**Team Cherry Website Redesign**

This project redesigns the indie game development studio, Team Cherry’s, website. I expanded the website’s size and made it easier to read for those who have poor eyesight by enlarging the font size and the logo sizes on the website. I also provided background images so as to make the website more appealing to others and I felt that their main website, while clean, lacked the visuals to promote their games. In addition, I sorted some of their existing information and put them into pages that I thought were more fitting that classified them, while changing the format of how the content was displayed as well.

**Design Process**

I chose to redesign this website for those who have less than ideal eyesight and those who work in front of screens for long hours. I, personally, after a long day of looking at my screen, prefer to not look at a plain white screen that hurts/ strains my eyes. It is extremely unpleasant to be looking at a pure white screen that has its brightness turned up as it burns one’s retinas and harms them. In order to combat this, I initially opted to make the website background a dull colour like black or grey, akin to dark mode on certain websites, however, I felt that it just made the website’s design dull, so instead, I used a yellow-ish white colour as it can help with the problem stated above by a major amount despite it being mostly on the same colour palette and it made the website look pretty great.

**Features**

**Existing Features**

* Navigation Bar – Allows users to navigate the website easily and swap pages
* Multi-device Layout – The Website looks good on any device and allows for good readability on the go with a phone or at home on a desktop or laptop
* Easy to understand usage – Simple design helps to streamline thought processes and makes the website easy to use

**Features to be implemented**

* Clickable links that bring you to the merchandise store
* More webpages that help develop interest the existing and future games

**Technology Used**

* Visual Studio Code
  + Project uses VS Code for code editing and management
  + <https://code.visualstudio.com/>
* HTML5
  + Used for the website layout and main code
  + <https://developer.mozilla.org/en-US/docs/Web/HTML>
* CSS
  + Used to flesh out the website groundwork that the HTML code laid out
  + <https://developer.mozilla.org/en-US/docs/Web/CSS>
* JavaScript
  + God if I know

**Testing**

1. Navigation Bar
   1. Open up the website
   2. Click on the ‘Team Cherry Games’ button
   3. It should bring you to the Main Page of the website
   4. Repeat step b with the other two buttons and ensure it is mapped to the associated page

The project is able to react to different screen sizes and has different formats when used on smaller screen sizes and larger screen sizes. On smaller screen sizes, the website follows a more column like structure to present its content, while on the other hand, on the larger screen size, the website uses a more landscape presentation style to present the same information.

Problems that were encountered during development were problems with flexbox sizing and with the flex-direction command, responsive images and image sizing were also troublesome for a while but all got solved eventually.

**Credits**

**Content**

All content involving descriptions, names and prices were taken from

* <https://www.teamcherry.com.au/>
* <https://www.fangamer.com/collections/hollow-knight>

**Media**

* All photos used in the Home page section were take from
  + <https://4.bp.blogspot.com/-YkKjhpDqzFg/WMyHK19YYPI/AAAAAAAAWWE/7GgJwtlmTIoljF5w65Mtpp70BQBaQUepQCLcB/s1600/TEAMCHERRY-LOGO.png> (Team Cherry Logo)
  + <https://wallpaperwaifu.com/wp-content/uploads/2020/03/hollow-knight-voidheart-thumb-1500x844.jpg> (Hollow Knight section Background)
  + <https://1.bp.blogspot.com/-a6D96LSIN48/X-3CTecKMPI/AAAAAAAAK-k/pnEApUINJM8l-q54U0TbqrWmiOIlEMWbgCNcBGAsYHQ/s1200/Hollow%2BKnight.jpg> (SilkSong Background)
* All photos used in the merchandise section were taken from
  + <https://www.fangamer.com/collections/hollow-knight>
* All photos used in the about section were taken from
  + <https://tse2.explicit.bing.net/th?id=OIP.R6fpqxYyS83GW-h4k0JR1gAAAA&pid=Api&P=0&w=300&h=300> (Ari Gibson)
  + <https://tse3.mm.bing.net/th?id=OIP.E9etBqv-P0ddqRizNKKjBgAAAA&pid=Api&P=0&w=300&h=300> (William Pellen)
  + <https://tse3.mm.bing.net/th?id=OIP.ufC-TN592-Kwe0Wj9ysWAAAAAA&pid=Api&P=0&w=300&h=300> (Jack Vine)

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