

# Creative Brief

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## Project Title: Minesweeper Website

### 1. Project overview

The goal of my website is to explain the premise of Minesweeper and the context behind its origins, but in a whimsical way that mimics the structure and aesthetics of the game itself.

### 2. Resources

Copy is available at [https://en.wikipedia.org/wiki/Minesweeper\\_\(video\\_game\)](https://en.wikipedia.org/wiki/Minesweeper_(video_game)), as well as some photos and additional sources. The game can also be found at <https://minesweeperonline.com/#>

### 4. Audience

Since Minesweeper is a simple game that is accessible to people of all ages, I would like my microsite to apply to a general audience as well.

### 5. Message

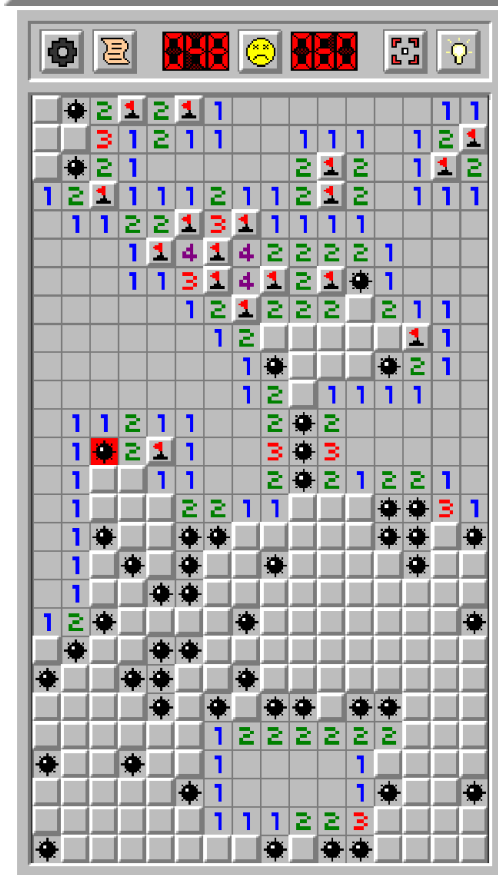
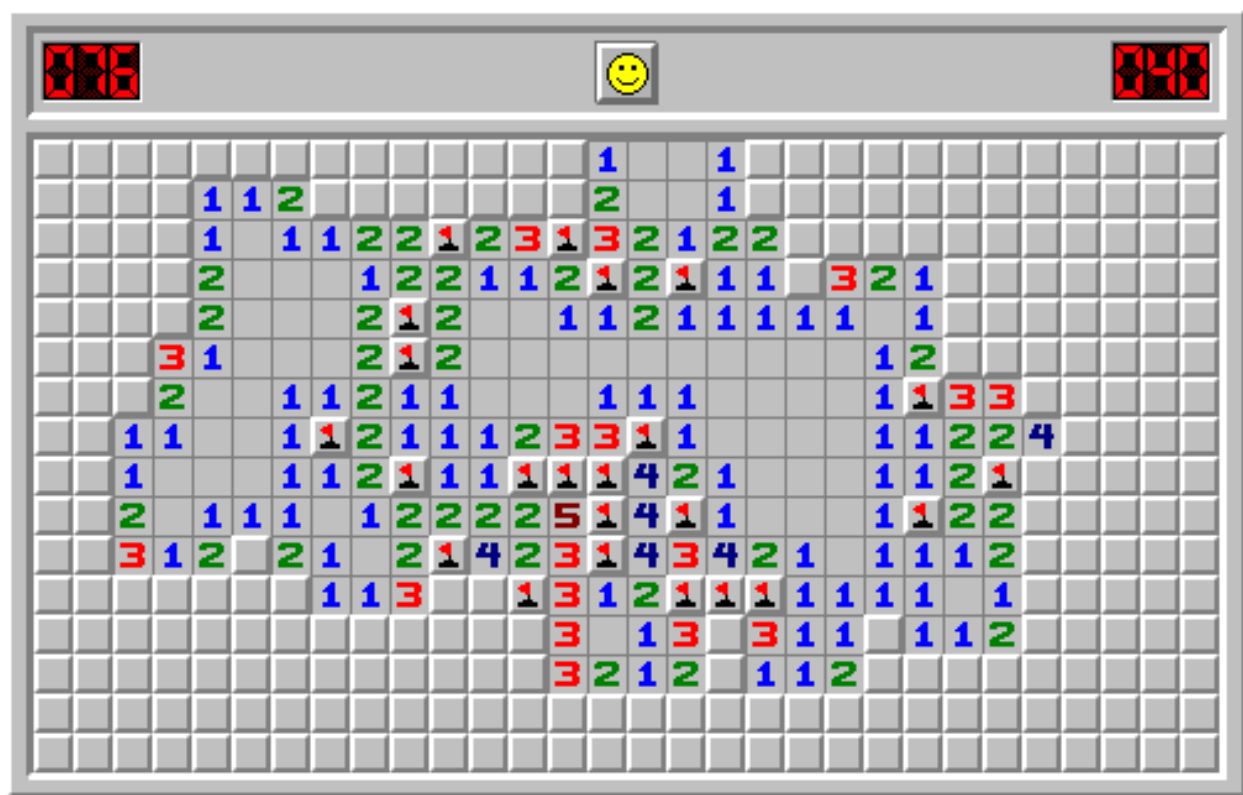
I'd like to focus on the gameplay of Minesweeper and emphasize how it continues to be fun and timeless despite its age.

### 6. Tone

The tone should be playful and whimsical, but simple and clear enough to explain the rules and code complexities in a way that can be easily understood.

### 8. Visual Style

I would like to mimic the dated yet elementary style of the game, which seems to lend itself to 8-bit or pixel art and monospaced type. It would also make sense for the site to be very geometric. Below are some screenshots of how Minesweeper looks for reference.



Death screen and mines



3D variant