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CCT260H5, Winter 2024, Project 1

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February 26, 2024



# Adventure Game

I've chosen the [Wikipedia page](#) on “Adventure game”, which spans over 2500 words in length and contains more than 8 related content branches.

## Site Objective

The site aims to educate gamers about the adventure game genre, covering its definition, gameplay characteristics, various subgenres, and historical evolution.

**Note:** You can also access the mockups/prototypes [here](#).



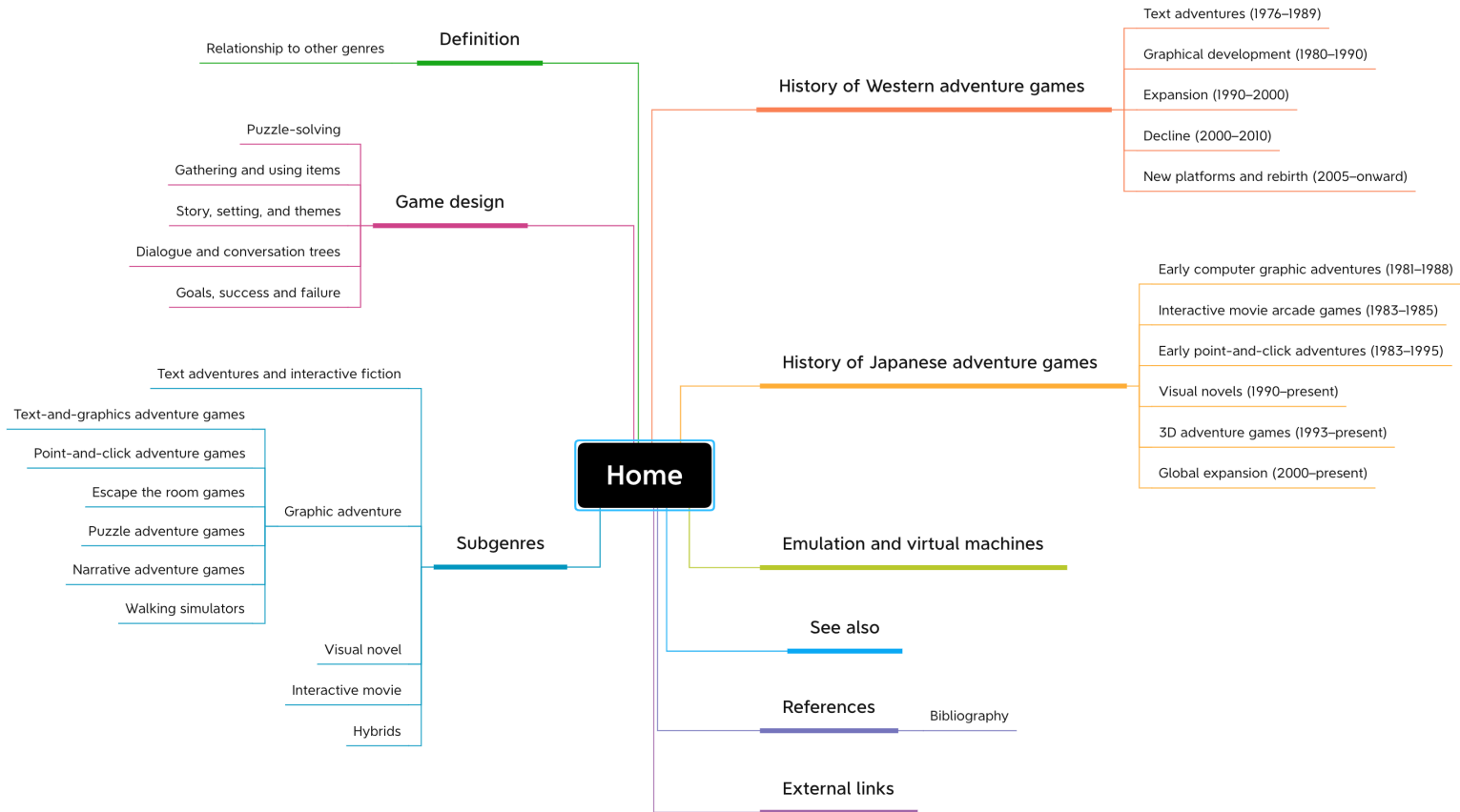
# Content Study & IA

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# Information Architecture

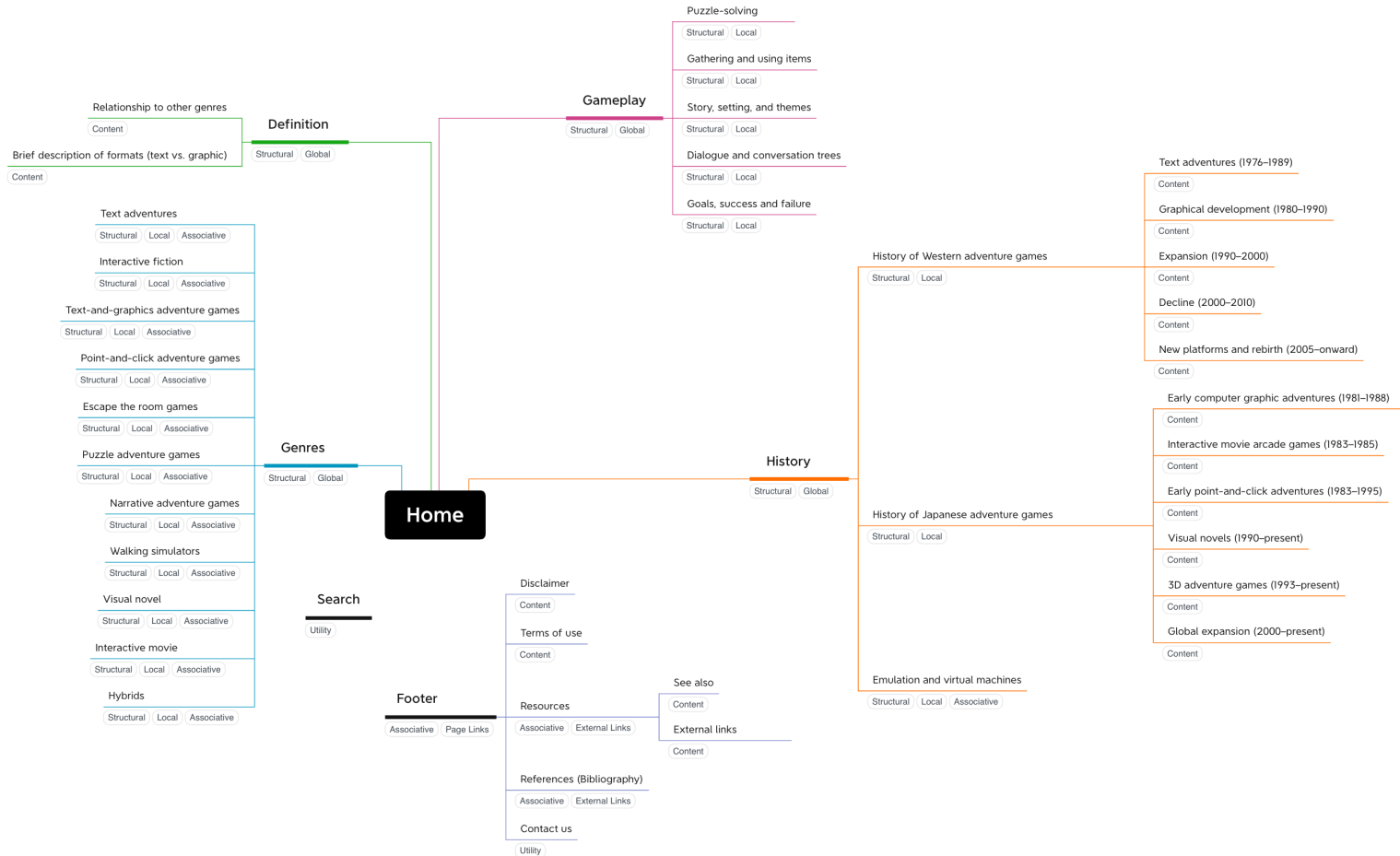
The information architecture was used to structure the site's content in the form of sitemaps. Both Node-Link Tree diagrams were created on the mind-mapping software called XMind. The process involved reviewing each section of the article, with the help of the Contents pane, to grasp the content's main ideas. This was later used to refine and restructure the existing IA into a more cohesive, simpler and user-friendly organization of the main content.

