

**ROCK HOLD**



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## INTRODUCTION

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*Rock Hold* created for an online role-playing game created for the chatrooms of AOL by a close friend. The game is entirely text-based, so all information about the game and its parameters must be contained within the webpage.

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## OBJECTIVES

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The site serves to act as a game manual and resource hub for individuals that currently play the game, as well as for prospective gamers.

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## TARGET AUDIENCE

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The website is mainly intended to serve current players of the game, by offering rules, parameters, and resources for game play, including maps and structural representations of the buildings within the game setting. Secondly, it serves to attract new players and offer them information the game and joining in.

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## TECHNOLOGY

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The main structure of the site utilizes HTML and CSS for its construction. Adobe Photoshop and Illustrator were used to design the graphics and adjust all illustrations created for the game itself.

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## LAYOUT AND DESIGN

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A lot of information had to be incorporated into the site with as little confusion to the user as possible, including game rules, special terms, and the myriad drawings and images used to illustrate the game mechanics.

The design itself was based on the muted colors and atmosphere of the bleak landscape in which the story of the game takes place. I tried to create a minimalist, foreboding air to the site without compromising the overall navigational ability of the user.

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## COLORS AND TYPE

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The idea for the game was to create an atmosphere of hope lost - a last frontier in a



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bleak wilds at the edge of an unknown land. I drew from this idea in creating the colors for the site - the mountains and the surrounding plains adding to the rocky, browns and beiges used in the site's design.

## SITE MAP

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### Home Page

- [RPG Information](#)
- [Hold History](#)
- [The Outpost](#)
  - [The Keep](#)
  - [Gatehouses](#)
  - [The Importing Station & Storehouse](#)
  - [Olde Engineers' Building & Grounds](#)
- [The Frontier](#)
- [Contact](#)
- [Links](#)
- [Disclaimer](#)



## SITE DESIGN

Rock Hold Home



# Rock Hold

AN AOL RPG

**RPG INFORMATION**  
**HOLD HISTORY**  
**THE OUTPOST**  
**THE FRONTIER**  
**CONTACT**  
**LINKS**  
**DISCLAIMER**

"LAY YOUR HOPES OF GRANDUIER AMONGST THE PEBBLES AND STONES,  
WITHIN THESE GATES, NO SAVIORS ARRIVE, NO LEGENDS LEAVE, AND NO HEROES DIE"

*"It rose like welt from the flatlands, a scar of stone on an already wounded land. It's jagged walls and towers cast their forboding presence for miles around, spitting back in the face of the land that didn't welcome it. Six days... six days of riding from that dotless village with only those walls of timber and stone to have you. Looking up, it was plain to see. Those men lining the walls weren't soldiers; not men trained with flags and Crests on their chests. The hunger of a mercenary was in the gaze of every one of them, knowing that death was what fed them and kept them alive. The ground was litted with broken arrows, shattered spears poking up in the lined, arid fields. And that soil... ten paces would find another piece caked together with dried blood that the rains never managed to break. The blood of the place clung.. to the earth, to the walls, to the faces of the peasants and the warriors that guarded them.*

*Passing through those doors was a double-edged blade, moving behind the walls that were strong enough to beat back the wilds of the land to stay alive, yet moving into a hold that didn't look like it was going to let you go..."*

- Recounting of Tellarin Mitre  
*Arrived in Year Forty-Seven Following Our Reckoning*  
*Vanquished on the wall in Year Forty-Nine Following Our Reckoning*

Welcome to **Rock Hold**, an online Fantasy Role-Play Game (or RPG) run through the chatrooms and message boards of America Online (AOL). The game was started through the council of a group of fellow roleplayers in order to create a game in which the atmosphere and goals were more suitable to their needs.

Feel free to look around, however, as this game is just now in its beginning stages, some links may not be active just yet. Thank you for your patience!

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