Report for Web Design.

By Daniyar Nazarbayev.

Concept

My website is about video games. To be more precise, it categorizes them.

So far, I have broken them down into developer, publisher, year, country, game engine and franchise.

Information was gathered through wikipedia:

https://en.wikipedia.org/wiki/List_of_video_game_developers

I personally went through the list and handpicked about 100 companies (that I know) and made an excel sheet (though it is not entirely finished).

	A	B	C	D	E	F	G	H
1	**Name**	**Founded**	**Defunct**	**City**	**State**	**Country**	**Games**	**Genre**
2	4A Games	2005		Kiev		Ukraine	Metro	Survival Horror
3	ArenaNet	2000		Bellevue	Washington	USA	Guild Wars	
4	Avalanche Studios	2003		Stockholm		Sweden	Just Cause	
5	Bethesda Softworks	1986		Rockville	Maryland	USA		
6	Big Huge Games	2000		Timonium	Maryland	USA	Rise of Nations	
7	Bioware	1995		Edmonton	Alberta	Canada	Baldurs Gate Mass Effect Dragon Age Knights of the Old Republic Neverwinter Nights	RPG
8	Black Isle Studios	1996		Orange County	California	USA	Fallout 2 Icewind Dale (series)	RPG
9	Blizzard Entertainment	1991		Irvine	California	USA	Warcraft, Starcraft, Diablo	
10	Bohemia Interactive	1999		Prague		Czech Republic	ARMA	
11	Bungie Studios	1991		Bellevue	Washington	USA	Halo	
12	CCP Games	1997		Reykjavík		Iceland	EVE	
13	CD Projekt RED	2002		Warsaw		Poland	Witcher	
14	Codemasters	1985		Southam	England	UK		
15	Creative Assembly	1987		Horsham	England	UK	Total War	
16	Croteam	1993		Zagreb		Croatia	Serious Sam	
17	Crytek	1999		Frankfurt		Germany	Crysis	
18	Danger Close Games	1995		Los Angeles	California	USA	Medal of Honor	
19	Deep Silver	1994		Munich		Germany		
20	DICE	1992		Stockholm		Sweden	Battlefield	first person shooter
21	Double Fine Productions	2000		San Francisco	California	USA	Psychonauts	
22	Eidos Interactive	1990		London	England	UK	Hitman, Tomb Raider	
23	Ensemble	1995		Dallas	Texas	USA	Age of Empires	
24	Epic Games	1991		Cary	North Carolina	USA	Unreal Gears of War	first person shooter
25	Eugen Systems	2000		Paris		France	Wargame	
26	Firaxis Games	1996		Sparks	Maryland	USA	Civilization, XCOM	
27	Firefly Studios	1999		London	England	UK	Stronghold	
28	Flying Wild Hog	2009		Warsaw		Poland	Shadow Warrior	
29	Frictional Games	2001		Helsingborg		Sweden	Amnesia	
30	FromSoftware	1986		Tokyo		Japan	Dark Souls	
31	Frontier Developments	1994		Cambridge	England	UK	Elite: Dangerous	
32	Frozenbyte	2001		Helsinki		Finland	Trine	

*The list goes on till 94.*

Main Page

I would have liked to make a site map, but it seems pointless in the current case. Plus, I am still not sure how would I decorate the developer and publisher pages. Instead, let me present you my half-baked web pages.

