Belal Elhalles – 202011235

CIS201

“Video Game Store”

Video Game Store

* My project is a Video Games store that sells different video games and potentially consoles on different platforms. It has a Home Page, About Me page, Contact Us page, and the products page which branches into three different pages.

The color scheme:

|  |  |  |
| --- | --- | --- |
| Color | Hexadecimal Value | Used For |
|  | #000000 | Font |
|  | #FF9300 | Buttons |
|  | #6BB4FD #124272 | Background |
|  | #FFFFFF | Heading |

The font used is yet to be chosen.

The hierarchy of the website goes as follows:

**Index.html**

**About\_me.html**

**Products.html**

**Contact\_us.html**

**XBOX.html**

**Nintendo.html**

**Playstation.html**

**Pages**

Initial design for the home page:

Graphical user interface, website

Description automatically generated

About Me:

My name is Belal Halees, I’m a second-year Network Engineer bachelor student at Al-Yamamah University. I have a background in Object-Oriented Programming, Python and Web Development. I consider myself a gamer, I’ve been playing video games since 2008. I’m interested in all kinds of arts such as TV shows, video games, music, etc. I’m a fast learner and an intellectual.

List of achievements:

1. Java Oracle Certification
2. Google IT Automation with Python
3. Developed a visual novel game with a team using: HTML-CSS-JS
4. Experience in university courses tutoring

Education:

Current Bachelors Network Engineer in Al-Yamamah University

Transcript:

|  |  |  |
| --- | --- | --- |
| Course name | Course ID | Description |
| Programming 1 | CIS103 | **In this course students will learn the basics of Java language.** |
| Programming 2 | CIS104 | **This course gives a thorough grounding in the basics of Object Oriented design and programming.** |
| Web Design | CIS201 | **This course introduces basic concepts of the Internet and World-Wide Web.** |
| Database | ISY221 | **This course is intended to give students a solid background in database systems** |
| Data structure | CIS202 | **Object-oriented modeling techniques for analysis and design.** |
| Intro to Software Eng | SWE202 | **Topics include software project management, software life cycle, software specifications, and software maintenance.** |

Graphical user interface, text

Description automatically generated with medium confidence