# Existing IA



This sitemap maps the exact, non-modified structure of the current Wikipedia page. While the existing IA was logically organized in terms of topics, the dense paragraphs typical of Wikipedia pages made it challenging for users to locate information efficiently. Some sections also had topic overlap and added redundancy that made it more difficult to find relevant content.

# New IA Overview

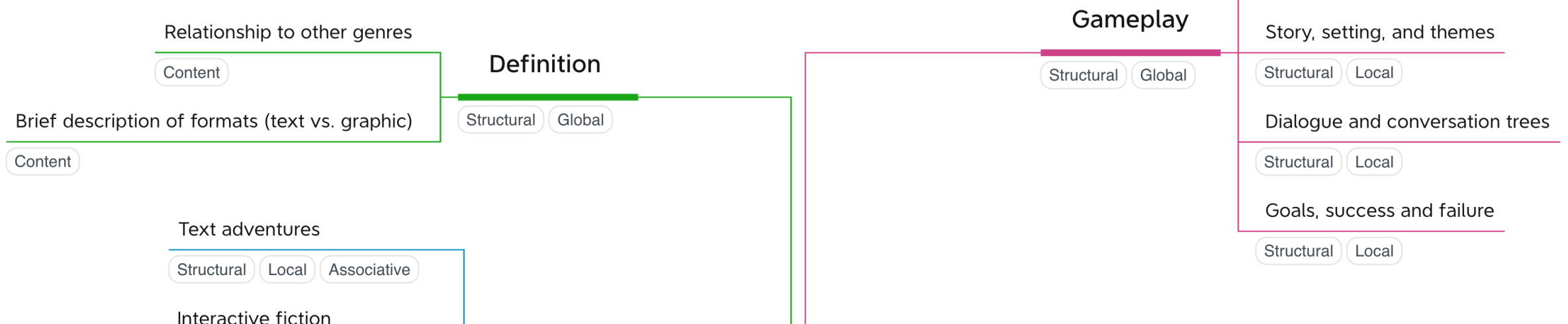


In my revised approach, I wanted to simplify and streamline the existing structure for improved user navigation. To reduce cognitive load, I consolidated similar topics under broader sections. For example, I merged Western and Japanese histories, along with details on emulation devices (that talked about methods of running older games using virtual machines), into a single "History" section. Additionally, I eliminated unnecessary divisions, such as those between “graphic adventure” subgenres and main genres, as all genres, except text adventures, could be categorized as graphic adventure games.

