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Fun Website / Mini-Game

SET08101 - Web Technologies

Fun Website

Link to my fun website has been added below.

<https://daniel109012.github.io/set08801/Project/Index.html>

Applications Used to complete the project:

Visual Studio Code:

Also known as VScode, this application made the process of the project easier to manager through the coding and the website. What made the management simpler is that as the code was being implemented the live process of the website taking place could be seen. The VSCode has was configured to automatically save the changes done to the HTML, CSS and JS files, this also has the capability of live viewing the changes once the live server plugin has been installed for the process. When using the application, the option to go live was selected to work on the project without having to reload every time that I wanted to see a change made.

Web Browser:

To see the website taking place I mostly used Chrome to follow the process of making the fun website, at times the Edge browser was also utilized to see if there was any difference in the display of the site.

The web browser on the cell phone was also utilized to see if any changes were required as the screen changes according to the size of the device. The web site needed to first be deployed to be able to use the mobile device to follow the process according to what was being implemented. The screen could also be resized on the computer to verify the changes according to the device, but it made it more effective to see if anything else was required which was also done on the browser.

GitHub Desktop App

The Website was distributed using the GitHub Pages on the browser, but the GitHub application was used to update the changes done on the Visual Studio Code App. Whenever I needed to see a change on the mobile device, I had to commit the change on the application and push the changes so that the updates could be updated on the GitHub Pages. This in turn allowed me to see what was being distributed.

Description

The website that I created is not complicated as I initially thought it would be when I started. This site is composed of four pages I which each one describes a topic and helps the users to find and start a new lifestyle. The first page home or Index.html mostly describes how the other pages can help and why it would be good the people to start the journey.

The first page does not contain a header instead it has a navigation bar at the top to help the users navigate to the other pages. It also contains three images that can be clicked on or pressed (in case of a mobile device) to direct the user to the pages labelled according to the topic.

Initially I thought of creating the main page composed of only images to which the user can be redirected to the page or topic the were interested in. I then thought of adding the navigation bar on the top this was decided while hovering through the website as it made it easier.

I decided to summarize what the website was about and to talk about the three main exercises which I think most people should get involved with. I know for most of us it is difficult to try and start or even continue a healthy lifestyle, but it gives a variety of different exercises.

This was supposed to have a grid layout and at the very top it would have the images of the type of training they would talk about. Under this it would have the images of the exercises but then I decided to just include the main images.

The other webpages are styled with an external CSS file while the Index page has the style section in the head section of the page. The majority of the time that I spent on styling these pages was trying to get the side navigation section to minimize on click while utilizing the mobile device. I couldn’t get it to be as I had imagined but I almost works as how I wanted it.

The side navigation bar has been set up as bookmarks which can take the user to the specific topic that they are interested in. I implemented this on the Weight training page as it describes on how to perform the exercises or movements. Each of these bookmarks could have had a drop-down section that could take the user to the specific exercise which are listed in the web page. For each body part in this page, I included three or two of which I think are the main or important exercises but could include some other isolation movements.

The top navigation bar I would have like to make it so that it could minimize into a drawer almost like the side navigation bar while using the mobile device. The Cardio page and the Calisthenics page kept the concept of the navigation bar but do not include any bookmarks as the pages don’t have any specific body part to which it concentrates on.

The footer was also not included as it would only be displayed as a layout as no information was to be added to it, although the icons for instance the Facebook, or Instagram could have been added to it.

Mini / Fun Game

The Mini Game was somewhat interesting for me but would like to learn more about it as I once would have like to be able to create video games. This has opened a new understanding, and one could say door for me as I felt like I enjoyed making it.

The concept of the mini game is based on the classic games the Match Card Game and Super Mario World which most of us grew playing. The sound the images and even the background implemented to the game brings up memories about playing the actual video game.

The background of the page / Game is the concept of the Yoshi’s Island vibrant and colourful I would say, this also bring the scenario of the game. The cards are displayed on a board in which the cards are played. The cards are represented by the misery boxes with the question mark, when punched gave a surprise, in this case it shows a character on the other side when clicked on. On the bottom of the page, I included a button named home which can take the user to the main page of the website.

When the page for the mini game loads it displays a layout “Click to Start” when the user clicks on the page or taps on the mobile device the game takes approximately two seconds to start the game. The Cards are displayed for about one second, if the user has a fast eye and good memory they can match the cards easily. Once the game has started the audio also starts which may remind the user of the actual video game, upon reaching twenty seconds the tranquil sounds stops and a fast passed audio starts indicating to the user that the time is running out. When the timer reaches zero this fast passed sound stops and a game over message is displayed along with an audio sound indicating that the game is over, and the user failed. On the other hand, if the user completes the card matches a Victory message is displayed and a victory sound it played.

On the top of the board, it shows the time running out and a tracker indicating the number of times that the matching has been attempted.

The fonts are based on the actual video game as well, this is displayed on the heading and on the Messages. The score board show the same font as the video game scoreboard.

There are several things that I would like to have the game to include such as a highest score marker, but this would need a difficulty measure which I would have liked to include but may have needed to do more research.

The difficulty may probably be that the time run out faster or the number of cards increased which would have made the game much interesting.

Besides the coding being challenging un the CSS and JavaScript I would still like to learn more about the HTML part as it may appear to be easy at first site but requires more practice as it may include things that make it challenging.