Desert Time Studios Storyboard

ANNA ELDE – WEB PROGRAMMING I

Purpose

This website is being designed for the video game company Desert Time Studios. The website will feature:

- A portfolio of the company's work
- Descriptions of the company and current employees of the company
- Hiring information for prospective employees
- Contact information and social media links

Audience

The audience of the website will include:

- Fans of Desert Time Studios' work
- Professionals in the video games industry
- Gamers looking up products by Desert Time Studios

Generally, this audience will fit into the following demographics:

- Age: 13 – 40 years old
- Gender: Any
- Traits: Tech savvy, plays video games
- Location: United States of America
- Objectives: Find information on video games or careers

Design Concept

Overview

The logo will appear at the top of the page along with social media links. A horizontal navigation bar will appear below. At the bottom of the page, there will be a footer with additional navigation links, the copyright notice, and social media links. The palette will closely match the color scheme of the logo. The website will have a maximum width of 600px.
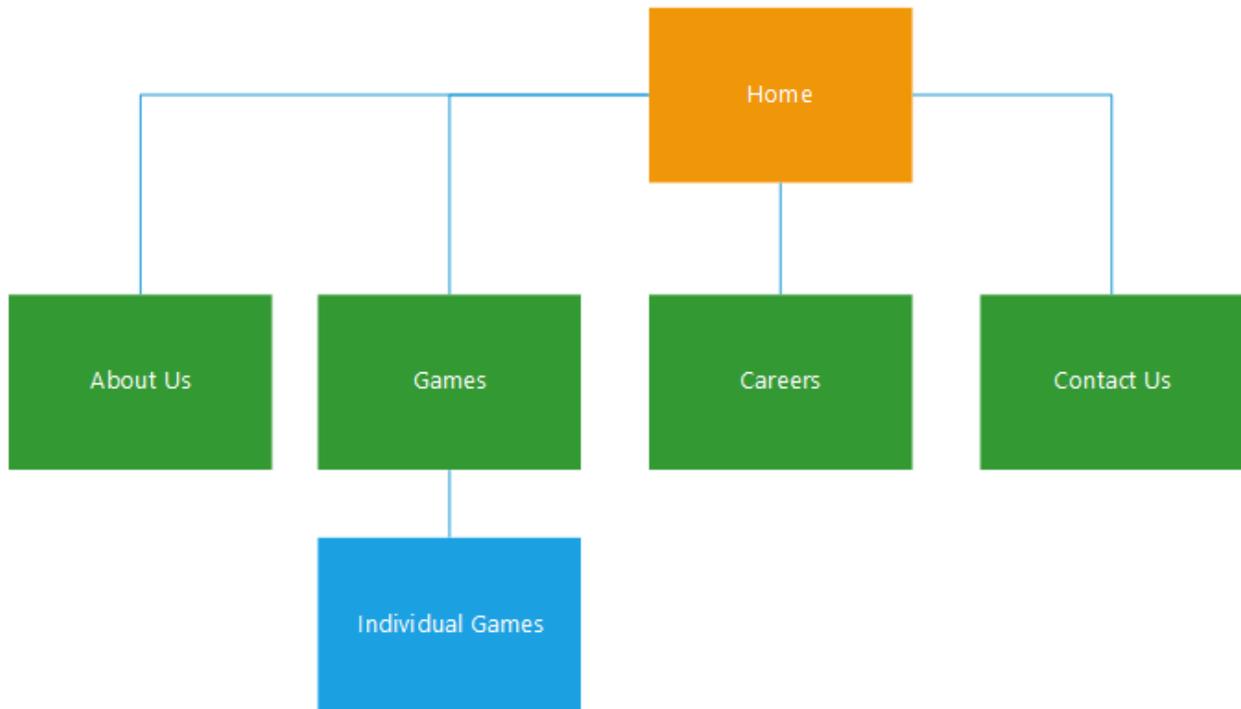
Logo

Palette

Usage	Color Swatch	Hex Value
Links		#EB7300
Accents like box borders		#FF8612
Accents like horizontal rules		# 7BB800
Headings		#E31088
Background		#FFFFFF
Text		#000000
Link visited		#578200
Link hover, active		#C66000

Fonts

Helvetica, Arial, sans-serif will be used for the whole website.

