Albert Rager IV

Design Documentation [Rough Draft]

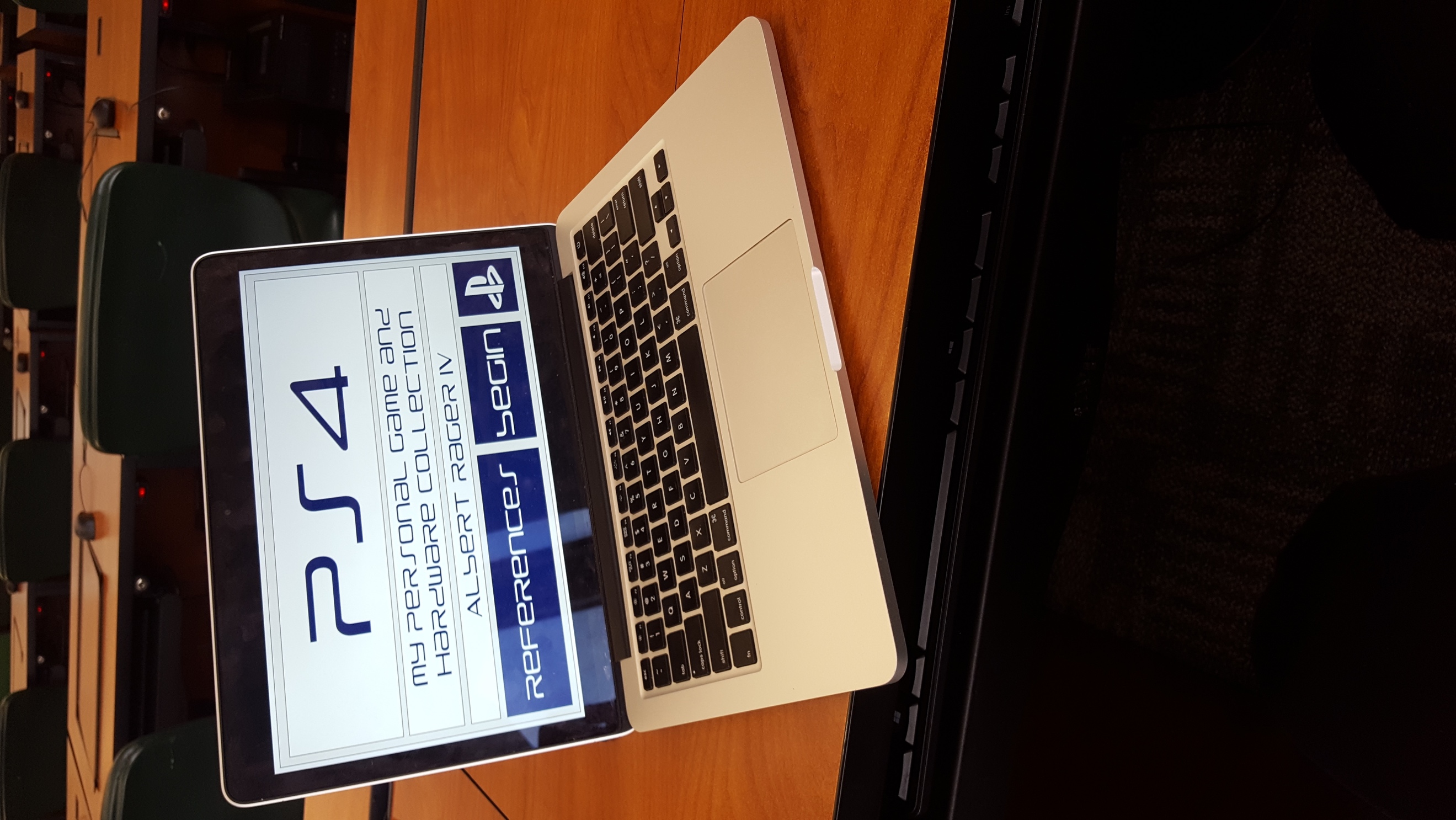
Project II

**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 the average standard-sized monitor (roughly between 20 and 35 inches). Although it will obviously be presentable on a larger screen, 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 medium to large sized device, and one that is not a touch screen. The project will be geared for mouse cursor input. 

