

Project 2: Metroid Fusion Redesign by Nathan Raia

Original Design Source:

<https://www.nintendo.co.uk/Games/Game-Boy-Advance/Metroid-Fusion-267046.html>

Analysis of Original Design

It took me a while to find out what my second redesign was going to be, but I finally decided on “Metroid: Fusion”, the earlier installment in the Metroid series. I wanted to design something I’m invested in or at least have an interest in because I believe it will make my redesigns better. Since I very much enjoyed redesigning Metroid: Zero Mission I felt as though I would come to the same conclusion in this redesign.

My first impression of the Metroid: Fusion site was that it seemed like the page was geared more toward Nintendo than Metroid itself. What I mean by this is if someone told me that was the homepage for Nintendo and there was a link to the actual Metroid: Fusion website I would have believed them. When you pull up a website for a game or really anything, you’re supposed to know immediately that it’s that specific site. When I pulled up this site, I spent around ten minutes searching for the actual page and concluding, solemnly I had already found it. That was the point I decided to redesign the webpage I couldn’t take looking at it without doing something about it.

The biggest flaw the website has is that it seems so cramped and it doesn’t feel like it belongs because of all the Nintendo links scattered around it. Secondly, the site is very bland and has the same problem my first redesign had; it doesn’t feel like a Metroid site. There are no Metroid colors and very little of the actual game scattered through the page. There are just two

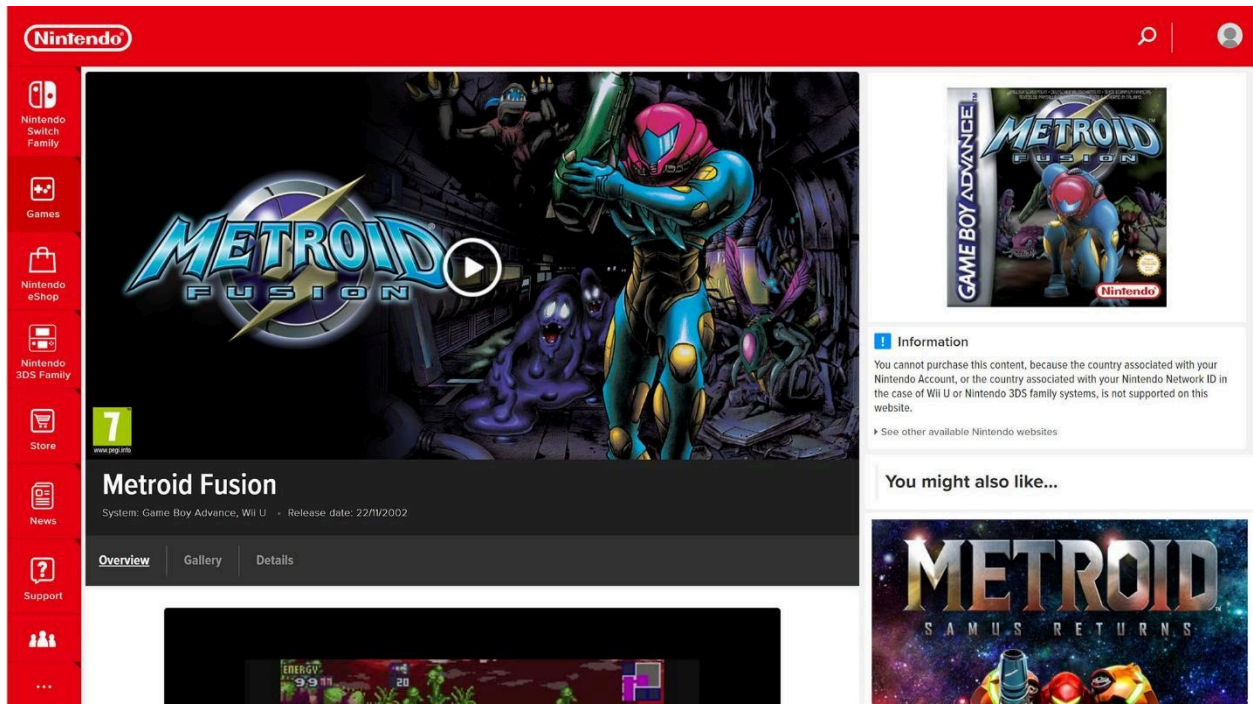
videos that showcase gameplay on the site and to me, it just seems basic and it doesn't work at all. Who wants to look at a site comprised of two videos and a paragraph synopsis of the plot? Frankly, it's boring and furthermore, the color scheme seems to be way more focused on Nintendo's color than the game the part of the site was made for. I consider most of this site poorly designed because I believe it focused more on building a site for Nintendo than caring about specific game pages.

