Proposal

Goals and Objectives

Project Goal
The goal of this project is to give people visiting the website an interactive introduction to video games. Through the website they will become more familiar with video games while also having fun and enjoying themselves.

Objectives
To achieve this goal, the project must:
1. Be interactive almost as if the website is a video game itself
2. Be fun and entertaining
3. Teach people unfamiliar with video games more about them
4. Be both fun and educational at the same time

Target Audience
The target audience for this project is anyone twelve years or older, male or female, who is interested in learning more about video games.

Rationale
1. Participants would want to interact with this piece because it will be a fun site to visit, but also educational

2. Typical tasks or needs that participants have that this project will address are a want to learn more about video games

3. I want to build this piece because I enjoy video games immensely and would like to show other people unfamiliar with games how fun they can be

Project Overview:
This project will be created as an interactive web page, borrowing design elements from video games themselves to make it seem as if the page itself is an actual video game. On top of being a fun and interactive piece it will provide users with a basic understanding of what video games are. It will talk about a brief history of video games, some of the games themselves, and the different new technologies coming out associated with video games.