Site Layout

Page Layouts

Every page will feature the logo in the top left corner, social media icons and links in the top right corner, a horizontal navigation bar below the logo, and a footer at the bottom of the page with navigation links, a copyright notice, and social media icons and links.

Home

Wireframe
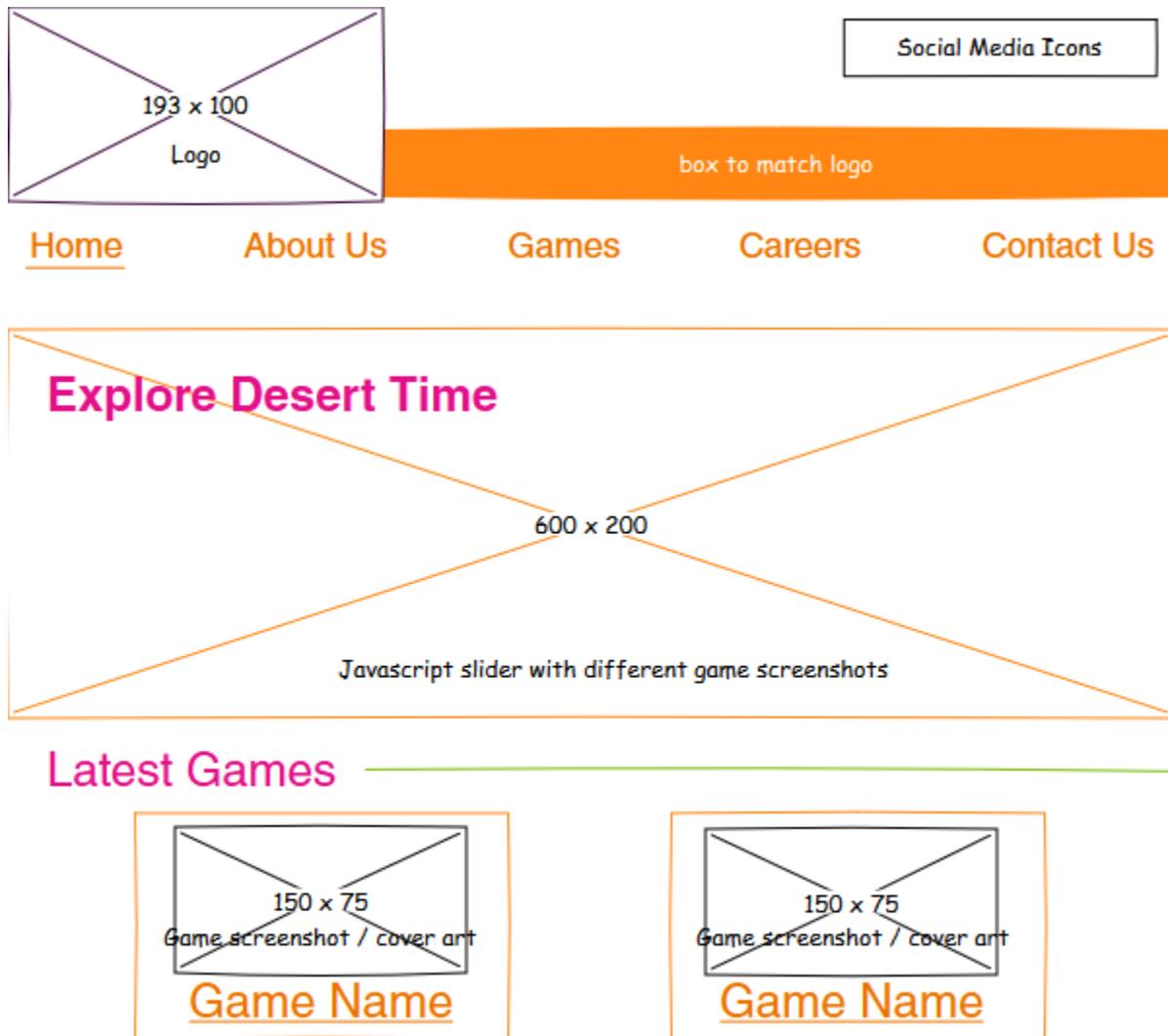
Purpose

This will be the first page that visitors to the website will see. That's why the slider will be the focal point of the page. It will show screenshots of recent games or interesting artwork to pique the interest of visitors who are unfamiliar with the studio and excite current fans of the studio. The section below allows visitors to quickly access information about the newest games by the studio.

Title