**Note:** I kept the titles as close to the existing ones, so it was obvious how the content connects back to the existing one. However, for the purpose of better user interface design and improved usability, some of these topic headings were adjusted/modified in the mockups/final prototypes.

# New IA + Navigation I

The headings at the higher hierarchy, such as “Definition” & “Gameplay”, protruding from Home are global structural navigation that will make up the site’s primary navigation menu. Formerly known as “game design”, I changed that one to “Gameplay” since that term is more familiar to average gamers and signifies how the content talks about adventure gameplay characteristics. To signify the difference between navigation items and normal content headings on the page, I labelled them as “Content”. The colour for each global menu item also signifies the structural nature between the global items and protruding local navigation items.



# New IA + Navigation II

Structural Local

Dialogue and conversation trees

Structural Local

Goals, success and failure

Structural Local

History of Western adventure games

Structural Local

History

Structural Global

History of Japanese adventure games

Structural Local

Emulation and virtual machines

Structural Local Associative

also

nt

ernal links

nt

Text adventures (1976–1989)

Content

Graphical development (1980–1990)

Content

Expansion (1990–2000)

Content

Decline (2000–2010)

Content

New platforms and rebirth (2005–onward)

Content

Early computer graphic adventures (1981–1988)

Content

Interactive movie arcade games (1983–1985)

Content

Early point-and-click adventures (1983–1995)

Content

Visual novels (1990–present)

Content

3D adventure games (1993–present)

Content

Global expansion (2000–present)

Content

Subtopics with structural & local labels signify that they're local page-level navigation items located inside the main content pages. For example, the Genres page will be Gallery-style and represent each subgenre as a clickable image button, allowing users to access inner content pages that describe each subgenre in more detail. I've also labelled these items as associative since these pages will contain quick links that will allow users to quickly navigate between 'closeby' genre pages using 'Previous Genre' and 'Next Genre' buttons.