I would fix these problems by making changes that adhere to the Metroid style and serve as an informational site for anyone who wants to know more about the game. While I get Nintendo must brand their site, the sheer amount of red on the left side of the screen needs to be taken care of. If the taskbar is condensed into a toolbar icon that a visitor can click to bring out the menu the entire site would feel way less busy. Doing this would also free up more colors to be used since they wouldn't be clashing with the high saturation red anymore. The videos would have to go and be replaced by some pictures of enemies or gameplay so visitors can see more about the story and not have to watch a video to find out more. There's a bit of inconsistency with the White space that I plan to rectify since it was a bit of a problem in my last redesign. Lastly, I want the new site to be calming, so I'll be using cooler colors to convey that feeling as well as using as much of the original color palette from the game as possible.

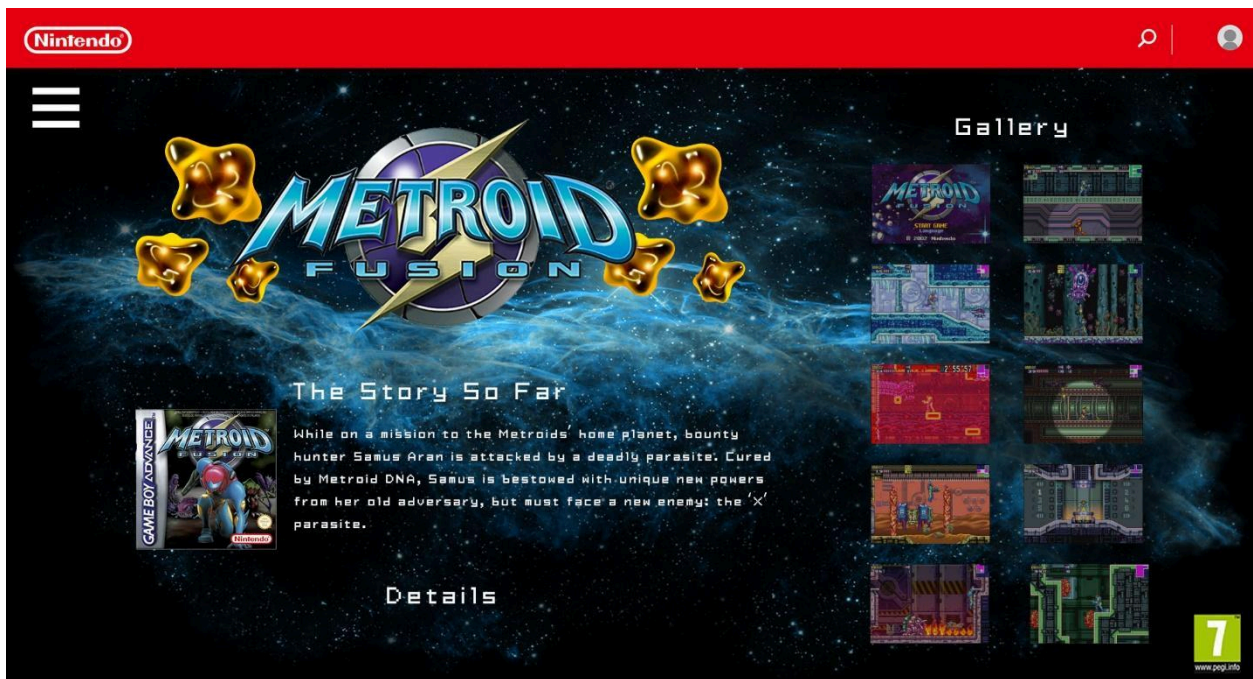
This Metroid site did a better job with hierarchy because the first things my eyes were drawn to were the title and Samus. While I disagree with the layout, it is very concise, and the information is easy to find. The site is functional and is easily identifiable as a Nintendo site due to its red color being present on almost the entirety of the left side of the screen. At a base level, the site works but a site should never be looking to just work it should go above and beyond.

Frankly, the site did well for the time the game was made (2002) and I'm giving it a hard time because I know firsthand how much potential these games have.

[Original Website Design for Metroid: Fusion]



[Redesign for the Metroid: Fusion Website]



[Descriptive text goes here. This should explain your design process for this screen/page/interface.

Explain your design decisions (with reference to design concepts/course lectures) and why your redesign is an improvement upon the original design].

I played with a trillion different ideas for redesigns such as Mario Kart and Borderlands just to name a few before settling on Metroid. I originally didn't want to do another Metroid game because of my first redesign but I figured I should redesign something I'm really into so that it'll be my best work. First, I studied the gameplay and concept art to find a background that would make sense with the game itself. Then I started brainstorming how I wanted to approach redesigning that monstrosity and figured I'd start by freeing up some space. I hated the left side of the web page's toolbar because it was so busy and red, so I replaced it with a nice hamburger menu icon. The contrast between the black background I had chosen and the white worked perfectly!

