Albert Rager IV

Design Documentation [Rough Draft]

Project II

**Summary Statement**

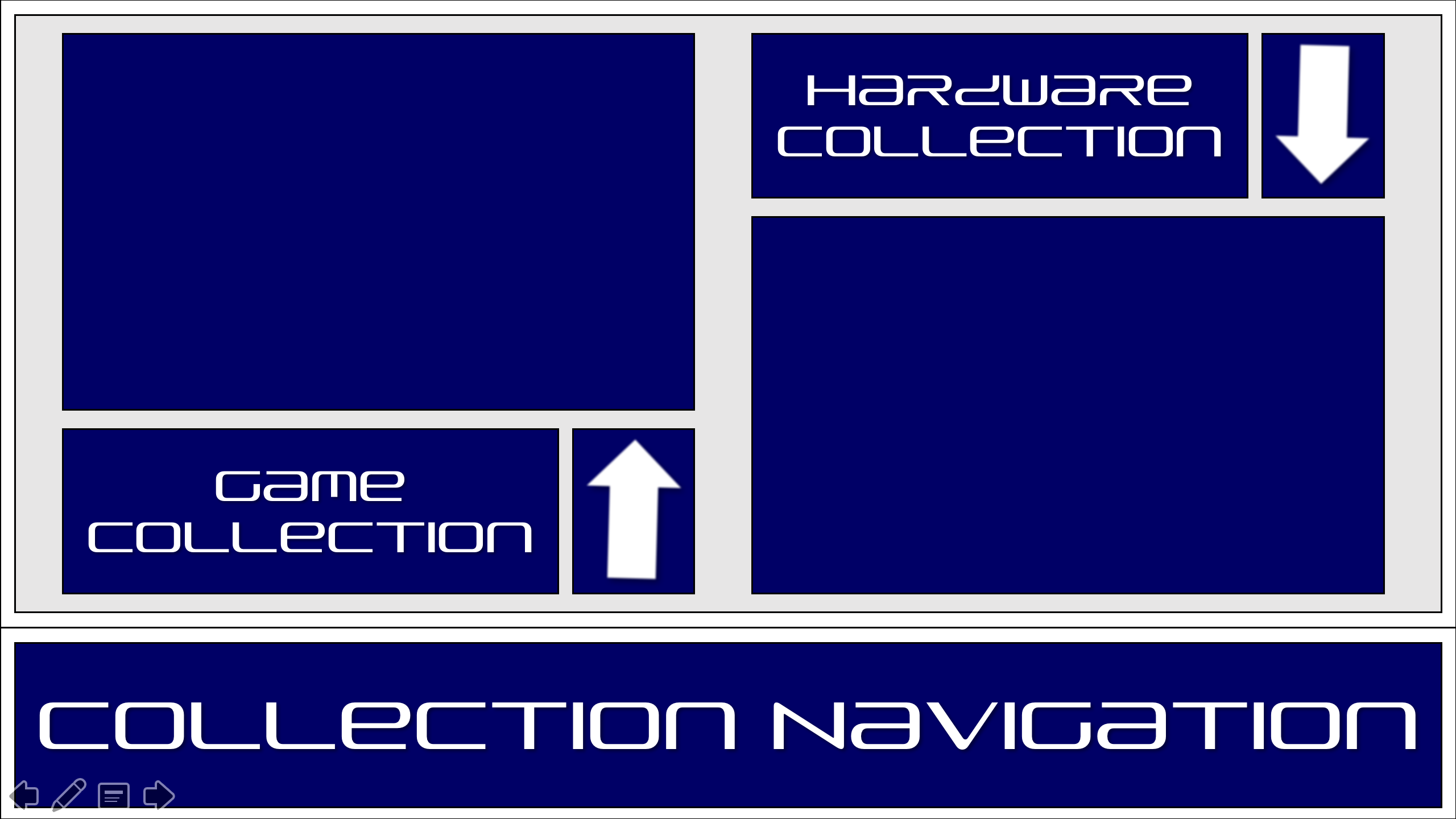
My project will be about my PlayStation 4 collection. When it comes to games, I will feature my favorite PlayStation games. Each game will include an estimate of how long I’ve played each game, personal pros and cons with what I’ve played so far, and a summary of what the game is all about. When it comes to hardware, I will explain in detail the specs on the PlayStation 4 and PlayStation 4 Pro, along with any compatible hardware that I own (Such as the PS Vita and Virtual Reality Headset).

