Danny Pasquarelli

4/17/18

Project 2 Design Documentation

**Summary Statement**

My project is going to be about the evolution of the Wolfenstein game series since its inception in 1981 as a top view 8-bit adventure game. Wolfenstein really took its form with the release of Wolfenstein 3D in 1992 making it first FPS ever made. This is an interesting topic for viewers because it has a huge influence on current FPS games and has caused a lot of controversy due to its violent nature and the constant killing of Nazis. Some of the most notable entries since 2001 are Return to Castle Wolfenstein in 2001, Wolfenstein Reboot in 2009, Wolfenstein: The New Order in 2014, and finally Wolfenstein 2: The New Colossus in 2017 (probably the most controversial entry in the series).

**Technical deployment document**

The technical environment that this project is supposed to exist on would be someone viewing it privately on their own PC, or presented in front of a group of people due to the use of the program Microsoft PowerPoint. There will be forward and back buttons for easy navigation making it user friendly for people viewing the project on their own. Although I will make it possible for solo viewing, the best way to view this project will still be as an audience in a dark room while the project is being projected on a screen and talked through by the creator.

**User Personas**

There are some possible user personas for this project. Fans of the game that would like more insight on the game’s history and evolution would enjoy this project, some considerations I can make for that audience would be not making them feel stupid by pointing out obvious things in the games world, and also adding in references to the game for them to enjoy. Another persona I will keep in mind are people who have never played the Wolfenstein Games before. I will consider them by making it informative for newcomers but not too informative that it will ruin the experience for people who have already played the game, and providing good examples from the game to make them want to play it. One more user persona I will include will be people who haven’t been a fan of the Wolfenstein games in the past but are willing to change their minds. I will consider them by showing examples on why the game is so good and why they should go back and give it another chance.

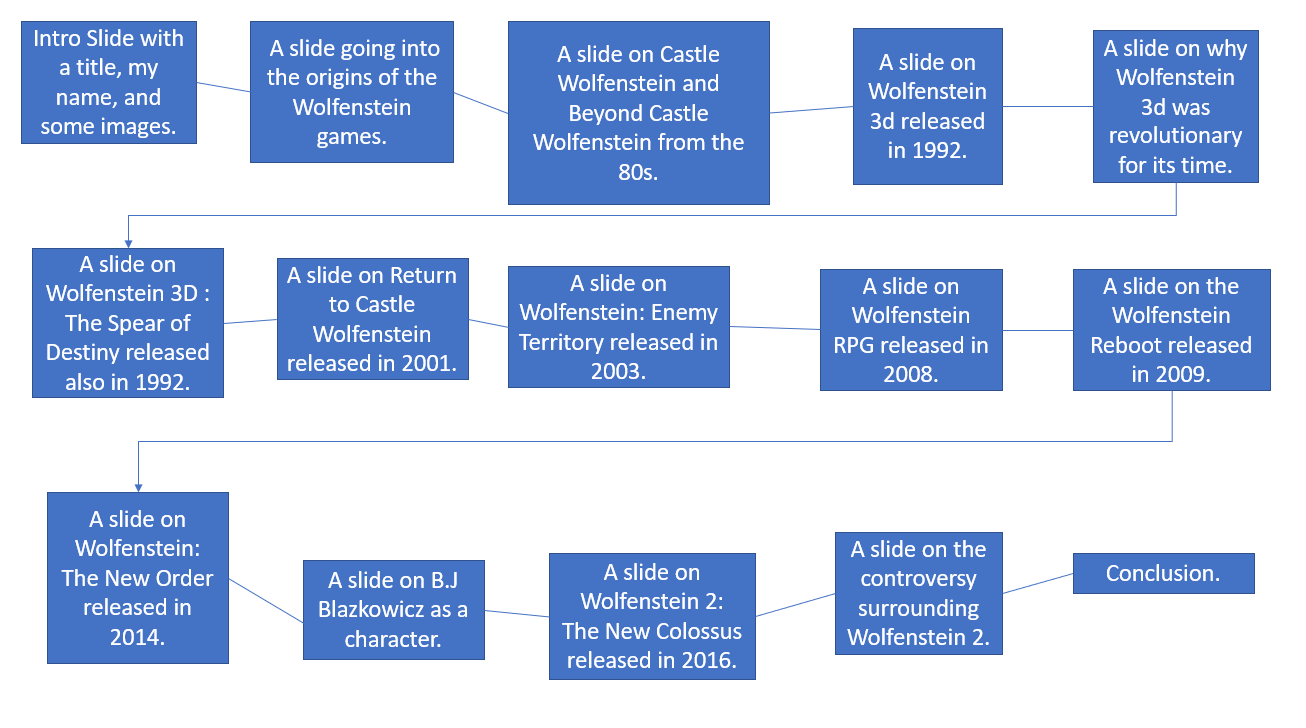
**UI/UX Specifications**

I will keep CRAP in mind will making this project. I will utilize contrast by making sure all the images I use look good in scale of the text I use, I will also try to use transparent images because those look a lot better than pictures that aren’t transparent. I will use repetition by keeping the type of font consistent throughout the presentation while keeping a general idea in mind for the design of each slide. I will align all images and text perfectly, so everything looks as nice and consistent as possible. I will keep all images and texts that go along with each other in the same proximity, so it does not cause any confusion for the viewer.

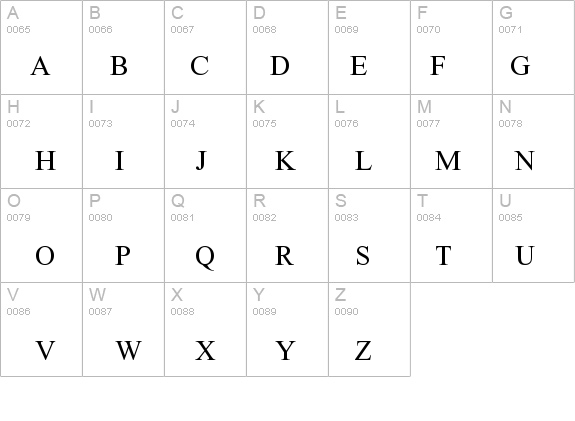
**Screen Wireframes**



I will keep every slide consistent with this general idea. The Wolfenstein Font will always be used as the header while the kokila font will be used for the body. I will also add images to go along with each slide.

**Screen Flows**

**Typography**

 I am using the Wolfenstein font as the header for each slide for obvious reasons, and I’m also using the Kokila font for the body of each slide which I thought looked very nice with the Wolfenstein font.

https://fontzone.net/font-details/kokila

http://wolfenstein4ever.de/index.php/downloads/viewdownload/55-wolf-tools-utilitys/1703-wolf-ttf-font

**Color Schemes**

I will be using a shade of red with the RGB value of 196 and a HEX of C40000. I will be pairing this color along with the color black. I will most likely not use any more colors.