I hated the rigidity of the design so I broke the website up into smaller floating parts with equal White space between them so they weren't as cramped. I knew the old page had very few game elements added apart from Samus and since her main enemy was the parasite "X" I showcased them in the title. Seeing as there would be no plot without them I thought they deserved a high spot in the hierarchy of the page. I brought the cover art from the old page into my new one so I could also add the story portion. I experimented with the webpage not being centered like my last one and loved the way it turned out so I moved the story portion over as well. I made this change because I remembered the rule of thirds from class and that the most important parts of a picture were in the first grid on the left so it didn't cover everything. I was pleasantly surprised by how it looked.

When I looked at the right side of the screen and saw there was so much White space, I drew a blank and hit a rut. It took me forever to find a way out and only after trying a million and a half things did I find the solution. I tried putting the details section of the old page in the space, but it was boring to look at and confusing to read. After a while, I found little gameplay images for a gallery I had originally planned for where the design section is now. I switched the places of the two and made a nice gallery that fills up the right side perfectly while maintaining the theme and spacing I was looking for. Since the webpage is supposed to continue and scroll down I added the design heading underneath “story” to show where the next section would be if I had more space. I added a few finishing touches such as the brand on the bottom, Metroid-style text, and the Nintendo toolbar since they own Metroid. All in all, this took a very long time and although my thought process may seem straightforward making my thoughts into a reality in photoshop took forever.

Reflection and Evaluation of Your Redesign

[An overall description of your redesign process and redesign. 1-2 pages]

What I wanted to achieve with my second redesign was to fix my mistakes and make my design different and better than the first. I wanted there to be no debate that I might have copied my last design because I didn't, and I hope that showed. The portions of the redesign that went smoothly (since none of them were easy) were removing the backgrounds from the images and finding the specific images to use (google images is awesome). Finding a background wasn't too hard, but finding the right background out of the seven I loved was significantly harder. Using Photoshop this time around wasn't as hard because I had gotten introduced to it for the first-time last project, but I feel as though I'm not using it to its fullest potential.

The hardest challenge I believe I had to work through was trying to beat my original redesign. I wanted it to be fresh and I didn't want it to be thought of as a cheap knock-off I didn't spend a lot of time on. In a way, I feel as though most of that challenge was in my head and gnawing at me during my creative process. Nevertheless, it made me double and triple-check my design to make sure it was different and fit in with the new theme I was trying to go for. The second hardest challenge I hit was the creative block I smashed my face into. I had to pull myself away from my computer for almost a full twenty-four hours to be able to have ideas again. All I can say was that I hated every second of it and I felt like I'd never have another good idea again. My last challenge was one I couldn't overcome because despite watching a couple of videos on the topic. I couldn't replicate changing the color of my background right. They all came out weird with the saturation, hue, or lightness being off and I couldn't figure out why.

Some portions of my redesign worked significantly well, and I was very happy with how they turned out. For example, it may have just been the struggle I went through to make the gallery happen with all the cutting out backgrounds, resizing, and positioning I had to do. Not to mention not knowing what was going to go on the right side of the page for the longest time. I also really liked my decision to put "X" as the main attraction in the tile instead of Samus. The yellowish color works well with the blue-violet since they're complementary colors and it makes them pop. That's the same reason I used a white hamburger icon vs. a black one (this was a much easier decision) since it wouldn't show up on a black background.

Even though I believe my redesign was better this time around there's always room for improvement and I fell short in a couple of places. I hated how I couldn't come up with a solution to incorporate Nintendo's red color better into the redesign because it sticks out like a sore thumb. Maybe I could have replaced it like I did the toolbar or found a way to make it a

darker shade yet still have the Nintendo feel. Maybe I could have decreased the opacity and tinted it to make it seem more like an orange color. Another part I wasn't sure about was whether I should have put boxes around my pictures or text because I was afraid they'd get lost in the background. I believe I fell short with not devising a way I could have made the text clearer, the only way I thought of was moving it to a darker part of the background. Lastly, although my font is a true nod to the game and its legacy I feel like I shouldn't have used it. I'm not sure why but it doesn't sit right with me and I want to change it, but don't why I want to change it. I know how important typography is and I didn't want to make my redesign less impactful because of a poor font choice. I had the same feeling when I had the details and Gallery sections switched except, I figured out a solution to that.

Overall, I learned a multitude of cool things in this redesign and the biggest one was probably when to remove yourself from a situation so that you can look at it with fresh eyes later. That goes hand in hand with time management because if I hadn't had the time to distance myself, I wouldn't have found a solution in time to hand in the redesign. Furthermore, I should experiment more because there's no harm in trying something out to see if I like it. If I hadn't done that half of my redesign would have been different and it definitely would look more boring. By challenging myself and taking a break I was able to overcome creative stumps and learn that sometimes working as hard as you can doesn't work and you need to give your brain a break sometimes.