Desert Time Studios

Main Heading

H1: Explore Desert Time

Subheadings

- H1: Latest Games
    - o H2: Game Name

Description

The page will feature a large slider with a links to recent games below it.

Media

- Large screenshots of Desert Time Studios' games
- Javascript slider
- Thumbnails representative of latest games

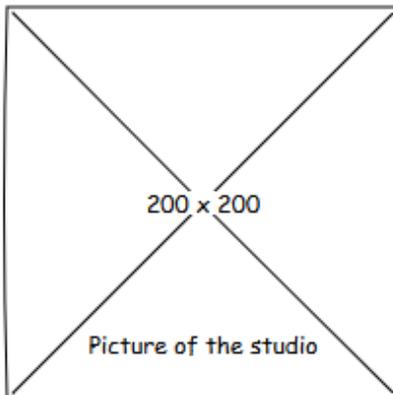## Links

There will be links to the individual pages of new games.

193 x 100

Logo

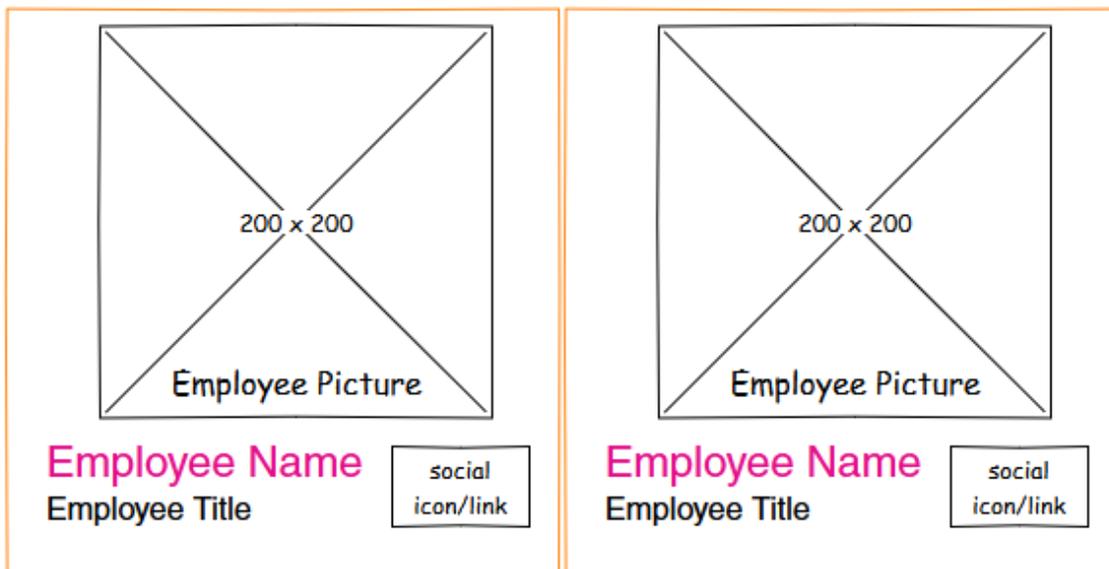Social Media Icons

box to match logo

Home   About Us   Games   Careers   Contact Us

Our Studio

200 x 200

Picture of the studio

Description of the game studio

Milestones

Year	Milestone
2016	Desert Time Studios is founded.
2017	Released our first game.
2018	100,000 sales of our first game.

