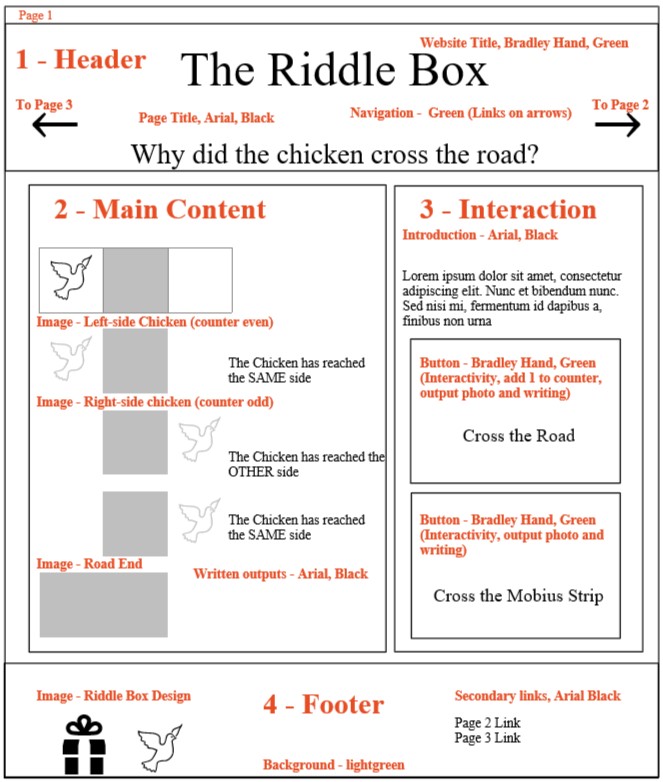
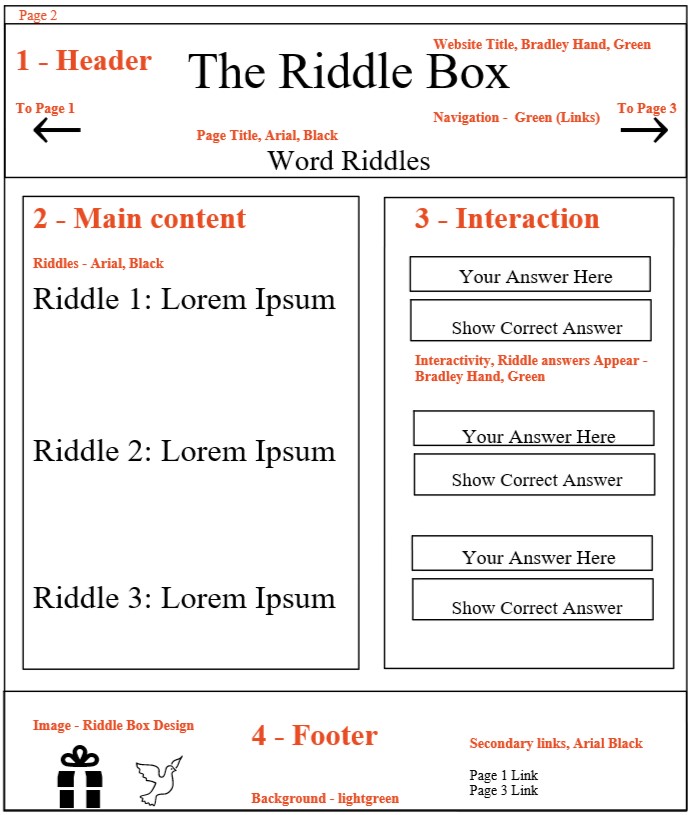
A Green Glass Door … To pass through it you must bring a gift. What will you bring?