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. Most of the buttons will be small and consistent, however, the slides for each specific game will unique. Because there are so many to talk about, the navigation will simply be a large, clickable list of the games I will be talking about. Each game title will take you to the slide about that specific game. As I stated before, the user should be using a mouse, as this is not touch-screen friendly!

**User Personas**

User: Casual Gamer

Those who play all types of video games but don’t take them seriously, and/or don’t dedicate time in advance to play them.

User: Hardcore Gamer

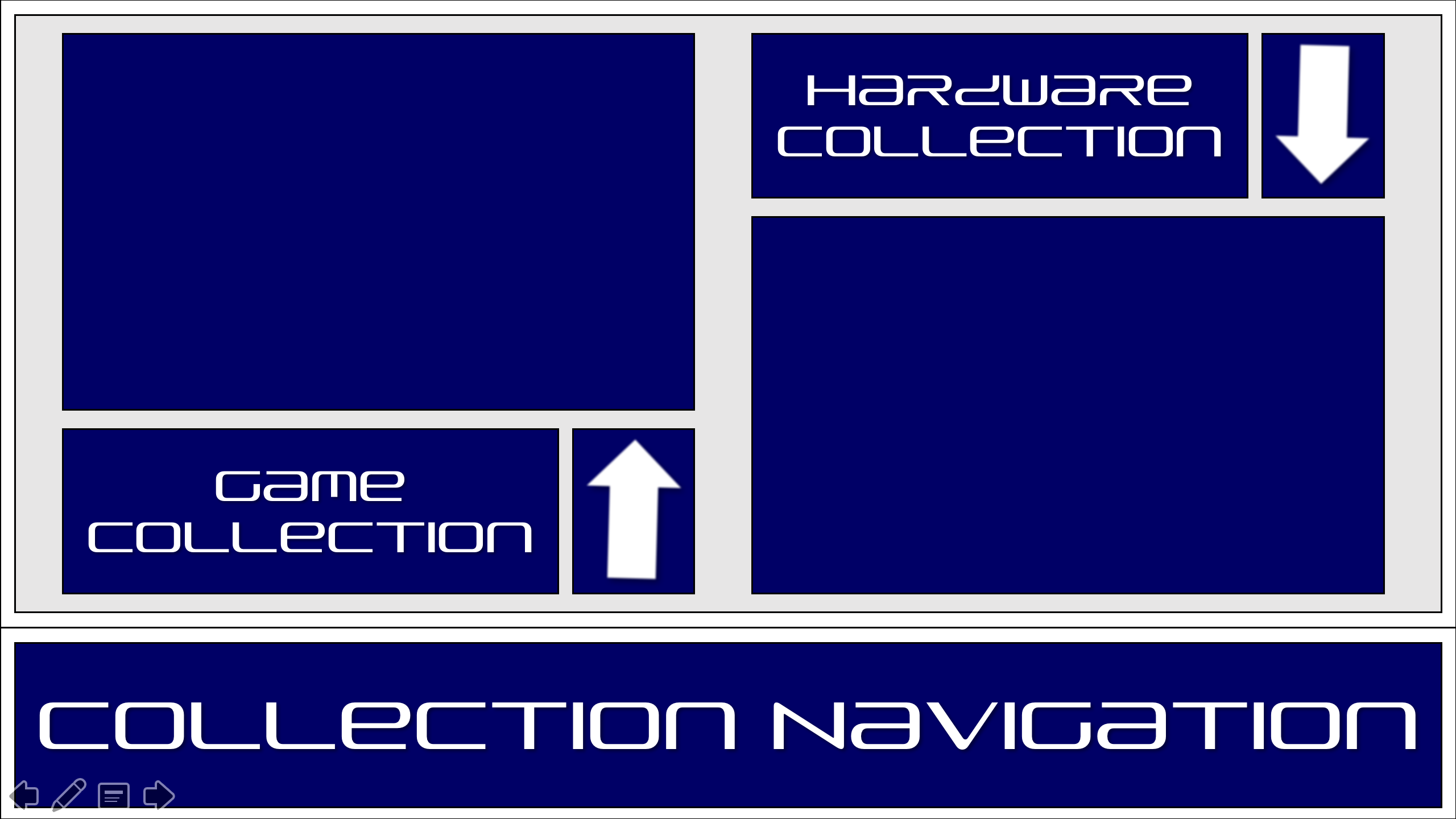
Those who invest much more into video games than casual gamers, and dedicate much more time to play them.

