Css - 2nd generation games

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What I think

For second generation games the style of the page is pretty simple and intuitive.
Therefore i would take as an example two of the games that for me are the most significant in this period:

- Space invaders (1978)
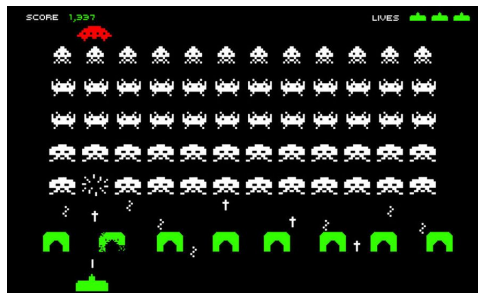
- Pac Man (1980)

Figure 1: Space invaders

Not much different from the first html template. I would add some color.

Figure 2: Pacman

The fact is that there aren't actually significant changes to be made but i came up with a couple ideas on how we could make the pages more interesting.

Ideas

Since these games aren't that sophisticated I found some replicas that can be played online. Maybe we could embed the game on the site so the user could try the gaming experience himself. Per example:

Space Invaders - Minigiochi.it

Pacman - Crazygames.com

There is a code that can be implemented in the website easily I guess. Here is the code for Pacman.

Music

In my opinion music can be very interesting and also very annoying at the same time. So I thought about sound effects whenever the user "hovers" a section. Would it be too much ? Maybe we could make sure that the user knows that there is a music feature and then it's just up to him to play it or not.

Color scheme - Fonts - Index Style

So for the color scheme I thought about making a quick research and i found out that in the '80s they had questionable taste.
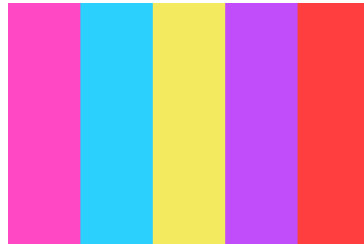

Figure 3: Color palette '80s

Since our website is about video games we could keep a black background and use these colors to make contrast. We could keep it simple and use just one-two colors but I think it could be nice if each page has the option to apply a color palette taken from the game (If this is not complicating that much the work you have to do I think it's a good idea. If not it's up to you guys).

Fonts

The font from the template fits well.

Index style

The actual index style it's okay as it is.