Our Team

200 x 200

Employee Picture

Employee Name
Employee Title

social icon/link

200 x 200

Employee Picture

Employee Name
Employee Title

social icon/link

3 column footer: Nav links list on left, copyright middle, social media links on right

Purpose

This page will showcase the studio and the employees of the studio.

Title

About Us | Desert Time Studios

Main Heading

H1: Our Studio, H1: Our Team

Subheadings

H2: Milestones

Description

The first section, Our Studio, will have a picture of the studio along with a description of the studio including: its history, its location, and mission statement. This section will also contain a table of milestones organized by year. The next section, Our Team, will be a gallery of all the employees, with pictures, the employee's name, the employee's title, and a link to each employee's personal social media page or portfolio.

Media

- Image of the studio
- Portraits of team members
- Social media icons

Links

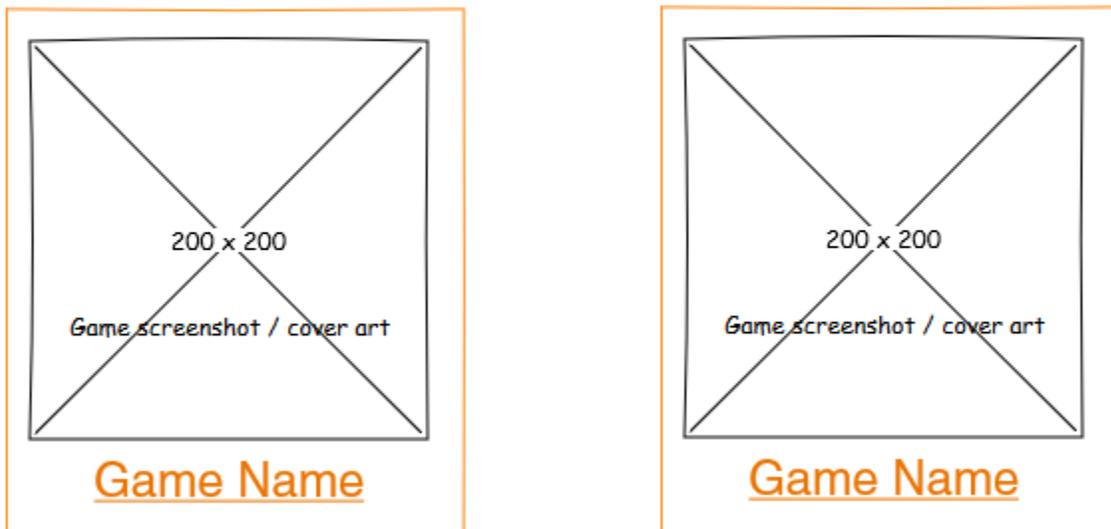External links to the social media pages of employees.

Games

Wireframe

Purpose

The purpose of this page is primarily organizational. It will link to individual game pages. Screenshots or cover art of the individual games will help users find the game they're looking for. This page will also generate interest in games made by the company that the visitor may not be familiar with. It will essentially function as a portfolio of the company's work.

Title

Games | Desert Time Studios

Main Heading

H1: Our Games

Subheadings

Individual game titles will be H2 subheadings

Description

The page will be a structured as a two-column grid of games. Each game will have its own box containing an image and the game's title.

Media

- Screenshots or cover art for each game

Links

Every image and game title will link to the game's page.

