**Regular Guy Reviews Website**

<https://christianrogers.github.io/wdd130/reviews/>

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On my new website, “Regular Guy Reviews”, I take on the perspective of the common man when reviewing video games. Nowadays, most video game reviews on the internet are either generated by artificial intelligence or done by professionals who are paid to review a product and often don’t share the values of the average gamer. I don’t have top-tier gaming equipment or limitless funds to spend on games, thus I'm careful when deciding which games to buy. Along with showing the skills I have learned in HTML and CSS, the goal of my website is to provide accurate and relevant reviews to my target audience, the average gamer with similar resources.

My original aim with the site’s design was to keep it relatively minimalistic so as not to detract from the actual review content. The original wireframes were almost entirely just blocks of text centered in the middle of the page, with photos either directly above or below them. After submitting the wireframes, I received some feedback that my page designs were bland and too similar to one another. I still wanted my design to be relatively uncomplicated to look at, but I also wanted to show that I’ve learned something in WDD130, that my website required effort, and I can do some of the more complex things in CSS. The final design of the website integrates aspects of both of my concerns. The website still looks generally simple and minimalist, but there are a couple of elements on the site that show proficiency with grids and other CSS properties.

Partway through coding the CSS, I decided to include some basic JavaScript code to make the site more fun to interact with. For one of our in-class assignments, I added a picture slideshow to my website’s main page. I enjoyed doing that, so I also added a feature where if you click or hover on certain pictures on the review pages, it will play a sound and move. On the Sonic Adventure review page, you can hover over the character’s photos and hear my thoughts on their gameplay. That was difficult to get working, especially on mobile devices, but I’m proud of the result.