Text adventures

Structural Local Associative

Interactive fiction

Structural Local Associative

Text-and-graphics adventure games

Structural Local Associative

Point-and-click adventure games

Structural Local Associative

Escape the room games

Structural Local Associative

Puzzle adventure games

Structural Local Associative

Narrative adventure games

Structural Local Associative

Walking simulators

Structural Local Associative

Visual novel

Structural Local Associative

Interactive movie

Structural Local Associative

Hybrids

Structural Local Associative

Genres

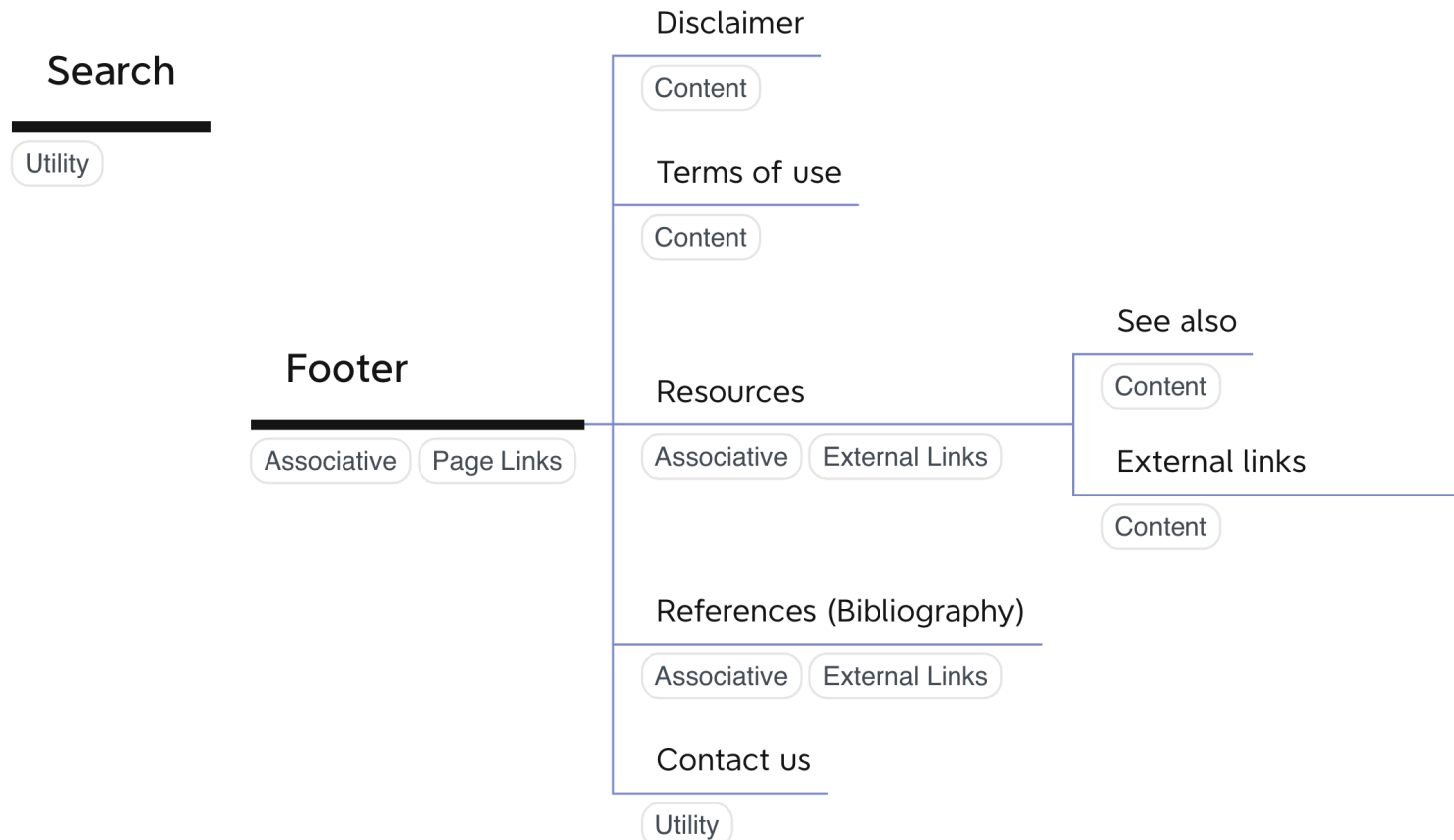
Structural Global

Search

Utility



# New IA + Navigation III



The site's footer menu is associative navigation containing quick links to important content that isn't accessible using the global navigation menu. It contains supplementary information like Disclaimer and Terms of Use pages that explain that the site content was created using a Wikipedia page. I also added the existing IA's bonus content "See also" and "External links" sections into one "Resources" page since both offered related external links but were unrelated to the main content. Similarly, I added the References in the footer as well. I also added two new utility navigation features: Search and Contact us. The 'search' icon is in the global nav menu while "Contact Us" can be accessed from both the menu and the footer since it's a useful tool to report any issues/concerns. While not listed in the sitemap due to redundancy, the footer will also contain quick page links to the same pages also accessible from the main menu for faster navigation.



# Wireframes & Mockups

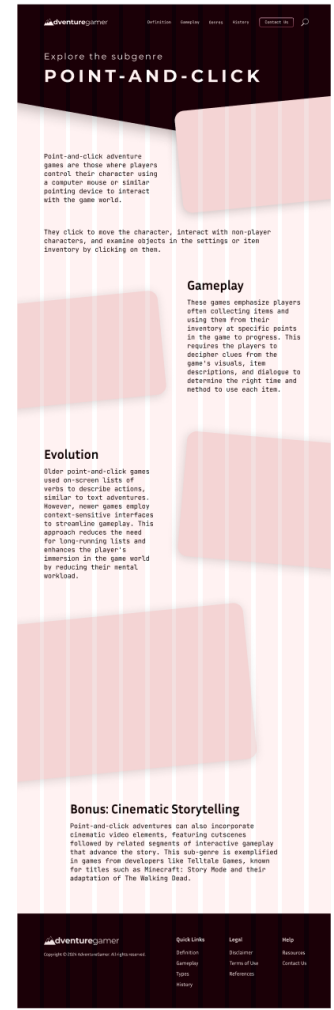
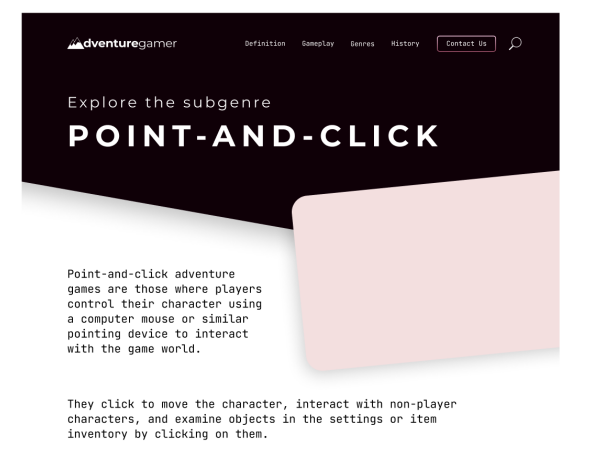
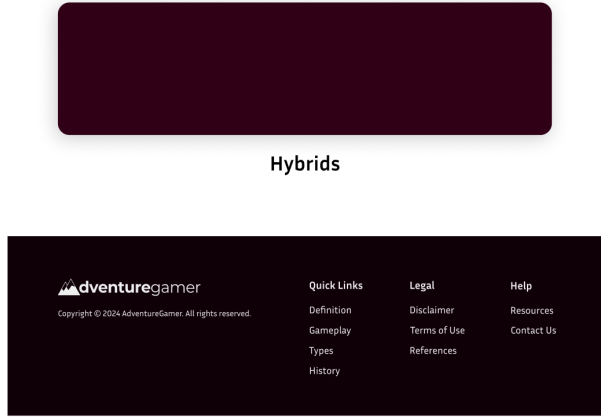
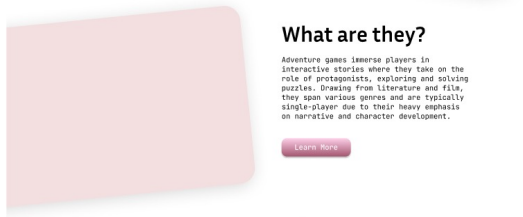
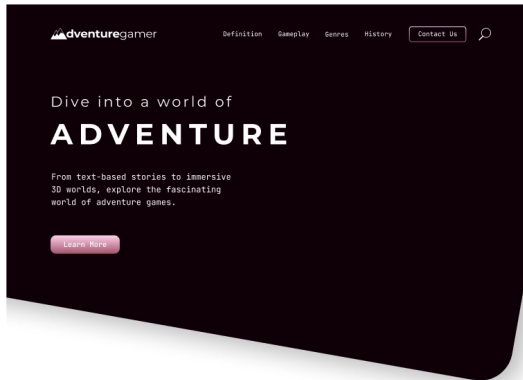
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# Wireframes / Mockups