Individual Games

Wireframe
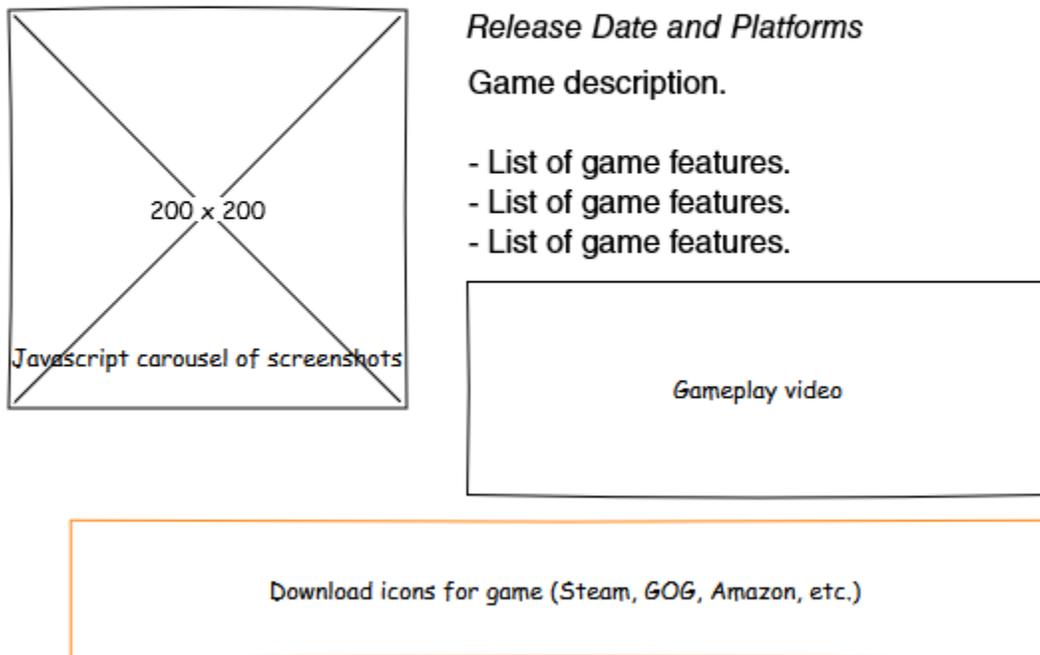
Purpose

Each game by the studio will have its own page. These pages will be used for information about the games, as well as advertising.

Title

<Game Name> | Desert Time Studios

Main Heading

H1: Game Name

Description

The page will have a carousel of game screenshots on the left hand side, with information about the game on the left hand side. Below the game's description, there will be a video of gameplay or a trailer for the game. At the bottom of the page, there will be a box containing links to vendors of the game.

Media

- Screenshots of the game
- Trailer/gameplay video for the game
- Javascript carousel
- Icons for vendors

Links

The page will link to places where the user can buy the game, such as Steam, Good Old Games, and Amazon.

Careers

Wireframe

193 x 100

Logo

Social Media Icons

box to match logo

Home   About Us   Games   Careers   Contact Us

Careers

Summary of what the studio is looking for in employees and how to apply.

Current Openings

Job Title
Description
Job description.
Requirements
- List of requirements
- List of requirements.

Link to email to send resume.

200 x 200

Image related to job type

3 column footer: Nav links list on left, copyright middle, social media links on right

Purpose

This page will be used to advertise openings for job positions at the studio. Since its primarily informational and will be visited by professionals in the game industry, it can use more technical language than the rest of the website. The descriptions for these positions should also convey the type of culture at the studio.

Title

Careers | Desert Time Studios

Main Heading

H1: Careers

Subheadings

- H1: Current Openings
  - o H2: Job Title
    - ▪ H3: Description
    - ▪ H3: Requirements

Description

The top of the page will contain a description about careers at the studio. Below that, there will be a section for current openings. Each entry will be inside a box and contain the job title, description, a list of requirements, a relevant image for aesthetics, and a link to the email that resumes should be submitted to.