**Technical Deployment**

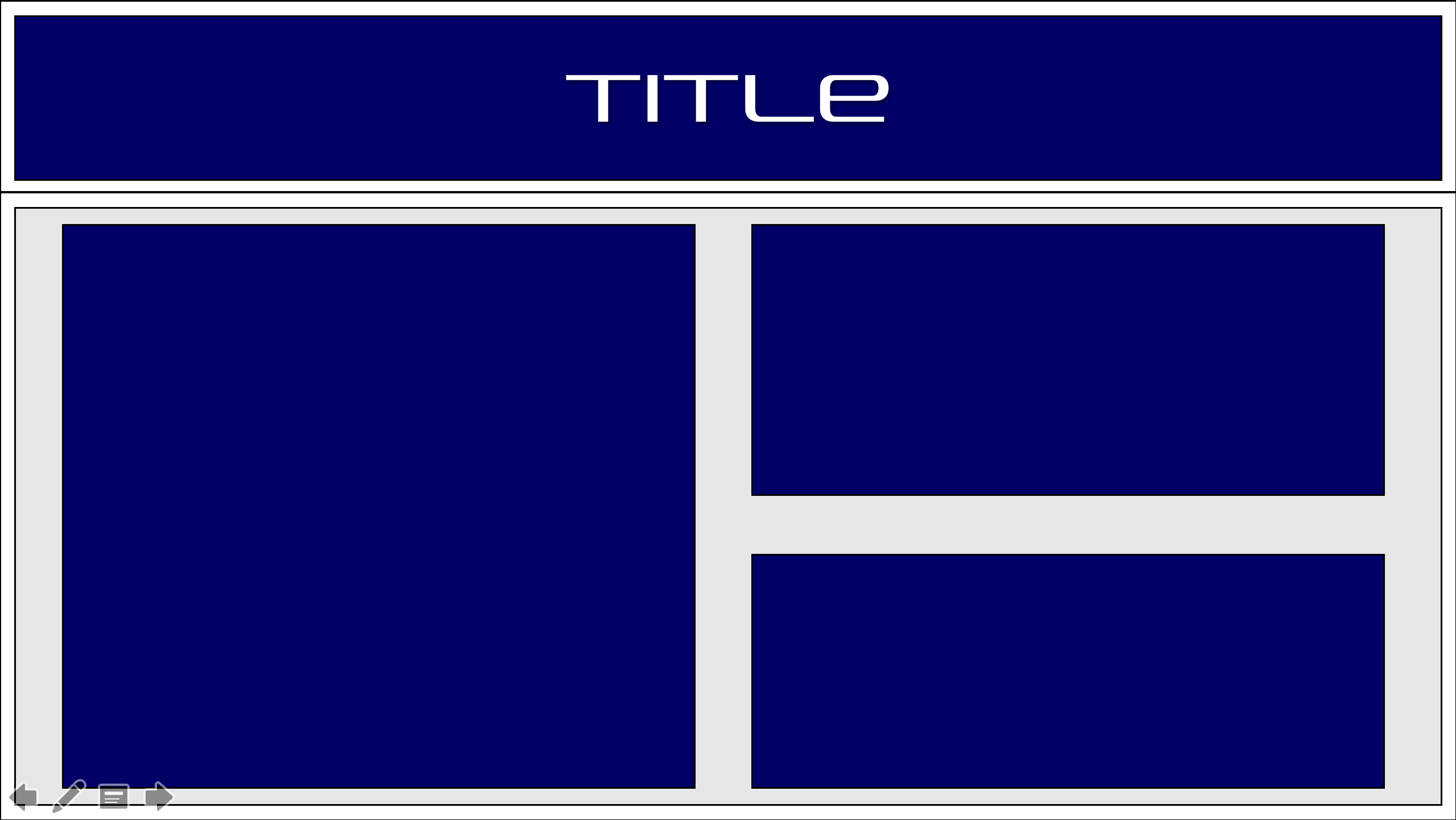
The design of my project will be geared towards those using a PC or Mac, viewing it on a standard monitor. Although it will obviously be presentable, the layout and design of the screen and buttons will be arranged in a way that is best for these users. If I had a website (or some type of digital portfolio) that was showing off the things that I collect and/or am passionate about, this would be something that would be included as a downloadable file. When it comes to the actual content, the buttons and screen elements will most likely be small. This is because the user should be viewing it on a device larger than a phone or tablet. With this said, many different elements would be on a single screen at once, and the smaller size would anticipate keeping these elements from being too large and bulky on a medium/ large screen.