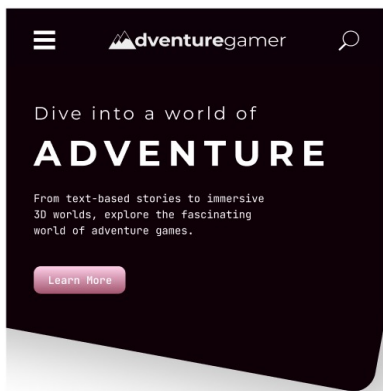
I created four static wireframes/mockups for the desktop version and three static mockups for the mobile version. I designed the following three distinct page types: homepage, gallery page and single content page. In total, I built 7 wireframes/mockups. The first wireframe was my first attempt in planning out the site and included an extra custom functionality that was later discarded for subsequent mockups once I realized my misunderstanding of the assignment requirements. While my mockups are more detailed and designed than typical wireframes, resembling low to medium fidelity static frames, I found it difficult to stop once I began designing and I found that planning the mockups in more detail, especially with the text I was planning to use, made it easier and faster to design the final prototypes.



# Desktop Mockups



# Mobile Mockups



Dive into a world of  
**ADVENTURE**

From text-based stories to immersive 3D worlds, explore the fascinating world of adventure games.

Learn More

## What do they look like?

Adventure games encompass various subgenres, including point-and-click, interactive fiction, puzzle adventure, visual novels, and walking simulators, each offering unique gameplay experiences and narrative styles.



Explore adventure game  
**GENRES**

Adventure games encompass various subgenres, each offering unique gameplay experiences and narrative styles. The following is a small collection of some of the most well-known genres.



Text adventures



Text-and-graphics



### What are they?

Adventure games immerse players in interactive stories where they take on the role of protagonists, exploring and solving puzzles. Drawing from literature and film, they span various genres and are typically single-player due to their heavy emphasis on narrative and character development.

### How old are they?

Adventure games trace their roots back to early computer games and text-based adventures. They have evolved significantly over time, incorporating advanced graphics and immersive 3D worlds. The genre has also expanded to include mobile devices and VR experiences.

### Learn more about the gameplay

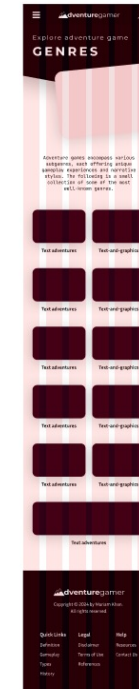
Adventure games offer diverse gameplay experiences, from text-based adventures to immersive 3D worlds. They often feature complex narratives, puzzles, and character development. The genre has also expanded to include mobile devices and VR experiences.

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Text adventures Text-and-graphics

Text adventures Text-and-graphics

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Text adventures



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Point-and-click adventure games are a subgenre of adventure games that emphasize visual storytelling and interactive elements. They often feature complex narratives and character development.

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They often feature complex narratives and character development.

### Gameplay

Point-and-click adventure games often feature complex narratives and character development. They often feature complex narratives and character development.

### Evolution

Point-and-click adventure games have evolved significantly over time, incorporating advanced graphics and immersive 3D worlds. The genre has also expanded to include mobile devices and VR experiences.

### Bonus: Cinematic Storytelling

Point-and-click adventure games often feature complex narratives and character development. They often feature complex narratives and character development.



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**dventuregamer**

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# Improved Usability

Even though only three pages of the site were designed, the impact of simplifying and reorganizing long text into more digestible chunks is already noticeable. This enhances the site's organization and readability, creating a more engaging experience, especially with the addition of images. The single content page is the most reusable design, since each subgenre will follow the same template. It can also be reused for similar inner-level content pages like gameplay and history. Similarly, the gallery page can be reused for gameplay's initial gallery of characteristics. By enhancing the user interface's visual appeal, re-categorizing similar topics into larger top-level sections with smaller inner-level pages (such as History) and adopting a logically flowing Z and grid-like design, the previously challenging content becomes easier to consume. This will allow users to quickly navigate the site to find what they're looking for.