Media

- Image related to the type of position for each job opening

Links

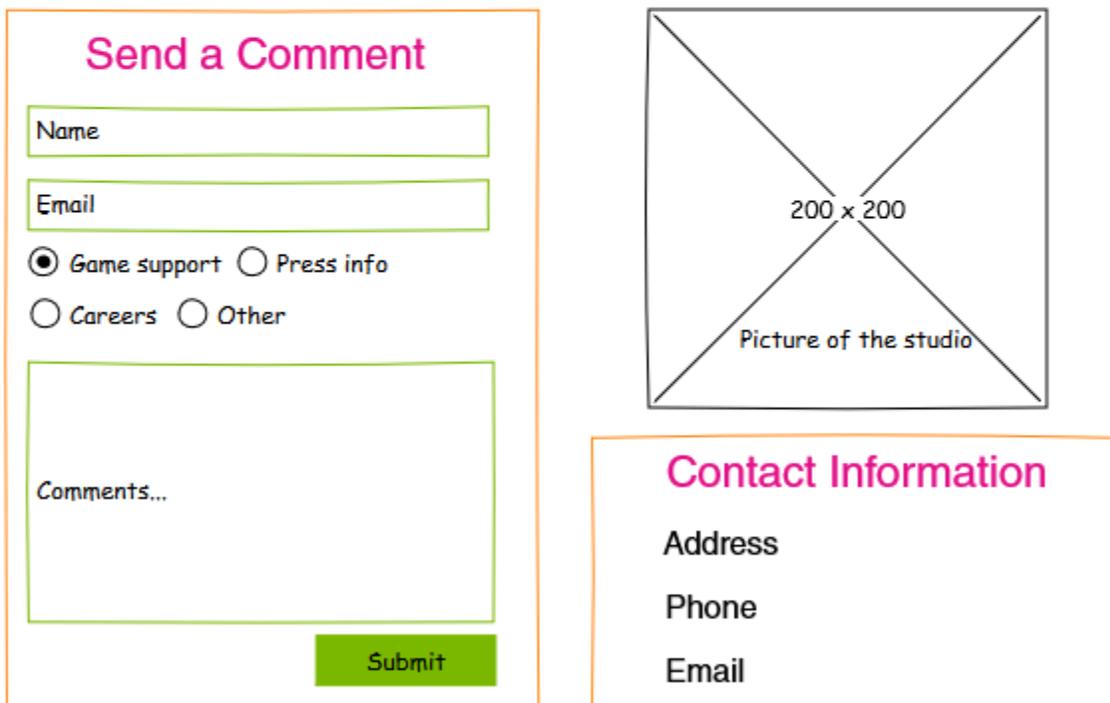Link to the email where resumes should be sent.

Contact

Wireframe

193 x 100

Logo

box to match logo

Social Media Icons

Home   About Us   Games   Careers   Contact Us

Contact Us

Blurb directed toward how to contact the studio.

Send a Comment

Name

Email

◉ Game support ○ Press info

○ Careers ○ Other

Comments...

Submit

200 x 200

Picture of the studio

Contact Information

Address

Phone

Email

3 column footer: Nav links list on left, copyright middle, social media links on right

Purpose

Users will be visiting this page if they want to contact the studio, so it should be functionally-oriented and provide all relevant contact information in an accessible way.

Title

Contact Us | Desert Time Studios

Main Heading

H1: Contact Us

Subheadings

H2: Send a Comment, H2: Contact Information

Description

A friendly blurb at the top will introduce users to the page and encourage them to send messages to the studio. Below that, there will be a two column layout, with the left column containing a form to send in a comment and the right column containing contact information and a picture of the studio.

Media

- Comment form
- Image of the studio

Links

Link to email, phone (for mobile users), and Google Maps for address.