**web Development – Final Website**

Name: Stefan Allen

Id: 22135474

Type: Report

Location: intweb.bucks.ac.uk/

https://intweb.bucks.ac.uk/~22135474/Website%20Main/

Wireframe

Diagram, calendar

Description automatically generated

Report – 1000 words

Overview

My website I chose to do a game website where the user could look through the different games also the platform, they run on they have chosen to change its look through the latest releases or games they are currently available on the market, My website will have the main navbar, images, main content, and a footer, I will also choose to do some elements in JS, for example, the slideshow.

The websites main purpose is to show the user different games that are available on the market, they will be able to see the prices and the game, it would also have a way for the user to be able to see where they could buy the game from as we wouldn’t sell it just a showcase for the game, if this game wiki was to go out to the real market we could work with different company’s and get a fee for each sale, it could also have google ads running on it to have a way to generate income without charging the game suppliers.

Design

Nav Bar – this navbar will be fully working on any mobile or display size, if it goes to a mobile device it will shrink and only have the logo and a menu bar but on desktop, it will have all of the features, each button on the navbar will fully work and go to another base for ease of use for the end-user, for the menu button they can click it and it will come up with the elements that were hidden.

Desktop Navbar



Mobile Navbar



A screenshot of a video game

Description automatically generatedSlideshow – The slideshow will be used to switch to different images and will be a way to advertise to the user showing them the newest features and promotions that are available, The slideshow will use HTML, CSS, and JS this will mean that you can control the elements and the switching between the images that are shown with dots under showing what page the user is currently on.

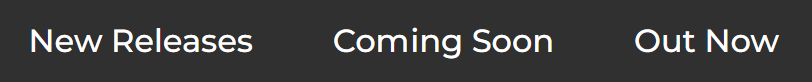
Game grid – the game grid will be where the user can view the game and where they can have a link built in to be able to buy the games and the prices that it will cost to buy them when the user first loads up the website it will just show the game but when they hover over it they get to show the prices, game name and can click it to buy the game.

Graphical user interface, website

Description automatically generated

Platform and game release bar – This will be used to make sure that user is looking at the correct section that they want for example If they have an Xbox they can search can only get Xbox games making sure they don’t buy it for the wrong platform, it will also be a way for the user to see the games that are coming out in the future and maybe place a pre-order or see the new game they may not have even thought of getting before.





Footer – The footer Is very simple at the moment but it could be added with the different web pages in the future or it could have a social media link but it's not needed at the moment on the website, the footer that is currently being used is simple can just a basic descript of the game and the logo for the user to back to the main page, It could also be a place to put copyright or other rights to protect the website or company.

Graphical user interface, text

Description automatically generated with medium confidence

Report

My website is built around users being able to view games all in one place, the benefit of doing this is that the possibilities are endless as you could have the users click on the grid and be show a full description of the game also they can find new games they haven’t even heard before, if this product was going into a real-life market you design it to have an algorithm feature where the user would select specific games they are interested in and show them games around the genre this would make for the best user experience but extremely complicated.

The website wasn’t intended to be an alternative to buying from a traditional game seller but a way to work with them to be able to sell their games or the one that is at the best prices and take a small fee for purchase through them which would benefit both our website and there’s.

The main goal of the website was to be a user friendly as possible which means it should have a high user attention rate-making have a future as a website as the main thing is to meet the needs of the user which I feel I have done, allowing the user to switch what platform, releases, game out now and more all leads to the user being able to explore the range of games that are on offer throughout the site.

Mobile was also important for this game as a lot of people shop on their phone and it must look the same on mobile and ion desktop view which I feel I have achieved, when going into the mobile view the navbar will shrink and the website page will split to only having 2 games at a time rather than 4 which make it easy to read and the text doesn’t become too small

For this website I used black box testing throughout and at the end to show that the website fully functions, for example, being able to go between web pages, buttons working and pages loading which all ended up working in the end although I did run into a few issues along the way.

When I first built the website I didn’t even think about the mobile view, I designed it in desktop view thinking it would just work in mobile but it did so I had a dilemma of whether or not to restart that website or to use packages like bootstrap, I chose to restart which I fell was the current design as I learned about HTML, CSS and JS a lot more then I would of in the previous website also very happy with where I’m at and the website that I was able to produce.

Conclusion

My conclusion is that although I did have to restart and rethink my website and how it works in mobile view I learn a hell of a lot about the different languages and happy with the progress that I made and the final website that was produced, I’m very happy that I was able to do this as it shows how I would make a website in the future but may look into using stuff like react that could become the new industry standard.

**Anon**

(2022) *Youtube.com*. Available at: https://www.youtube.com/watch?v=PwWHL3RyQgk (Accessed: 31 January 2022).

### W3Schools online HTML editor

#### *W3Schools online HTML editor* (2022). Available at: https://www.w3schools.com/howto/tryit.asp?filename=tryhow\_js\_slideshow (Accessed: 31 January 2022).

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#### *W3Schools online HTML editor* (2022). Available at: https://www.w3schools.com/tags/tryit.asp?filename=tryhtml5\_footer (Accessed: 31 January 2022).

**Game**

#### Game.co.uk (2022). Available at: <https://www.game.co.uk/> (Accessed: 31 January 2022).

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#### *W3Schools online HTML editor* (2022). Available at: https://www.w3schools.com/tags/tryit.asp?filename=tryhtml\_button\_test (Accessed: 31 January 2022).