For my final project, I'm thinking of making a website that involves vintage video games, whether that's a mini virtual museum of sorts, a parody of vintage game stores, or anything of the sort. Regardless, I want this final project website to be something related to old video games (anything pre-2010 since that's what's considered old/retro/vintage games now). Design-wise, I'm thinking of the website having the layout of an online storefront, with a semantic structure using either grid or flex (depending on what I find easier to use) to build the layout. The layout from top to bottom will be: header (possibly an image or text), a horizontal navigation bar, a sidebar and content bar (sharing the same row), and a footer at the very bottom. I will also contain everything inside of a container for the background to be able to be seen. Animation wise, I'm thinking of using JavaScript (either a connected JS file or using jQuery) as well as some CSS to animate parts of the website. I'd like for images/text that lead to other pages to rotate/slightly spin, whether they're images, text, or even the entire div box, as long as the user hovers over them. Finally for non-interactive animation, the website could have a changing background color-wise and I'd like for the movement of things such as the header to either move left to right or rotate the header to spin slightly.

Besides the animations for hovering, I plan on using small bits of interactivity spread throughout the sites. When it comes to hovering over the nav bar, the color could change between two solid colors, and hovering over images that are in div boxes could also do the same with their background colors. Using JS/jQuery, I'd like to add some features like being able to make text appear giving information about certain games/consoles when clicked on, possibly through buttons. With the p5.js library, I could also possibly create some aesthetic things such as possibly moving circles at the bottom of the page that can change color via user clicks for a bit of fun. Finally but not least, I hope to allow the user to play pre-loaded music using the HTML

audio buttons (and if I can figure it out, possibly see if I can have it play throughout the entire site until the user pauses it themselves or changes the track).