This is the homepage for the website of a fictional scientific research company called Dahlia Laboratories. It’s based on the lore of a hypothetical video game concept I created for a summer class for a game called *Cause and Effect*. It’s a non-existent, first-person. science fiction puzzle game somewhat inspired by the Portal games that uses a time travel device as a main puzzle-solving mechanic. The company is inspired by fictional companies like Aperture and Black Mesa, and it may also be a bit of a jab at real corporations like SpaceX. The backstory is that Dahlia, while developing a wearable device that would allow the user to instantly warp back and forth through time, experienced an accident that destroyed the facility and left it in ruins. The silent, genderless protagonist, a former employee, becomes suspicious of the company’s efforts to hide important details and sweep this incident under the rug, so they decide to return to ground zero alone to investigate. There, they discover a strange time rift as well as one of the time manipulation devices, and must use it to navigate the facility. I tried to make this webpage look as professional as possible, and I actually took some inspiration from the layout of SpaceX’s official website. The logo at the top was designed for an animated GIF I made for another New Media class. I tried placing it on the navigation bar, like you often see with company websites, but that proved to be too problematic. For the webpage as a whole, I went for one of those corporate minimalist design aesthetics that are popular now and which I’m personally not a fan of at all. Only one of the images I used is a generic stock photo. All the others have comments indicating what they really are. Note that the buttons and links aren’t broken; they just don’t do anything.