User: PlayStation Enthusiasts

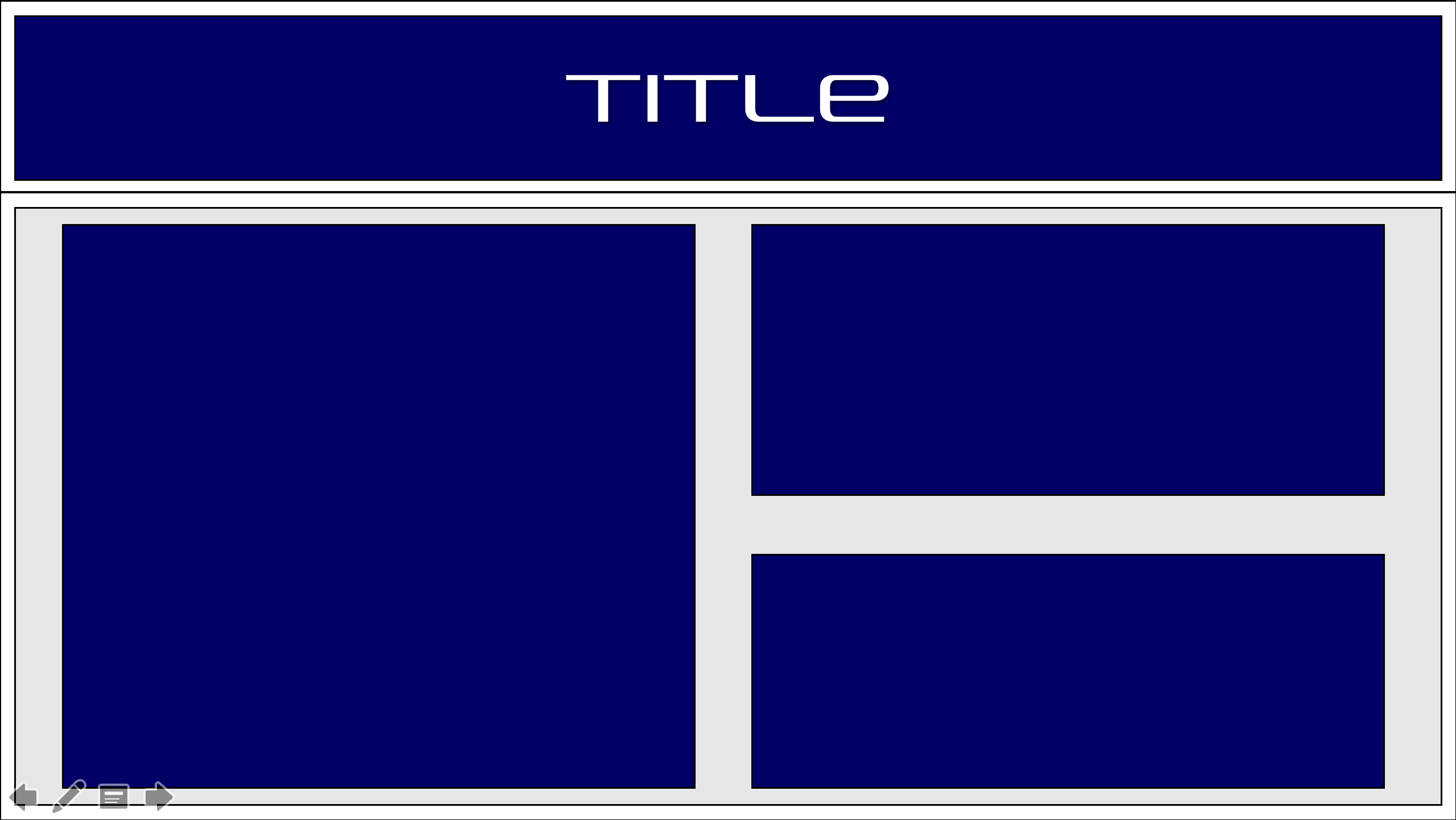
These types of users are typically not limited to being one of the previous two users above, however are more dedicated to playing on PlayStation consoles rather than their competitors.