**Screen Wireframes**

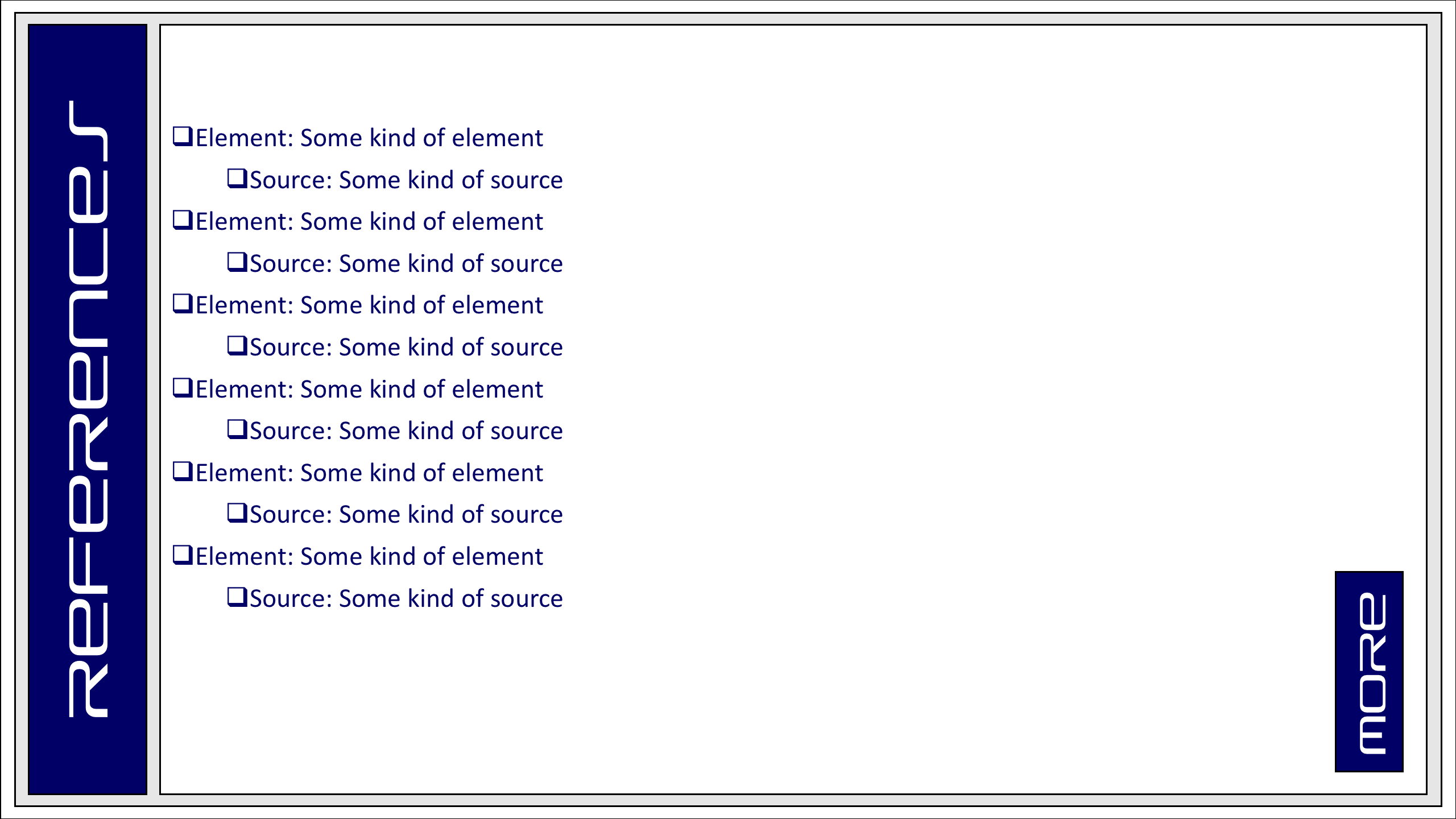