# Visual Identity

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# Logo

 **Adventureseeker**

 **Adventuregamer**

 **Adventuregamer**

The original name for the site was AdventureSeeker based on the new functionality I had added in the first wireframe. However, I changed it to AdventureGamer to match the Wikipedia page's "Adventure game" once I dropped that functionality. These are the main iterations that my logo went through. The first two are in the Gotham typeface while the final one is in Montserrat typeface. The sharp mountain icon is inspired by the idea of 'real adventurers' enjoying exploring dangerous and rugged mountainous regions.



# Typography

I had a lot of trouble choosing my primary typeface for headings as I wanted it to be the same as my logo typeface. However, the font I had originally used in my logo (Gotham) was not available in Figma and I didn't want to import it externally because that might cause issues with typography on other people's computers when they would open my file. As a result, I tried to find a font that was both similar to Gotham and available on Figma's font selection. This [blog article](#) helped me narrow it down to **Montserrat**. Thankfully, this typeface as a heading worked well with my initial pick for my secondary typeface for my primary text: **JetBrains Mono**. Since the topic was gaming related, I tried to go for sharp sans-serif fonts to match the technology-related theme and the logo's sharp mountain icon.

## **Montserrat**

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z  
a b c d e f g h i j k l m n o p q r s t u v w x y z

## **JetBrains Mono**

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z  
a b c d e f g h i j k l m n o p q r s t u v w x y z

# Colours



The colour scheme was chosen after experimenting with Figma's Contrast, Tint & Shadow filters on the black & white image I selected for the hero section. The resulting dark magenta-pink hues in the image became my guide for the colour scheme. I decided to stick with this scheme as it complemented the dangerous and exciting moods of my adventure game topic.



# Rich Media Production

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# Connotative Hero Image

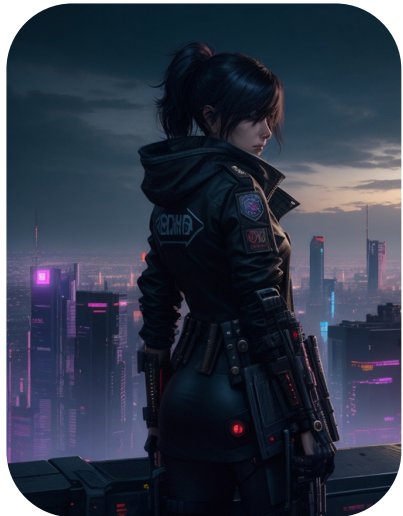


I chose one of the connotative images I photographed myself using an iPhone 14 Plus for our take-home lab. I used the iPhone's Portrait mode with the Stage Light Mono effect to emphasize the subject in the photo, which was my Stellar Shift Special Edition Xbox Controller. The Stage Light Mono effect used the black and white with contrast technique since it took the image in black and white, making the controller and desk pad stand out in the spot lit area against a shadowy backdrop. I further enhanced the photo's contrast using Adobe Photoshop to emphasize the glossy nature of the controller and the silver design closest to the controller against the darker shadowy areas. This picture was perfect for the hero section as the top solid dark half contrasted nicely with the white text of the logo and navigation menu, as well as the sides, which could be extended using image resizing to hold the hero text.

# AI-generated Art

I was excited to generate the rest of my image content using artificial intelligence since we were allowed to use AI-generated images for our site media. I used the web-based AI-image generation platform called [Leonardo.Ai](#) to generate my images for free. Since they only give 150 tokens to free users daily, I had to be careful and specific with the prompts I fed their algorithm to avoid running out of tokens before the deadline. For some images, I also used negative prompts to smooth out distortions and some tokens to upscale and increase the detail and resolution of initially bad images. The images were chosen carefully to meaningfully match the content they were representing.

# AI Images – Homepage



**Prompt:** female detective in a cyberpunk world, standing on rooftop looking over the city, sharp features, face shrouded in darkness

**Prompt:** female assassin beating up bad guys, animated comic style video game cutscene



**Prompt:** fancy adventure medieval game with player in the foreground, to the right



**Prompt:** video game genres, represented by a character each, men and women, no distortions, video game style



**Prompt:** different characters stuck in time machine setting, pirate, soldier, scientist, superhero, robot, fantasy, realistic style, men and women, no distortions



**Prompt:** young adult male and female bruce wayne standing side by side, business classy outfits, siblings, cartoon style

# AI Images – Gallery I



**Prompt:** text-adventure game, text only, wallpaper



**Prompt:** text-adventure game, text only, wallpaper



**Prompt:** scene from nancy drew game by her interactive



**Prompt:** a brunette man lock-picking a door, backside to the camera, mysterious vibes, animated style



**Prompt:** puzzle board on desk, mysterious study, bloody knife on table, high-definition image



**Prompt:** action adventure mystery game setting, underground watery caves, purple blue gradient

# AI Images – Gallery II



**Prompt:** young adult male and female bruce wayne standing side by side, business classy outfits, siblings, cartoon style



**Prompt:** university of toronto campus, cartoon version



**Prompt:** action adventure mystery game setting



**Prompt:** female assassin beating up bad guys, movie cinematic video game cutscene



**Prompt:** different characters stuck in time machine setting, pirate, soldier, scientist, superhero, robot, fantasy, realistic style, men and women



# AI Images – Single Content



**Prompt:** scene from nancy drew game by her interactive, no humans, tomb of the lost queen game



**Prompt:** scene from nancy drew game by her interactive



**Prompt:** scene from nancy drew game by her interactive, no humans, tomb of the lost queen game



# High-fidelity Prototypes

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# High-fidelity Prototypes

Since my mockups were more detailed and finished compared to usual wireframes, it was easy to start populating them with my images and other media. For the mobile version, I also created a standalone screen for the global navigation menu since it is hidden normally. Some other changes were changing the sizing or placement of some the imaging elements to suit the image proportions as well as modifying some of the text to fit the content. Finally, I adjusted and finalized the colours used to ensure maximum contrast and text legibility. I also added functionality to the prototypes so they are clickable to the extent that you can navigate between all the pages without needing to step out of Preview mode.