**Screen Wireframes**

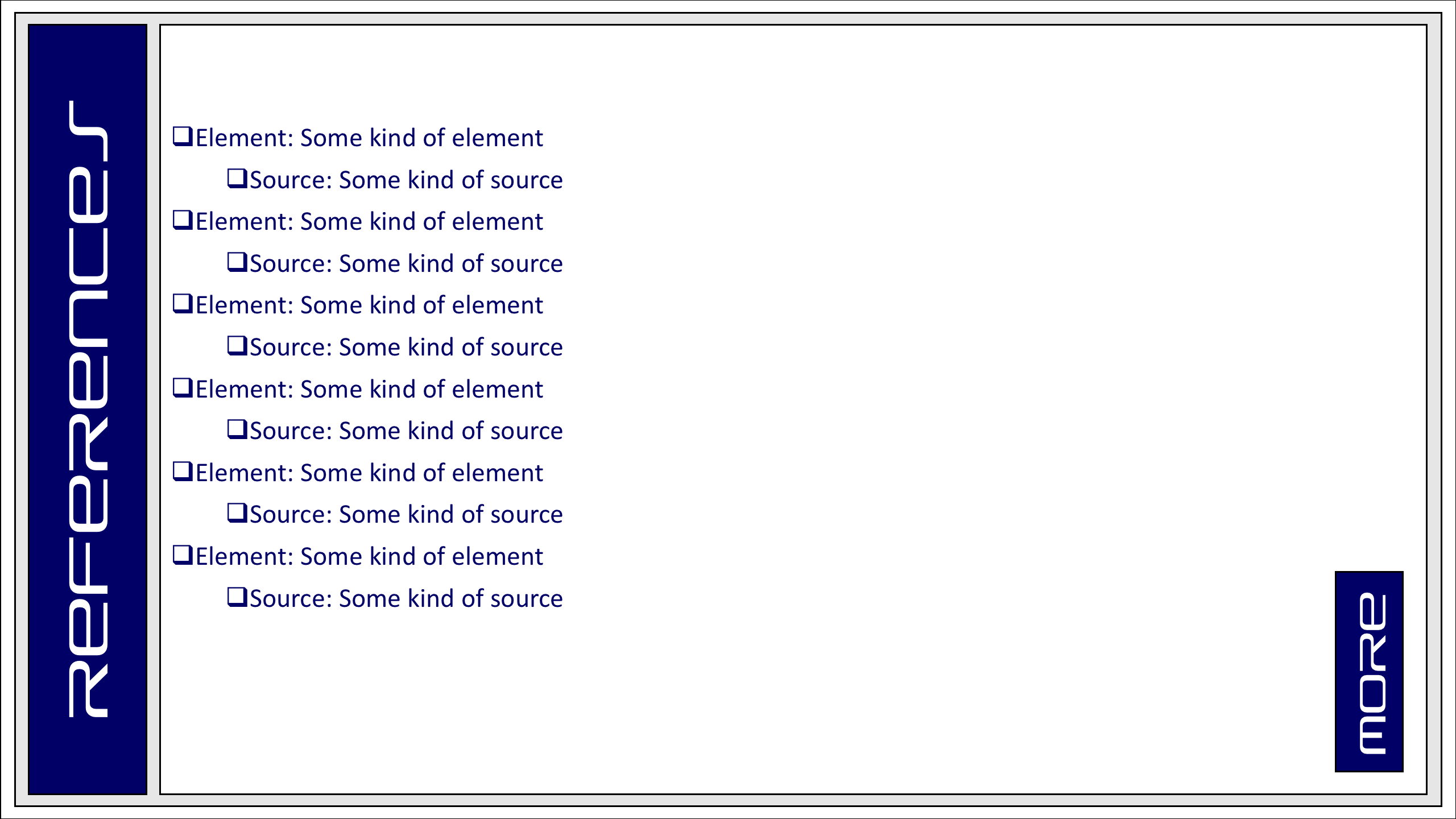
