Proposal

Goals and Objectives

Project Goal
The goal of this project is: To make a website that promotes, explains, and explores the great game that is Jet Set Radio.

Objectives
To achieve this goal, the project must:
1. Create the game style and essence of the game.
2. Explain every level of the Skyrim as well as relevant outer info.
3. Mix style with ease of use.

Target Audience
The target audience for this project is (describe in detail such as age range, gender, technological skills, web usage, professions, what they care about, etc.): Anyone of any age whose mind is open. The audience need not have any great technical skills, but should have an appreciation of hip-hop art, culture, and games.

Rationale
1. Why participants would want to interact with this piece (what will they get out of it)
2. Knowledge of style, game, and hip-hop culture
3. Typical tasks of needs that participants have that this project will address

Project Overview:

Narrative describing the project including:
1. intended platform and technologies that will be used to build it
2. long term goals of the project

This is considered a minimum amount of information for your proposal.
For this project, I intend to make a website devoted to my favorite game of all time, Jet Set Radio. The website will include comprehensive information on all of the review aspects of the game (gameplay, sound, etc.) as well as historical information on hip-hop/graffiti culture, all other entries in the jet set radio series, games that readers who liked jet set radio might like, and any other pertinent info.

The information mentioned above will be presented in a unique graphical style, gleaned from the very flaired, pronounced style present in the JSR universe. In the long term, I hope for this website to act as a compendium of information on this game, which is the game that made me want to start making games in the first place.