# Desktop Prototypes

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## Dive into a world of ADVENTURE

From text-based stories to immersive 3D worlds, explore the fascinating world of adventure games.

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### What are they?

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## Explore adventure game GENRES

Adventure games encompass various subgenres, each offering unique gameplay experiences and narrative styles. The following is a small collection of some of the most well-known genres.



Text adventures



Text-and-graphics

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## Bonus: Cinematic Storytelling

Point-and-click adventures can also incorporate cinematic video elements, featuring cutscenes followed by related segments of interactive gameplay that advance the story. This sub-genre is exemplified in games from developers like Telltale Games, known for titles such as *Minecraft: Story Mode* and their adaptation of *The Walking Dead*.

PREVIOUS GENRE NEXT GENRE

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Learn More

### How old are they?

Adventure games started as text-based interactive stories and then evolved into today's visually immersive experiences with complex gameplay mechanics. Despite losing popularity in the early 2000s, they saw a resurgence thanks to independent developers, online distribution, and new gaming platforms. In Asian markets, visual novels dominate, while Western adventure games emphasize interactive worlds, rich narratives and complex puzzles.

Learn More

### Learn more about the gameplay

Adventure games immerse players in interactive stories where they take on the role of protagonists, exploring and solving puzzles. Drawing from literature and film, they span various genres and are typically single-player due to their heavy emphasis on narrative and character development.

Learn More

### What do they look like?

Adventure games encompass various subgenres, including point-and-click, interactive fiction, puzzle adventure, visual novel, and walking simulators, each offering unique gameplay experiences and narrative styles.

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## Explore adventure game GENRES

Adventure games encompass various subgenres, each offering unique gameplay experiences and narrative styles. The following is a small collection of some of the most well-known genres.

Text adventures Text-and-graphics Point-and-click Escape the room Puzzle adventure Narrative adventure Visual novel Walking simulators Interactive fiction Interactive movie Hybrids

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## Explore the subgenre POINT-AND-CLICK

Point-and-click adventure games are those where players control their character using a computer mouse or similar pointing device to interact with the game world.

They click to move the character, interact with non-player characters, and examine objects in the settings or item inventory on them.

### Gameplay

These games emphasize players often collecting items and using them from their inventory at specific points in the game to progress. This requires the players to decipher clues from the game's visuals, item descriptions, and dialogue to determine the right time and method to use each item.

### Evolution

Older point-and-click games used on-screen lists of verbs to describe actions, similar to text adventures. However, newer games employ context-sensitive interfaces to streamline gameplay. This approach reduces the need for long-running lists and enhances the player's immersion in the game world by reducing their mental workload.

## Bonus: Cinematic Storytelling

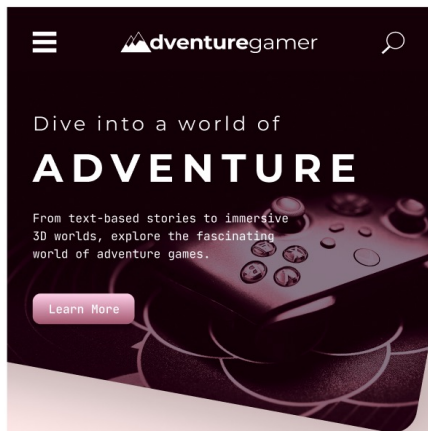
Point-and-click adventures can also incorporate cinematic video elements, featuring cutscenes followed by related segments of interactive gameplay that advance the story. This sub-genre is exemplified in games from developers like Telltale Games, known for titles such as *Minecraft: Story Mode* and their adaptation of *The Walking Dead*.

PREVIOUS GENRE NEXT GENRE

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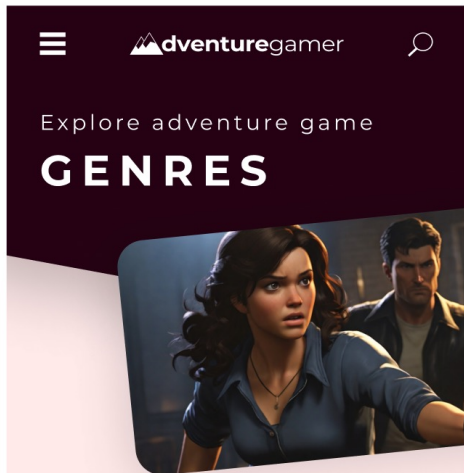
# Mobile Prototypes



## What are they?

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[Learn More](#)



