

Creative Brief

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3/24/2025

Project Title: **Repo Website**

1. Project Overview:

The goal of this project is to inform the readers more about the “Repo” game. Sometimes, players struggle to play these types of video games because they get lost into either the controls or the difficulty of the game. My goal is to ease the difficulty by making this website very informative with different tips and tricks to beat the game.

2. Resources:

There are many resources I can use, but the main one can be found in this link: https://repo-2025horror.fandom.com/wiki/Repo_Wiki

3. Audience:

My main audience will be gamers who wants to try out new games, or perhaps people who already bought the game but have no idea how the game works.

4. Message:

The main message for this website is that games are supposed to be entertaining not frustrating. I want this website to help gamers know how to play the game so that they can find games entertaining. I also want to attract new audiences who may want to try out different games.

5. Tone:

Similar to before, I want the tone of this website to be very informative. However, since this game is somewhat a horror game, there should a slight bit of a scary design to the website I am creating.

6. Visual Style:

The visual style to this website should be dark and spooky. Since the actual game showcases different monsters, it only make sense to tailor my website into having a dark and scary tone for my UX/UI design.

This is an example of what visual style I want my website to look like:

<https://phasmophobia.fandom.com/wiki/Ghost>