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Project 2 Deliverables

Summary Statement:

My project will be used to inform people about the goods and the bads of game design. I will discuss how most games that come out today feature a tutorial stage that is either too straight forward and easy or just plain holding your hand. I will explain that games should challenge the player, but not completely stumble them. You need to find the balance point where the player feels like they are being challenged, but also making progress. There is wide area that developers can play with where the game is neither to hard nor to easy. I will provide numerous examples of both good and bad game design from mostly recent game titles (to be timely) but also from some older games. Two main examples I will refer to are *Horizon: Zero Dawn* and *The Legend of Zelda: Breath of the Wild*. These two very popular titles will provide examples that are more easily relatable to today’s players.

User Personas

The first potential user for this project is predominantly gamers. Simply, gamers are the main focus point for this project. I want to make gamers think about the games that they play and how they could be improved. The age range is around 13-30, however they could be younger or older than this. Having gamers as a potential user means that I can use more game related jargon that they would be familiar with. I must keep in mind not to be too technically, because not all of them know specifics.

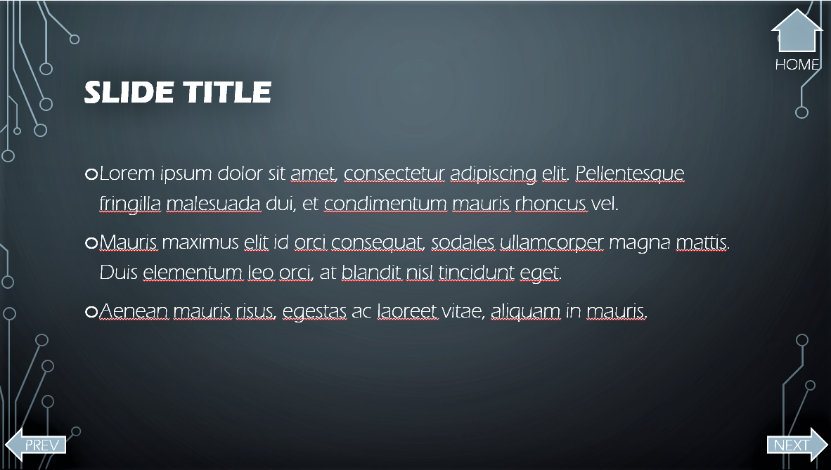
The second potential user for this project is newer game developers. I want to be able to come across as well informed when it comes to this specific user. I must use examples that most accurately portray my meaning. This user persona also allows me to use game related jargon that I would not be able to use otherwise. I must not over explain concepts because, more than likely, game developers would already know all of them. Instead, I must include them, but not explain them in full.

The third and final potential user for this project non-gamers with a potential interest in the subject. If a person is on the fence about whether they should play games, the presentation may help them find a good game to jump into. They may be able to find a game that will not be boring for them, and one that will give them a challenge. The presentation could be an eye-opener to some that may want to start playing. For this user persona, I must be careful to include explanations of certain concepts of games and why a kind of game design would be better than another. I must be careful not to use too complicated game jargon for them to understand.

Screen Wireframes:

Title Screen:



Information Screen Version 1:

Information Screen Version 2:



Media Screen:

Screen Flows:

TITLE SLIDE

INFO SLIDE

INFO SLIDE

MEDIA SLIDE

END SLIDE

Design Bible:

The delivery medium is either a computer screen, or a projector to be presented in front of a group.

Font

The typeface I chose for this project was Eras Bold ITC for the titles of the slides and Eras Light ITC for the body text. I chose these fonts because the style fits well with background of the slides, and they are clear and easy to read.

Eras Bold ITC

Eras Bold ITC

Colors

The colors I chose for this project are mostly dark. There are a couple shades of grey with some white and black.

Color 1: R: 124 G: 150 B: 163

Color 2: R: 37 G: 44 B: 54

Color 3: R: 255 G: 255 B: 255

Color 4: R: 0 G: 0 B: 0



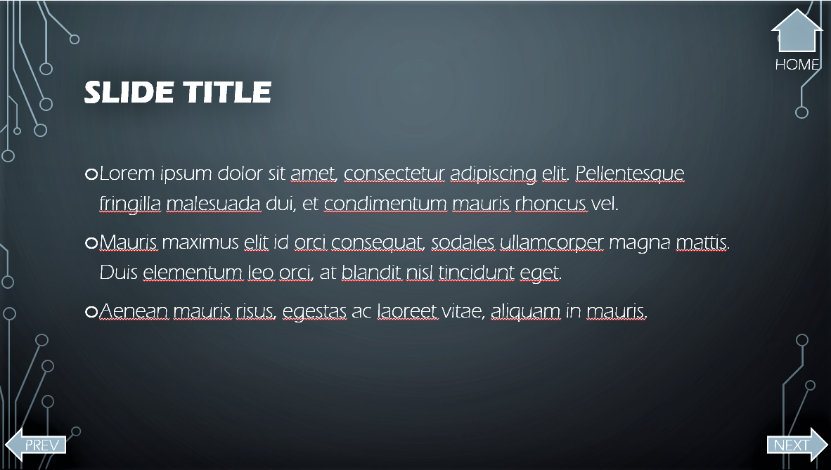
Navigation Labels:

For this project, I have three navigation labels, next, previous, and home.

Button Sizes:

The buttons are appropriately sized so that the user can see them clearly, but they do not take up too much screen real-estate.

Example:



Justification of Placement

On all the screens, the navigation buttons are featured in the bottom left and right corners, with the home button at the top right corners. The titles of the slides are featured at the top left of all the screens that appear excluding the title and end screens. Underneath the title is the information displayed for that slide, whether that be text, images, animation, audio, or video.

How It All Comes Together

With all the components in place, the screens look sleek. The information is easy to read and the navigation is easy to follow. Everything fits well together on the screen, not matter what combination of text and other media is displayed. The way the screens are laid out will help me get my points across clearly and accurately for the audience.