

Colour palette and rationale:

I at first wanted to go for a paint like vibe which stayed on the homepage however due to constraints/issues dealing with the images I pivoted to try to keep an art like vibe while not having to include a paint splash, in short it was to keep the site bright and colorful. I chose icons I felt represented the category/section of the page and matched the color to suit that section to the icon to keep cohesion. 3d part got a deep blue, 2d got a bright poppy yellow, games page got a bold red matching some of the darker themes in some of the games and extra page got a light blue. In the end the colour palette consisted of bright solid colour of blue, red, yellow and a light blue, there was a splash of colours on the homepage which were still bright. I did this to make the site pop more still leaving large white areas to not overwhelm or make the text unreadable.

Font choices and justification:

For titles or important headings, I chose Impact, Haettenschweiler, 'Arial Narrow Bold' font. This font was chosen as it offered a dark bold appearance which made sure to be easily read and keep the sense of priority of it being a heading or important part of the text. In the main body information, I used the 'Franklin Gothic Medium', 'Arial Narrow', Arial font as it maintained cohesion with the Impact font while preventing visual clutter and maintaining distinctiveness. The aim was to keep consistency and clarity in the text.

Layout grid and structure:

The desktop layout had a big header with a splash of paint image behind which captured the eye upon opening the site. Below the header there is a row of icons which served to easily navigate to each area of the page.

Underneath was an image of myself alongside some information about me with a row of various forms of contact to me. Each page's format consisted of a title introducing the backstory alongside an image and explanation side by side in a grid layout. There was an exception made for the art page due to more than one image being used.

In the mobile edition a responsive design was used to accommodate smaller screens. An example is the homepage, the row of icons was transformed into a single column arrangement, maintaining cohesion while adapting to vertical orientation of mobile devices. Across the pages I put the backstory and text above the image to keep it from cluttering with only the homepage having a flipped text with image position. This layout kept consistency across the site, which enhanced user accessibility across devices.

Navigation design and user flow:

I implemented distinct icons representing each page of the site because of their clarity and easy recognition. I used user testing via my friends, and they had no issues in navigation. I used different colors for links to external games and websites I made. This ensured that there was the least confusion i could have throughout the site.

Accessibility considerations (e.g., colour contrast, alternative text):

I made efforts to address accessibility issues with the use of image alt descriptions for potential visually impaired users, however those descriptions are very basic and only offer a brief description. I also used colours of red and light blue which may not be the best considering colour-blind users, they may not be able to clearly see those sections. In the end I believe there were areas where I could have done more to accommodate users with such issues.

Semantic HTML usage and its benefits:

In hindsight I didn't use semantic HTML to its fullest in developing my website, it could have been helpful in making the structure and format of the content. Its benefits are the ability to organize the content in a logical section and giving clear structure.

Compliance with web development standards (e.g., W3C standards):

I ran the CSS validator with no issues showing up however during HTML validation there were few minor issues flagged. They were mostly to do with naming and spacing issues in the image section or using a percentage for making the size of an image. The issues weren't major and some weren't even issues just things flagged down; in the end I believe my coding practices were in line with the needed standards.