# Hand sketched concept designs of the website & logo with feedback

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# Final concept design

# Sketches and character profile

# Design changes

# Identify variations between your final concept design and final product. Explain why these changes were made and how they impacted the final product. 1-2 pages

# Evaluation

# Describe good and bad features of your final product with reference to your research. Identify improvements that could be made to your design.

# Bibliography

Acknowledge ALL resources used. Web pages, Images, Books, Video’s, etc