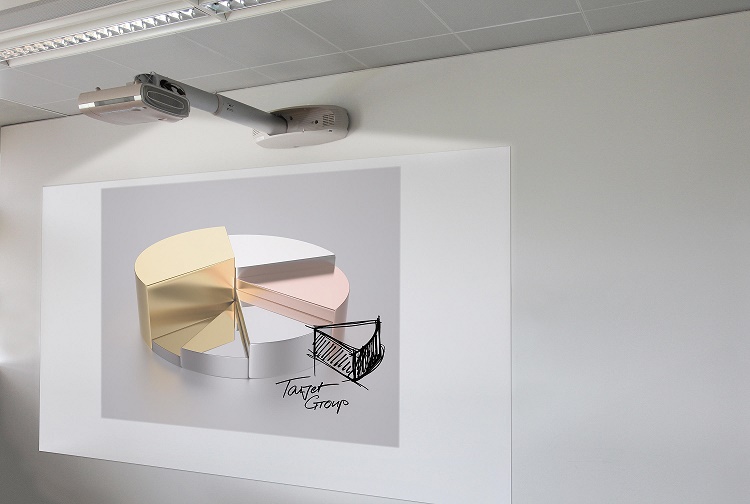
Project 2 Design Document:

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 good 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, and it is very similar to the typeface that the designers used in the real game.

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.

I decided that no extra navigation buttons would be necessary as this presentation would be straightforward linear PowerPoint, and I did not want un-needed graphics cluttering my slides as the navigation functions I required for the presentation are already built into PowerPoint.

Placement:

In my slides, I will be placing the textual information in patterns around the images, in short bullet points. 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, and will be followed by a Blizzard produced wallpaper. Graphics used will set to the edges of the slides, very narrowly indented from the edge. I will also be placing my graphics on top of stylized “frames” that I created with elements from within PowerPoint that I attempted to convey a retro arcade feel with. A rough PowerPoint wireframing has been included that displays these patterns.

Implementation

For actual delivery of my project, I decided against a plain, solid color background after receiving feedback from a trusted friend, instead using the same color, just as a gradient mixed with white. At first I wanted to use SVG images along with my in-game images as they would scale nicely onto the large projector format. However, I was unable to get these images to import into PowerPoint on my laptop, so I decided to scrap any SVG only images. I instead imported all my static images as PNG. For the GIF animations that I used throughout my project, I struggled at first to create the files in formats best suited for my needs. In fact, the first GIF I attempted actually came out as a series of still frame GIF images instead of the animated GIF I was after. Yet by the end of the project, I became quite proficient at selecting and preparing a clip from my video footage, and exporting it as an animated GIF in a small, yet quality resolution, doing my best to follow the law of minimums. When it came to the bullet points, I found the stock PowerPoint versions to be too basic and boring, so I instead created a miniature background to be used for each bullet point.