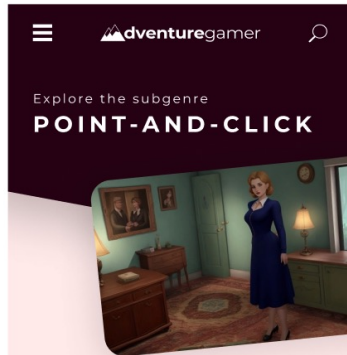
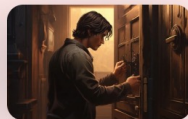
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Text-and-graphics



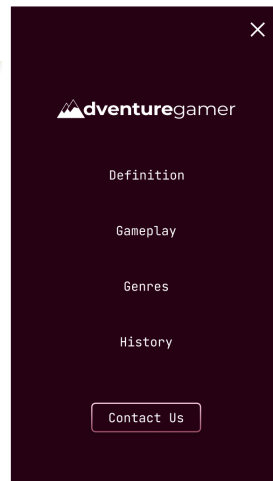
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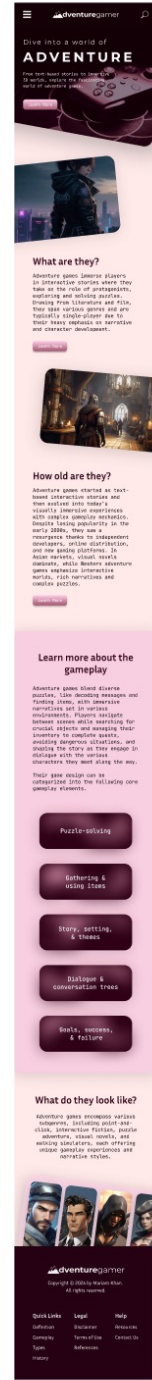
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<a href="#">History</a>		



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## How old are they?

Adventure games started as text-based interactive stories and then evolved into today's visually immersive experiences. Despite their popularity in the early 1980s, they saw a resurgence thanks to independent developers, indie distribution, and the indie gaming boom. In their heyday, visual novel's popularity, while modern adventure games emphasize interactive worlds, rich narratives and complex plots.

## Learn more about the gameplay

Adventure games blend diverse genres, like combining mystery and puzzle solving, into immersive experiences. Players navigate between these while navigating the crucial risks and managing their inventory to complete quests. Whether exploring old ruins, or solving the story of the shadow in the dark, their game design can be compared with the following core gameplay elements.

[Puzzle-solving](#)

[Gathering & using items](#)

[Story, setting, & themes](#)

[Dialogue & conversation trees](#)

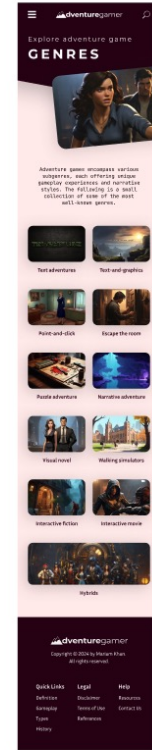
[Buffs, debuffs, & failure](#)

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- [Text-and-graphics](#)
- [Point-and-click](#)
- [Escape the room](#)
- [Puzzle adventure](#)
- [Narrative adventure](#)
- [Visual novel](#)
- [Walking simulators](#)
- [Interactive fiction](#)
- [Interaction mouse](#)
- [Inventory](#)

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Point-and-click adventures can also incorporate cinematic ideas, such as cutscenes, to enhance the story. This sub-genre is characterized by narrative-driven gameplay, often featuring a single-player focus and a strong emphasis on cinematic storytelling.

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# Principles of Usability

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# Dan Brown's 8 Principles of IA

- **The principle of disclosure.** The homepage was designed with this principle in mind. Instead of designing a smaller homepage, I chose to treat it as a small summary of the site's overall content, with each section of the homepage disclosing enough information so users know what they'll find on each global page and "Learn More" buttons.
- **The principle of exemplars.** This is another principle that was heavily applied on the homepage. By providing snippets of text and the visual gameplay buttons, I disclosed what kind of information those pages/button contain by using examples.

# Dan Brown's 8 Principles of IA

- **The principle of front doors.** Assuming that some people will land on the site through the inner-content pages like the Point-and-Click subgenre page, I added associative quick links to the page that lead to other subgenres to encourage the user to continue browsing.
- **The principle of focused navigation.** My global navigation only contains the main, most relevant content categories.
- **The principle of growth.** There is always a possibility of more related content being added, which is why I chose the navigation headings based on the bigger overarching content themes.



# Wickens' 13 Principles of Display Design

- **Make displays legible.** I was careful about contrast between the elements I used and ensuring the text, being the most important element, was always readable. Most of the time, I used bright-colored text against a solid dark background. The times that I had text against a design like the gameplay buttons or images like the hero image, I increased the contrast by either blurring the design or darkening the image until the text is easily readable.
- **Top-down processing.** I tried to maintain the consistency of my design across the different page types as well as across platforms. To keep the design consistent with people's past experiences, I looked at examples of desktop and mobile websites to guide my design instead of starting from scratch. For example, mobile was hardest to design for since I don't frequently check websites on my phone. Looking at sites on my phone, like Walmart and U of T gave me ideas on how they represent their navigation and how they lay out content in a visually appealing yet legible way.



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