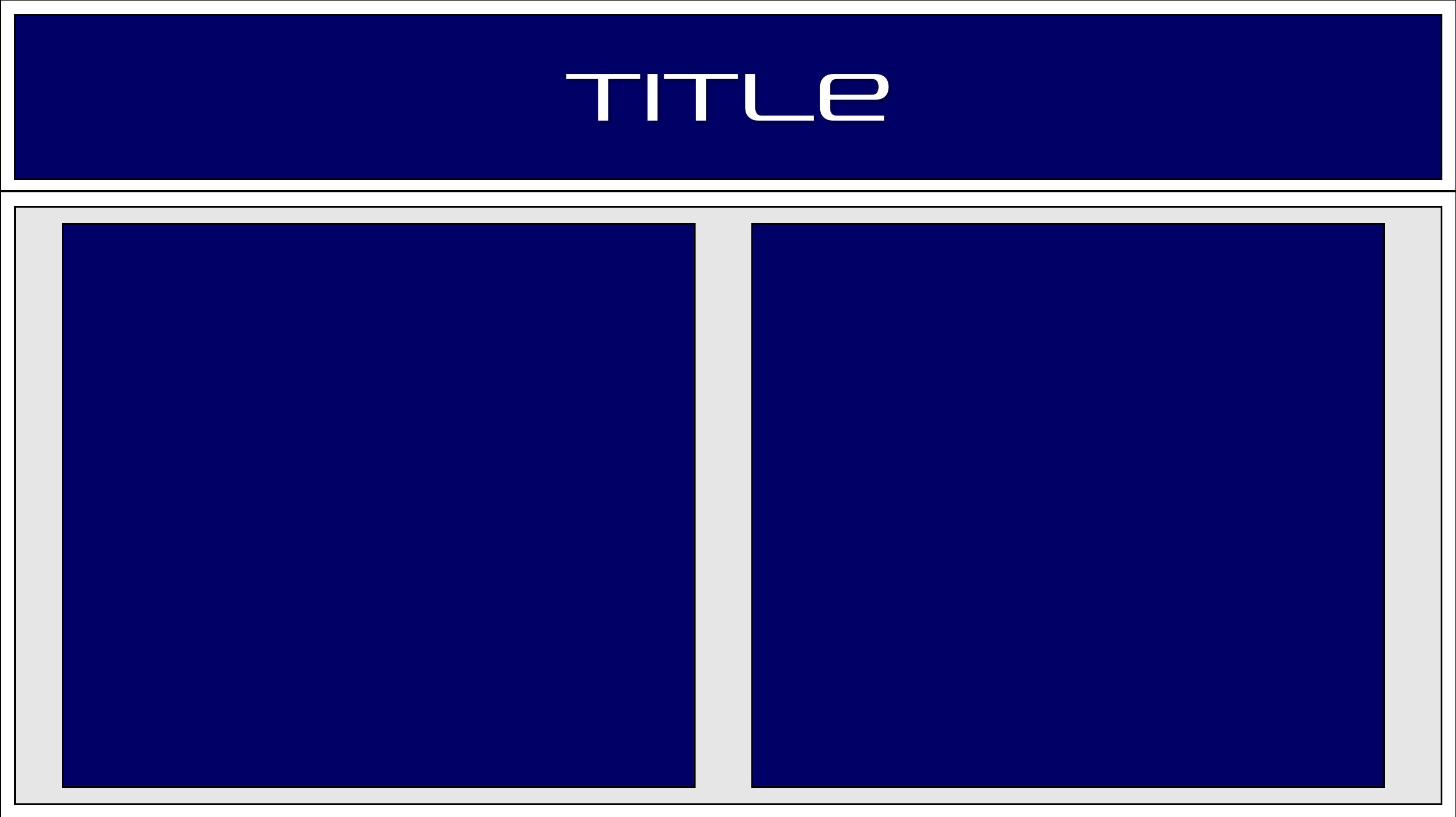
This is the main title screen:

This screen will split the project in two parts:

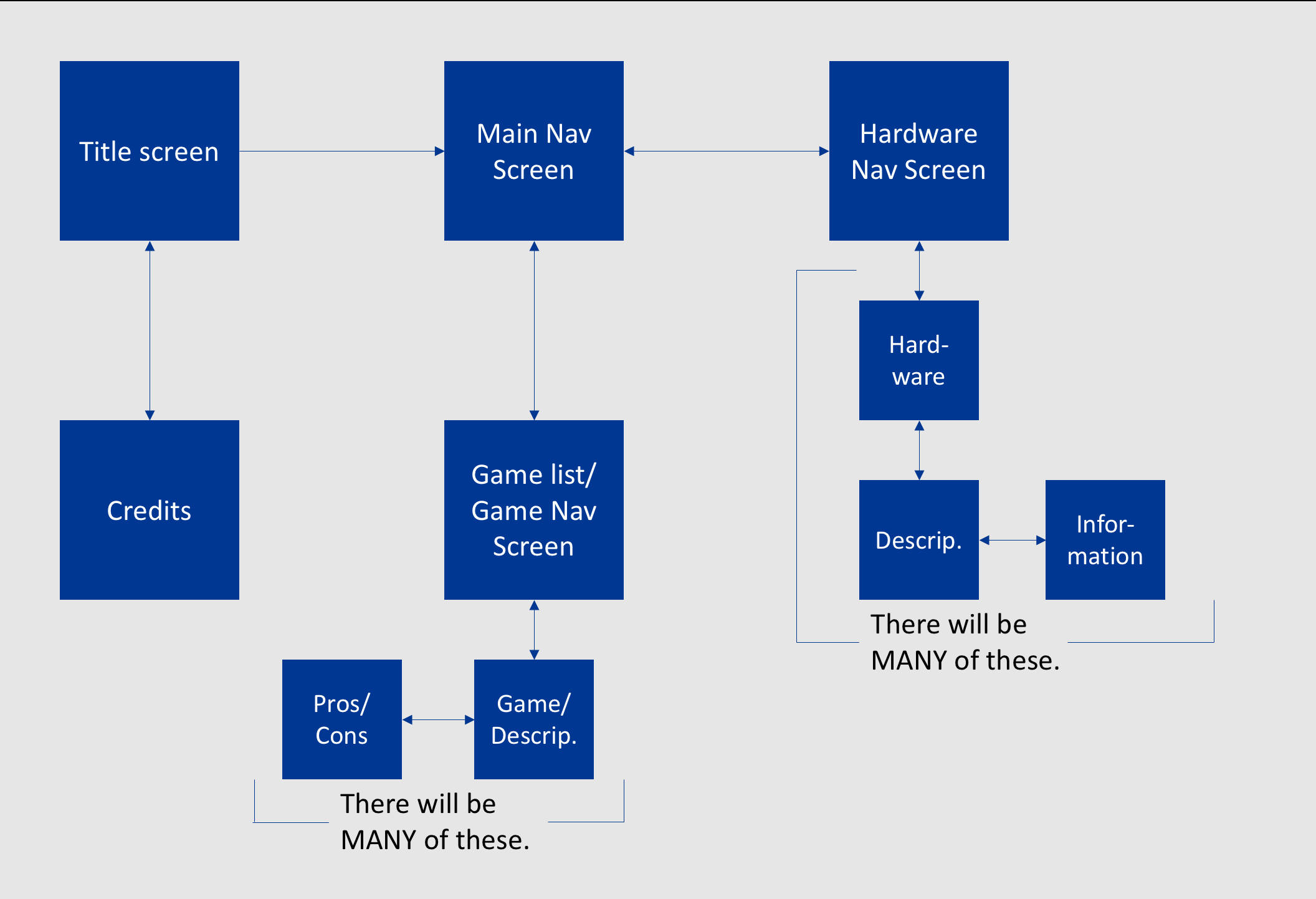
For each collection, there will be a list of clickable parts to navigate to:



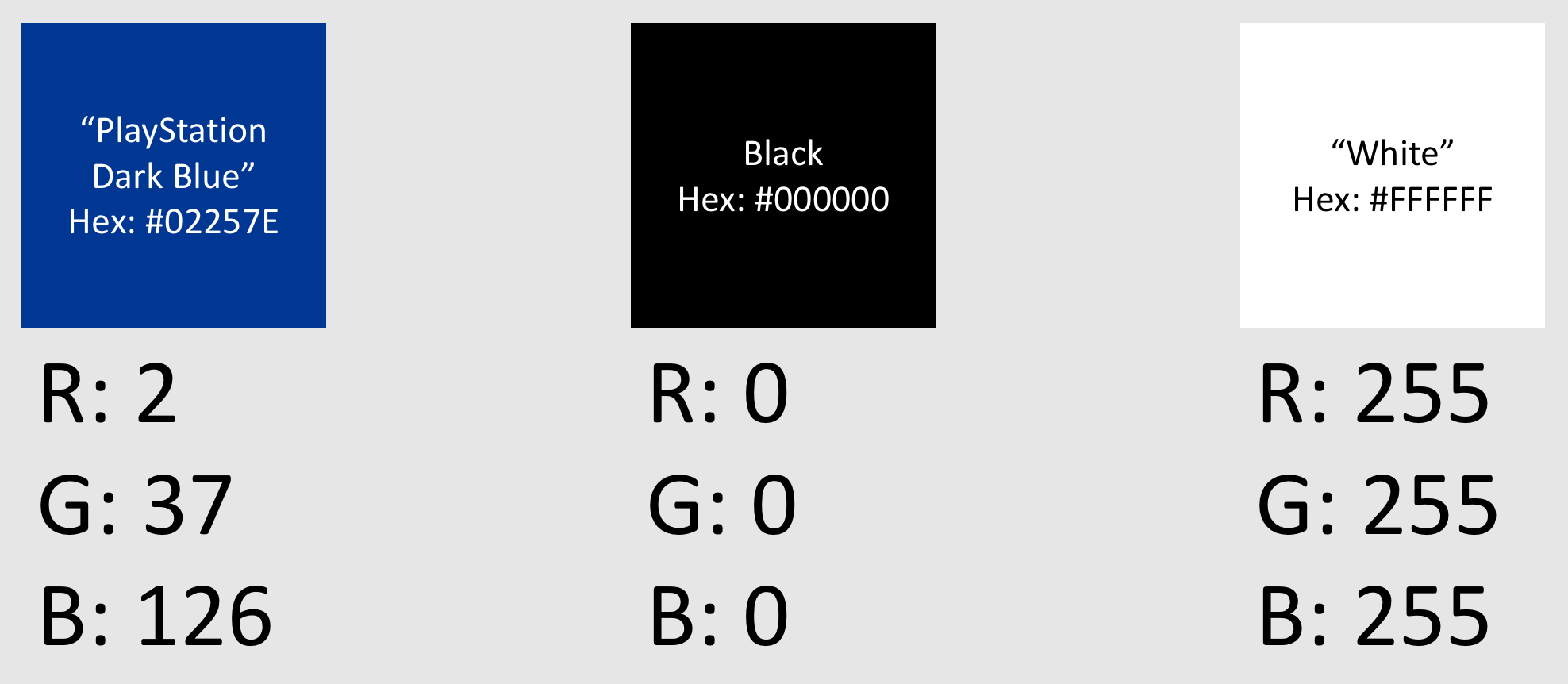
On each of those parts, this screen will list a description about each piece of hardware/ game and my personal pros/ cons with it.



**Screen Flows**



**Color Schemes**

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