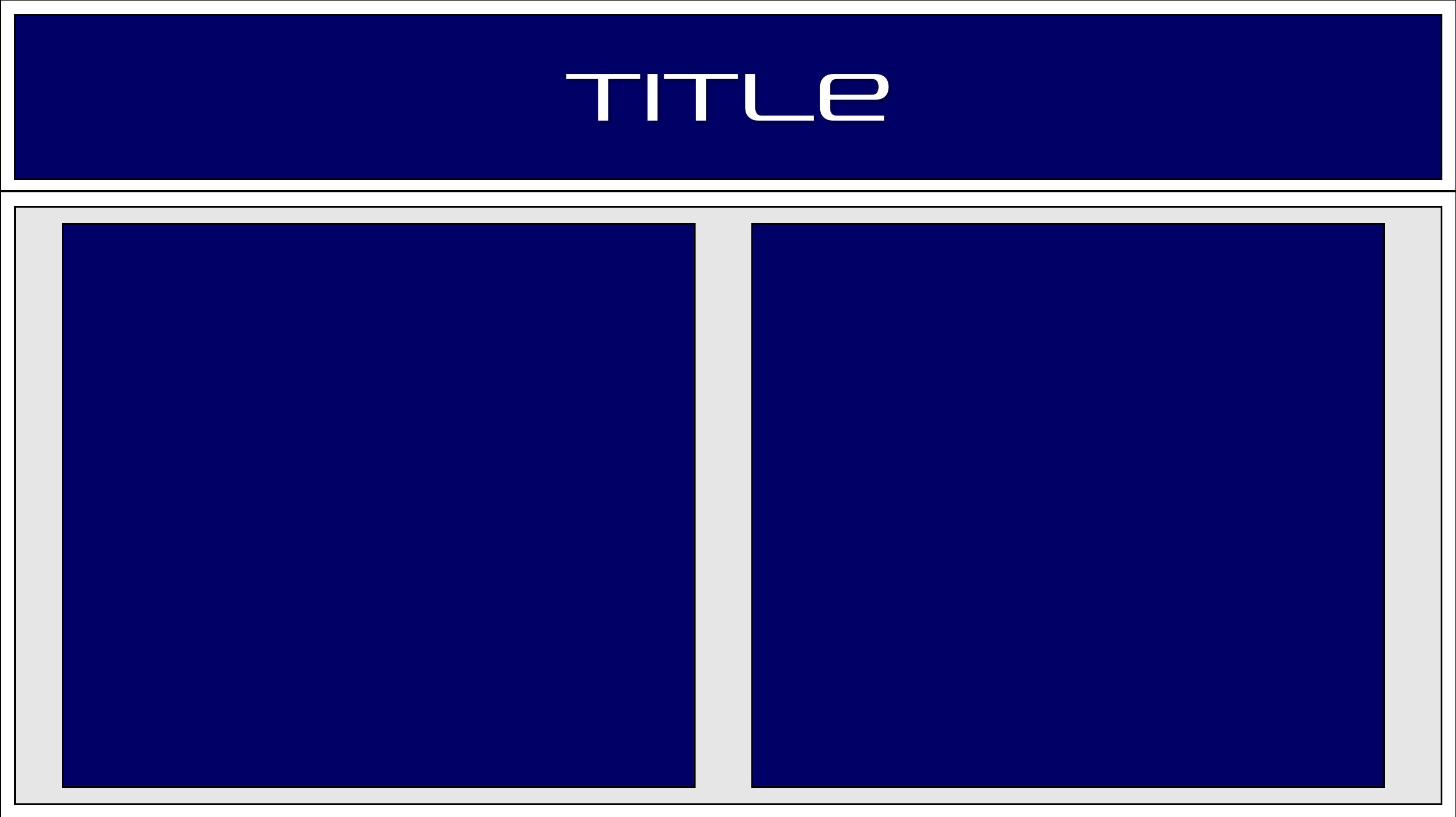
This is the main title screen:

This screen will split the project in two parts:

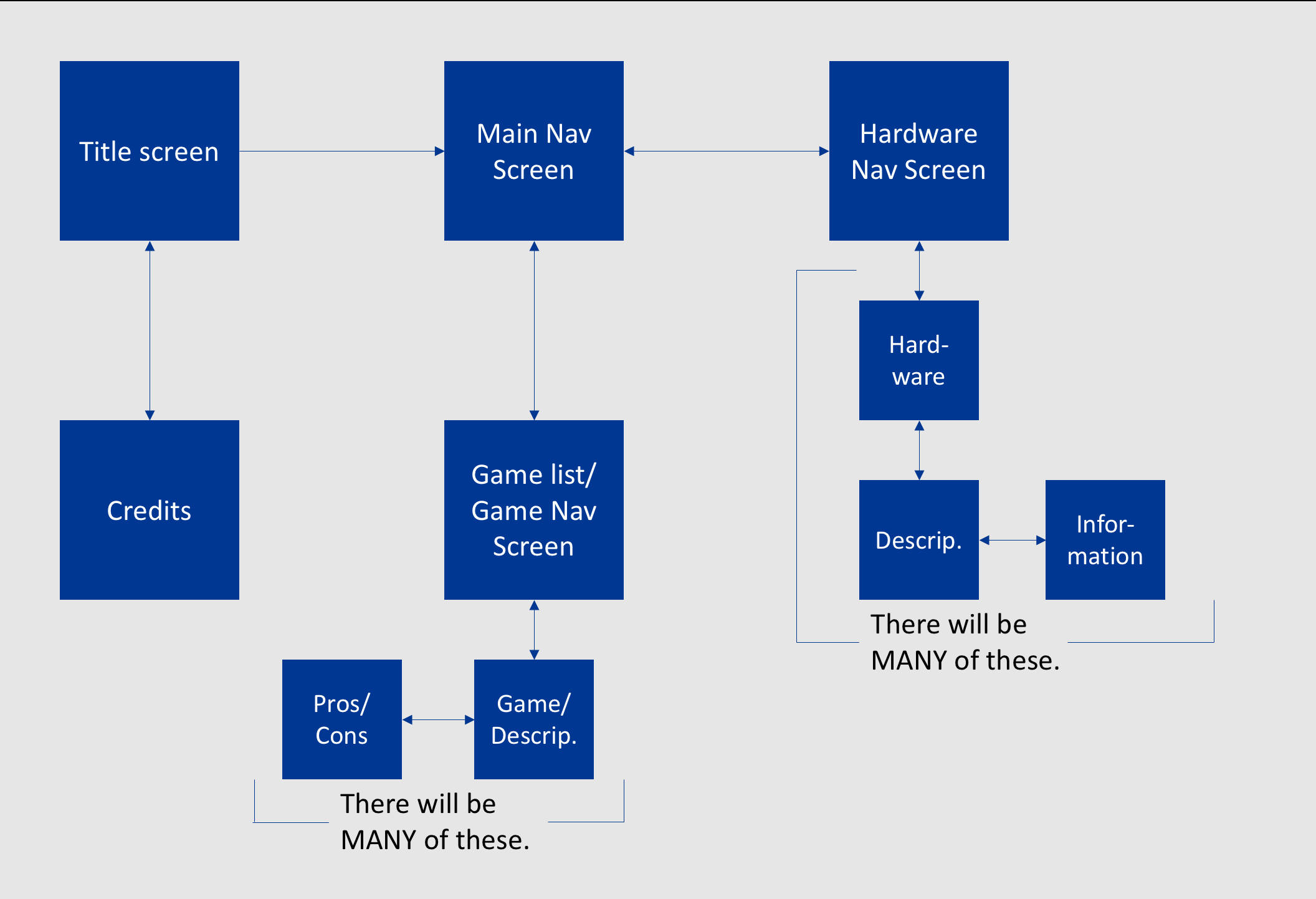
For each collection, there will be a list of clickable parts to navigate to:



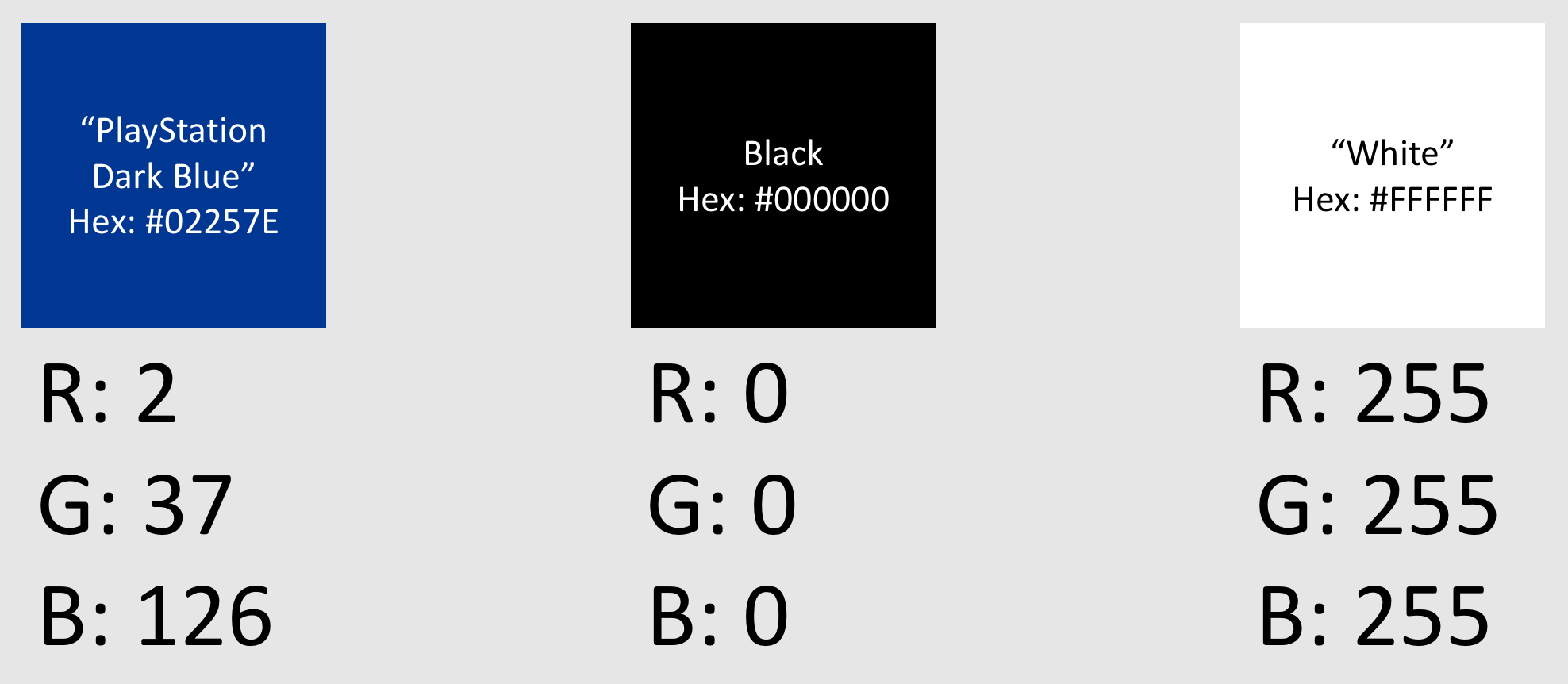
On each of those parts, this screen will list a description about each piece of hardware/ game and my personal pros/ cons with it.



**Screen Flows**



**Color Schemes**

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