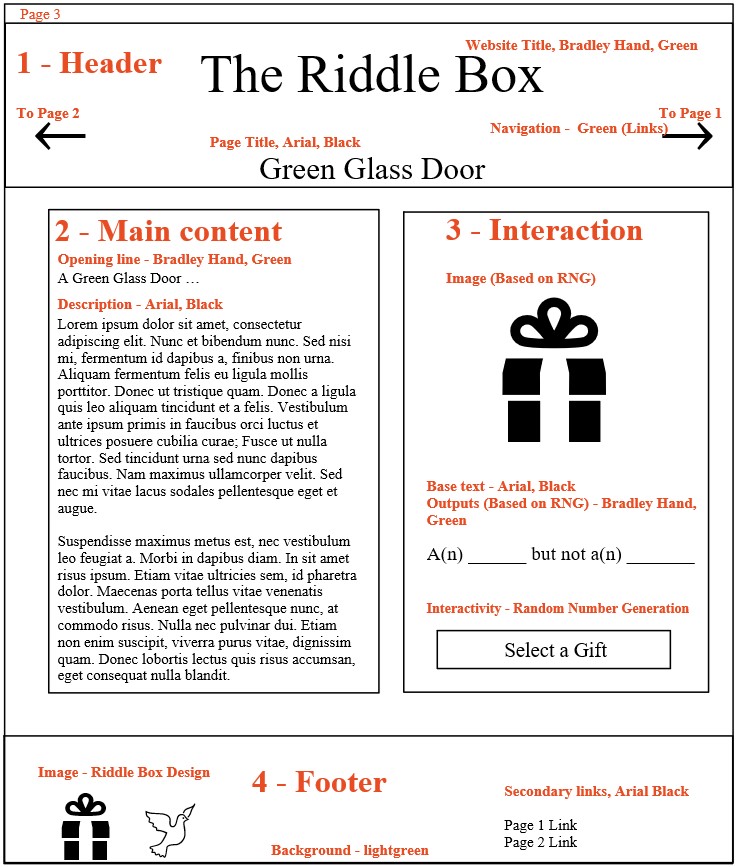
In the Green Glass Door game, an individual chooses a specific pattern or rule, and participants then take turns naming items which they believe adhere to the “rule”. In the initial, namesake version, the rule is that each gift must contain consecutive double letters, and this is indicated by the fact that the words Green, Glass, and Door, contain a double “e”, a double “s”, and a double “o” respectively. Participants’ responses must utilize the following format: “I am bringing *this* but not *that”*, where the first item listed follows the rule while a second, similar item listed is not acceptable according to the rule. On this webpage, the same format is followed. That is, the first words in each pairing (Alligator, Apple, Book, Cartoon, Glitter, Mitten, Parallelogram, Puzzle, Slipper, and Tool) each contain double letters, while their corresponding second words (Crocodile, Fruit, Novel, Animation, Sparkle, Glove, Quadrilateral, Jigsaw, Shoe, and Utensil) have no consecutive repeated letters.

Green Glass Door is most commonly played by children – it is easy to implement in an elementary school classroom, and my sisters and I often played the game during long car rides. Simple rules, such as three-letter objects or red items, might not provide a challenge for older audiences, but the game can nonetheless be tailored to any age group. Rules relating to ten-letter objects, palindromes, or items that existed before the 20th century, for example, might not be guessed immediately even by older players. Other ways to make the game more challenging and engaging could include setting a time limit for participants to think of responses, combining two or three rules and requiring all conditions to be met for a response to be accepted, or including restrictive conditions (such as disallowing responses that contain the letter “e”).

187 more words (use for page 1, chicken). Delete this page before submitting

Wireframe Mockup





Site Design Explanation

In designing this site, creating cohesive and well-organized webpages was a priority. I chose to implement a monochromatic colour scheme, so that there would be a sense of unity on individual webpages and across the website as a whole. Specifically, I used shades of green throughout the website because the vibrant and energetic feeling of the greens reflected the lightheartedness and fun within the site content. To further unify the website, I looked for opportunities to use repetition in my work. Each webpage utilizes a similar structure, with identical headers and footers apart from the specific links referenced. While the body of each website contains different content, repetition is also present there – with general content positioned on the left-hand side of the webpages and more interactive elements positioned on the right-hand side. Individual pages, meanwhile, combine repetition of elements with intentional alignment, grouping similar items together to achieve this unity. For example, images on the first page are vertically stacked such that elements within an image line up with those of previous and subsequent images, and the second page has text boxes and buttons grouped together according to the riddle they pertain to.

307 more words