

## Resources

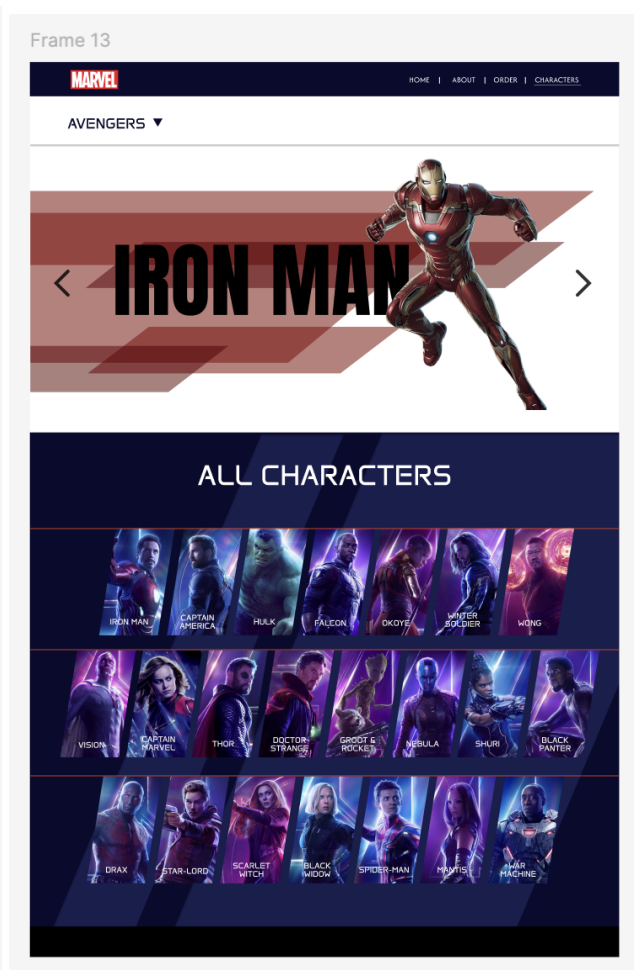
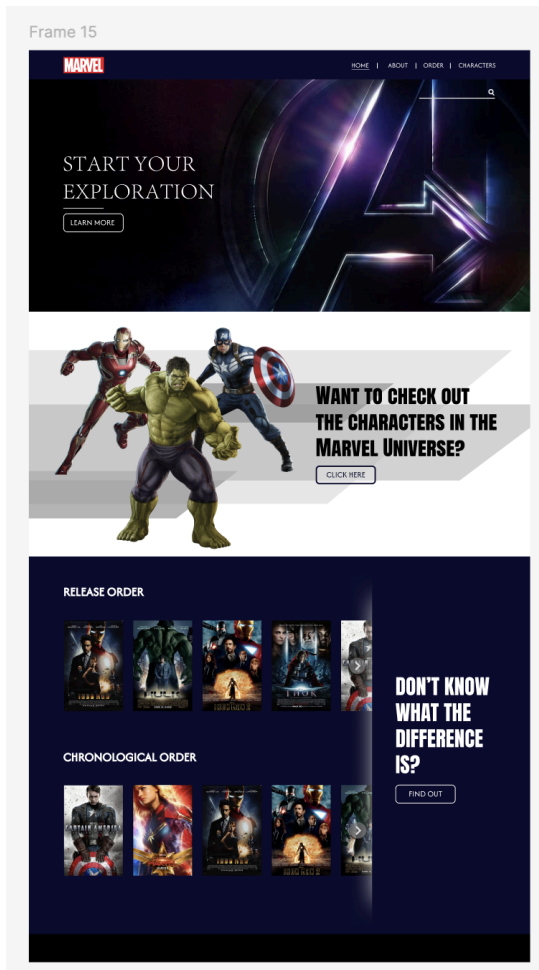
**Color Palette:** <https://www.color-hex.com/color-palette/36631>

**Pictures of character:** <https://overwatch.blizzard.com/en-us/heroes/>

- They list the three categories
- You can copy their image address and paste it into vs code and it will show up
- can also use other pictures from this website

**Game Locations:** <https://liquipedia.net/overwatch/Portal:Maps>

The vibe I am going for:



## **Layout**

Navigation bar at the top that has link to all pages + Home

Home page:

- An image of a character in an action as the banner
- Action-inducing buttons: “Click here” “Learn more” “Meet the Characters”
- What is Overwatch (minimal description)
- Success + Awards (Statistics)

About Page:

- About Blizzard
- When Overwatch was released, the updates it had, etc.

Character page:

- each category(tank, damage, support) gets its own grid of character layout
- Link to the pictures of all characters
- An example of how there are multiple skins to each character

Story + Game Setting:

- Keep Story very brief
- Map of overwatch locations with points plotted out
- grid system of all the game locations

How to: The Rules of the Game Page:

- Just need to cover the modes in Quick Play
  - Control, Escort, Hybrid, Push, and Flashpoint are the 5 game modes