

When making my page I made sure to keep the C.R.A.P. concepts of design in mind. The acronym stands for Contrast, Repetition, Alignment and Proximity. Contrast refers to how the elements are balanced out, ideally, a good contrast allows for one to read a web page, and have their eyes be able to flow from each element of the page, to another, without users being confused. In other words, elements should be very different to avoid confusion. Repetition refers to repeating style throughout a page in order to give a sense of consistency. Alignment refers to how everything is aligned on a page, everything should be connected to something, and not out of place. Finally proximity refers the spacing between elements that are different, and elements that are the same are grouped together.

Starting with Contrast. On my page I chose a darker colour palette that had at least one colour from each of the characters to help represent them. From there I chose a white font for text to make it stand out from the background. The white text and dark background helped draw attention to the text, but the large image of each character also allows for a good flow. Contrast was the hardest element to keep in mind when designing the page.

Repetition was an easy element to work around. The first idea I had was to have all three pages follow the same layout, this was to give a consistent feel and avoid confusion. Then along all the pages I followed the same flow. The header was the character's personal sigil, then a smaller header that acted as a navigation tool bar to each page. From there it went clock to current time, a portrait of the character and then the text that described who the character was, their playstyle, move set and tool kit, how I as a player use them and then finally their pros and cons. After that I created a series of youtube videos, one for each character and embedded them into the page. Finally, just below that I have a scrolling image gallery that cycles through images every couple seconds.

Alignment, my goal for this concept was centered. I always find that things look more fluid or more organised when everything is centred or anchored to the center of the page. So I made sure to try and keep it like that for everything and try to keep an overall balance for that weighted center which I believe I have achieved through the use of my layout.

Proximity was tricky concept to work around. I made sure to try and keep everything similar together, and the different things apart. I kept all the text together as that I wanted to be a single read, but to help keep things exciting, I have a static portrait on the left side, but it doesn't disrupt the text. Under the text I have the video I made for that character, and then finally the scrolling image gallery that features two pictures for each character I play.

In the end, I believe I followed the CRAP principles very well, as I made sure to keep them in mind as I made my page. Using CRAP made making this website not only easier in terms of planning but also more enjoyable, trying to keep things more exciting and popping, whilst following these guidelines.