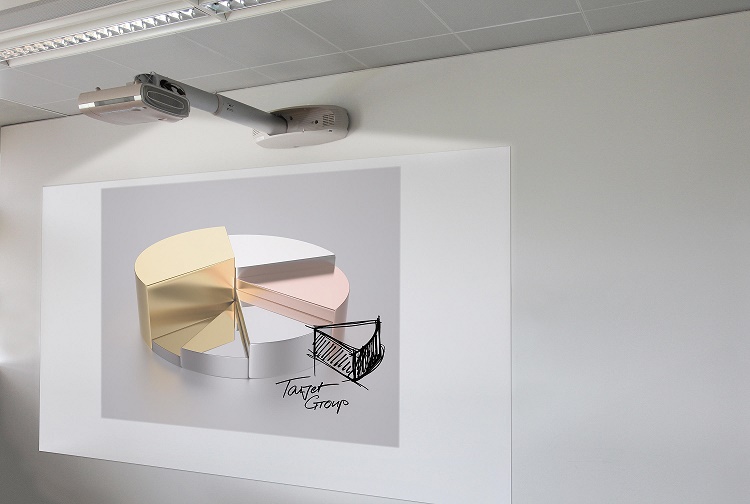
Project 2 Design Document:

The purpose of this power point project I am producing is to attempt to analyze the current king FPS, Overwatch. I plan to look for design decisions that the developers have made, and how they impact the players. I plan to use screen shots from in game to highlight examples that are being discussed and possibly a few GIFs if discussing “ultimate abilities”, or just to retain attention. I would like to limit the number of graphics being used per slide though, likely just one-two per. The main goal will be to understand what types of gameplay the designers may have been encouraging, or what ways they have allowed the players to overcome the challenges they have created.

Three of the potential users of this system would be: those who are familiar with Overwatch, those who game, but are unfamiliar with Overwatch, and those who do not game. For those who already know/play Overwatch I will have to highlight points that may have been overlooked by players not looking, and will also have to keep the pacing of the overall project quick to keep them from getting bored if they already know the information. For gamers who do not play Overwatch I will have to briefly cover the basics of the objectives of the game/characters, and the team focused gameplay. For those who do not game I will have to quickly explain the fundamentals of an FPS, and keep the concepts understandable for those without gaming experience.

Style Guide

Delivery medium will be the projector in the class room, so a large canvas must be considered. This means that I will have to use higher fidelity images, as they are going to be displayed very largely.



The project will also be displayed on widescreen laptop monitor during design, and review after submission. Restrictions for these screens will be a need for sharp contrast between the content and the background so that the text will be easily read.



Possible typefaces:

Overwatch- Berlin Sans FB. This typeface is simple to read, yet still more fun than traditional fonts, and a possible choice for bullet points.

Overwatch-Britannic Bold. This typeface fits well for the initial introduction and titles throughout the rest of the presentation as it makes a good impact, looks good LARGE and draws the eye right in.

Overwatch- DINPro-Black: this lightweight typeface is easy to read quickly, making it a good choice for slides heavier on text.

Overwatch-Eras Bold ITC. This typeface is a secondary choice for headings or bullet points that I am considering as it is very similar to the typeface that the designers used in the real game.

Overwatch-Lithos Pro Regular- This typeface is a bit too decorative for conveying information during the project, but its elegance makes it a nice choice for credits/my own signature on original works.

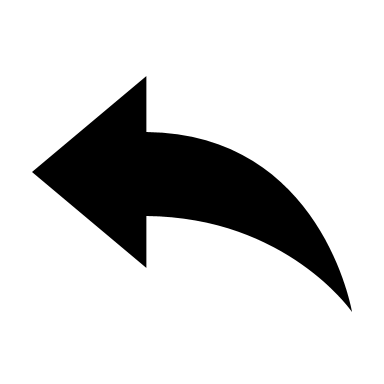
Color schemes & swatches:

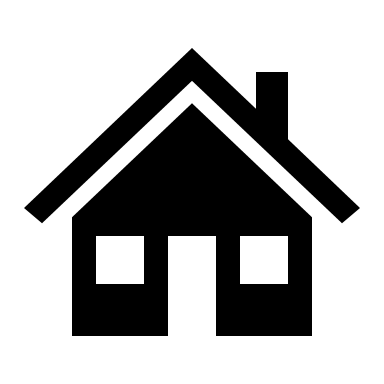
1. RGB: 254, 171, 230 HEX: #FEABE6
2. RGB: 126, 86, 115 HEX: #7ES573
3. RGB: 254, 95, 208 HEX: #FE5FD0
4. RGB: 126, 47, 104 HEX: #7E2F68
5. RGB: 203, 137, 184 HEX: #CB89B8

(In order, from left to right.)

For the base color, I have consulted a reference kit for a character D.va(used the “mech” color), <https://playoverwatch.com/en-us/media/> put out by blizzard to help in creating fan art, I then used adobe color wheel to get monochromatic colors to use with it.

Secondary scheme(s): I may alter the scheme for each logical section of the project for the sake of keeping things fresh. For this scheme, I used the base color from another character, Zenyata and again used adobe color wheel to get a monochromatic scheme.

For the navigation labels, I plan to use commonly recognizable images to represent the “back one slide” 

And for the button to jump back to the initial nav screen I will be using a simple house icon that most people already associate with a “Home Button” 

I don’t think these buttons will require labels, but if they do they will be written in small, plain text, directly under the icon.

These buttons will be relatively small, occupying about one inch in the Top Right and bottom right corners.

Placement:

In my slides, I will be placing the textual information in the relative center of the screen, as I feel this information is most important and should be the main focus of each slide. Headings for each slide will be centered and slightly indented from the top to give an overview of the topic, but not far down enough to take away attention from the main bullet points. The main title card will be slightly higher than center, with a secondary explanation title just underneath. The title will have its own slide, and mimic the cover of a book. Graphics used will set to the edges of the slides, very narrowly indented from the edge. A rough PowerPoint wireframing has been included that displays these patterns.