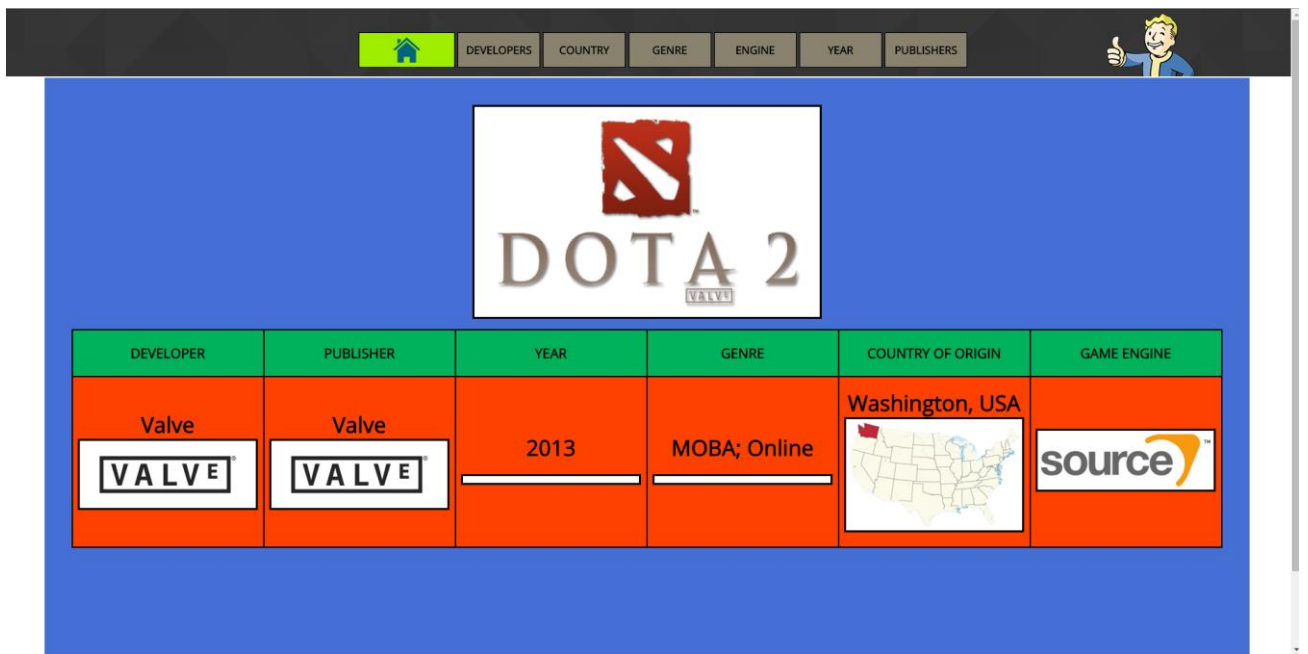So far I do not have a main page. Instead I started off with building the genre page.
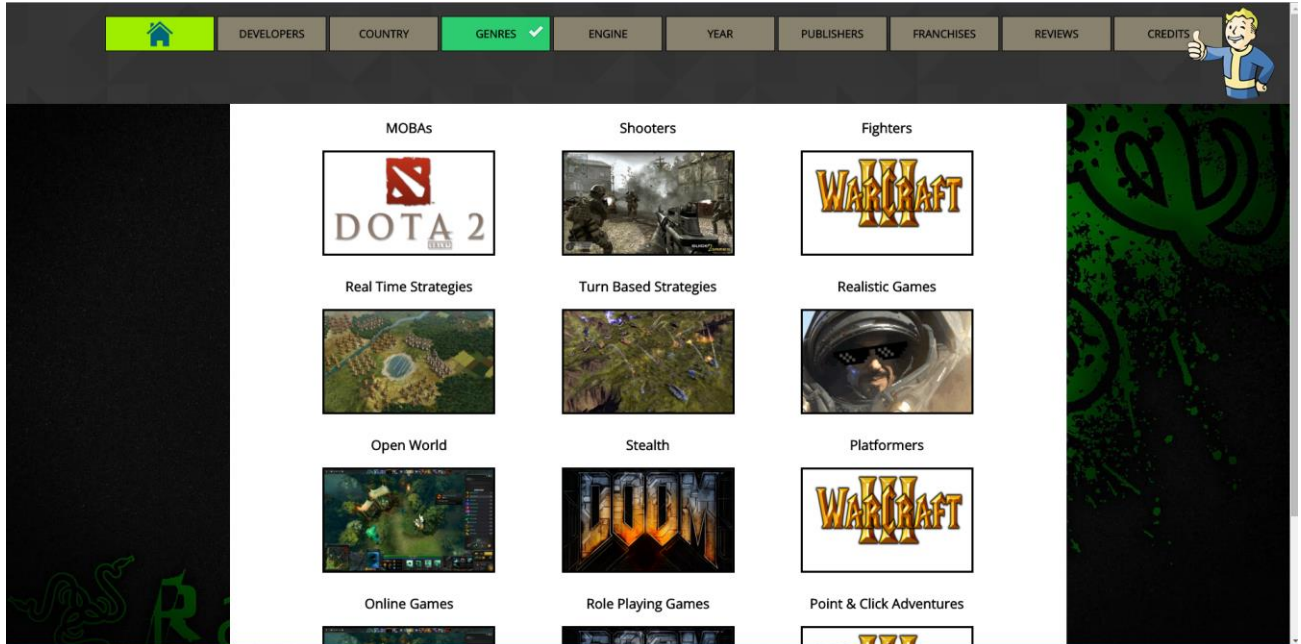
So far, I think most of my pages will have this layout.
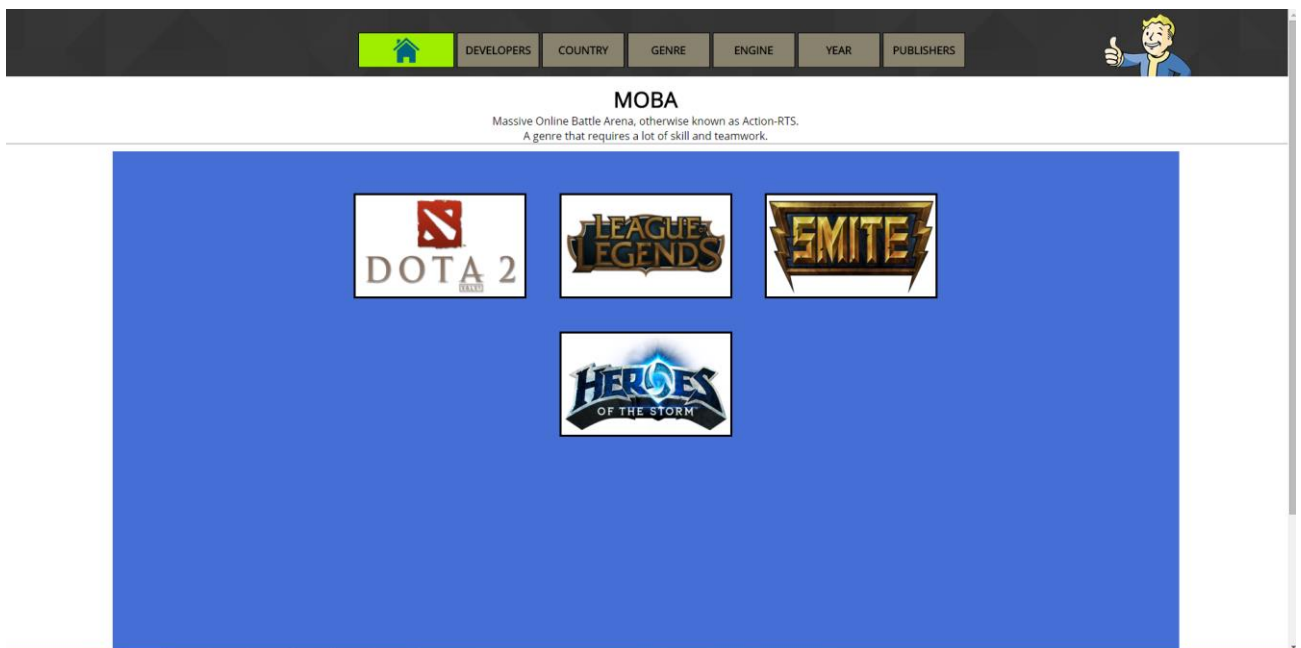
Still in BETA.

