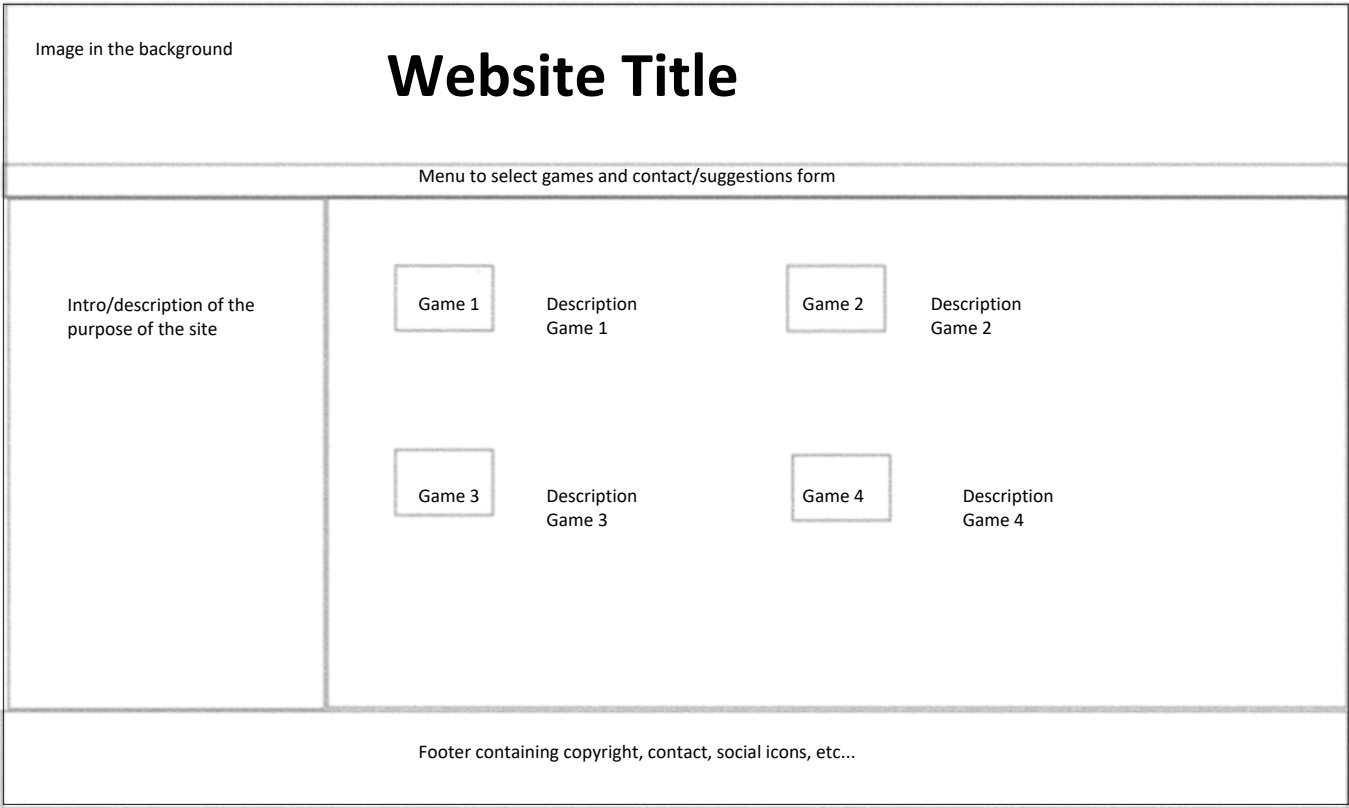The format of the web page will be the same across all pages.

Home Page:
The header will contain the site name and the current page. Possible just the site name. The nav bar will contain links to the various games and also a link to the contact us form

The section to the left of the page will have the intro/description of the site on the home page.

The main section will contain a menu of the available games with a 1-2 line description of the game.

The footer will contain copyright, contact, social icons, etc...

Image in the background

Website Title

Menu to select games and contact/suggestions form

Intro/description of the purpose of the site

| Game 1 | Description Game 1 | Game 2 | Description Game 2 |
| Game 3 | Description Game 3 | Game 4 | Description Game 4 |

Footer containing copyright, contact, social icons, etc...

Game Page:
The header will contain the site name and the game name. The navigation bar will contain links to the various games and also a link to the contact us form

The section to the left of the page will have the description of the game and the rules/instruction on how to play. Depending on timing, I may provide a link to display the current game code

The main section will contain the game area. This is where all interactions related to the game will take place. Depending on the game, this may be further subdivided.

The footer will contain copyright, contact, social icons, etc...

Image in the background

Website Title - Game Name

Menu to select games and contact/suggestions form

Area to provide description of the game and the rules/instruction on how to play. Potential Games:
- Last Man Standing
- Break the Code
- Memory
- Minesweeper

May also look at a See the Code Button to display the game code, possible via github API

Game Area

Footer containing copyright, contact, social icons, etc...

Brief Description of Potential Games
- Last Man standing:
  ○ based on the Josephus Problem*.
- Break the Code:
  ○ based on the Mastermind board Game
- Memory:
  ○ match pairs
- Minesweeper:
  ○ find the mines by clicking the empty spaces

Contact/Suggestions
I intend on providing a contact form which will be in the form of a modal, and use the Emailjs API to invite game suggestions.

Colour Schemes:
Scheme 1 (dark):
- #363635
- #2e86ab
- #f6f5ae
- #f5f749
- #f24236
Scheme 2 (bright):
- #d9e5d6
- #00a7e1
- #eddea4
- #f7a072
- #ff9b42
Scheme 3 (colourful):
- #006ba6
- #0496ff
- #ffbc42
- #d81159
- #8f2d56

NB: Look at colour blindness for games

Games:
- **Last Man Standing:**
Story has it that a group of soldiers were trapped in their city (or cave depending on the source), and they didn't want to suffer the disgrace of being captured by the enemy. They decided that they would kill themselves, however, this was against their religion. So they decided to stand in a circle, and they would kill the soldier to their left. One of the soldiers didn't want to die and thought he'd have a better chance of escaping on his own. The dilemma he was faced with was which position should he stand in to be the last one? I plan to generate a random number to determine the size of the group. The player will be asked to select their starting position, and see if they are the last person standing. I came across this problem on the SoloLearn app, and the python code I came up with is my own. I am going to re-write this in JS for this project.
- **Break the Code:**
I remember this board game from my child hood. The game starts with 1 player choosing a code of 4 colours, using pegs, and player 2 has to decipher the code. Player 2 would make their suggestion, and player 1 would advise if they had any colours right, and if any of the colours were in the right position. There was a limited amount of turns for player 2 to guess. I intend on writing this myself, but this depends on the time required.
- **Memory:**
Based on the matching pairs game. The player will click on a tile and try find the matching tile. There could be 2 game modes, count the turns taken, or limit the turns allowed