Final Report

1. I’m most proud of the hover overlays on the game thumbnails, it took me a little time to figure those out. With more time I’d include some more animations on hovering over the thumbnails. I’d also add different effects to some of the hero images rather than applying the same effects on all of them.
2. The first critique I received was that the images on the About page were super large on large screens and required too much scrolling. To fix this I adjusted the max-width and max-height so the photos couldn’t get too big. The second critique was that the logo in the header was a clickable link that didn’t go anywhere, so I made sure to link it to the index page. Lastly, I got some comments on grammar that I went around and fixed. I also added a page so that features that aren’t yet implemented weren’t dead ends and useless links, instead, they link to a page that tells the user that they aren’t finished yet.
3. In the main.js file, I added an alertPlaceholder, so when you submit your email in the footer input section it gives the user a confirmation message.
4. I chose to add a margin around the hero images and banners because on large screens they seemed very overwhelming. Another design decision I made was to keep the footer the same on smaller screens but allow the input section and the information above to stretch above the contact and socials.
5. The first issue I experienced was when styling the hero images. Figuring out how to center the content took some time, and finding an overlay that looked flattering across the website also took some experimentation. A major issue I encountered was styling the dropdown menu for the game page, I wanted it to be obvious that they were clickable so I kept the arrow icon but I would have liked to see the dropdown box be more responsive and adjust to screen size changes.