As you go deeper into the webpages, this is the next layout you will encounter. It is pretty similar in style to the older one, except it will have a text describing the genre at the top.

ps: the weird coloring was to see the size of blocks.

This is the final page for genre section. I used a table to show the necessary info.

After it I plan to add an article section, possibly describing the game.

Progress

So far the header matches my desires. It is set to fixed position. There is a nice vault boy logo, buttons change color upon hovering, and I customized the button to emphasize what page the user is on.

I used a texture from http://subtlepatterns.com/ for my header.

The color pallet synergizes well too.

For my text, I decided to use Open Sans. I stumbled across it in here: http://www.carlsguides.com/

and found it very aesthetically appealing. I might look for some other font for my headers later on.

So far, I cannot find the right texture or background color for my content block. I am also not sure whether I need to have the side background image. When I was taking screenshots, I had to zoom out and noticed that the image repeats. I guess I need a background bigger than 1080p to avoid such nuisances, or use texture patterns.

That said, I did accomplish one thing in the main content block. The images all stretch out when hovered, but before they used to stretch to right and bottom while leaving other two sides untouched. I had to change the image position to absolute and the list item's position to relative, which hold those images. After that they would still be centered and would stretch out in all directions.

There was another problem I encountered later on – when I changed the header to fixed position. That was when I found out about z-index property.

I had to do some basic photoshopping. A course on Udemy called "Photoshop For Professional Photographers" by Matt Brading helped a lot.

Additionally I have used "Build Websites from Scratch with HTML & CSS" by Brad Hussey, which can be found on Udemy as well.

Another source I used was a book called "Beginning HTML and CSS" by Rob Larsen, which cleared up some doubts that I had, and there was also this site:

http://www.cellbiol.com/bioinformatics_web_development/doku.php/chapter_3_-_your_first_webpage_-_learning_html_and_css/css_basic_concepts

ps: also I would like to note that I am doing this coursework by myself. I have no partner.