

**Web Development**

**“Website”**

ESTG Undergraduate in Games and Multimedia

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Identification of the subject;

o Website navigation scheme;

o Brief explanation of the responsive web design (explanation of how page   
layout and content fit the browser width).

# Introduction

For this project it was given us the opportunity to create a website of our choosing, so we decided to create one based on our studio from the 1st year project, this theme avoided lack of knowledge of a certain theme and allowed us to expand on something we started the previous year.

# Structure of Project

The project is structured in such way that all pages have a reusable CSS file, besides the ‘normalize.css’ file. This file is called “Common.css” it contains the classes that were used to create the footer and top header of the project on all html pages.



Figure - Showcase of header and Footer

On top of that specified file, all pages have a specified CSS file related to itself. This way of structuring avoids one long complicated to read file and provides a better organization to the project as a whole.

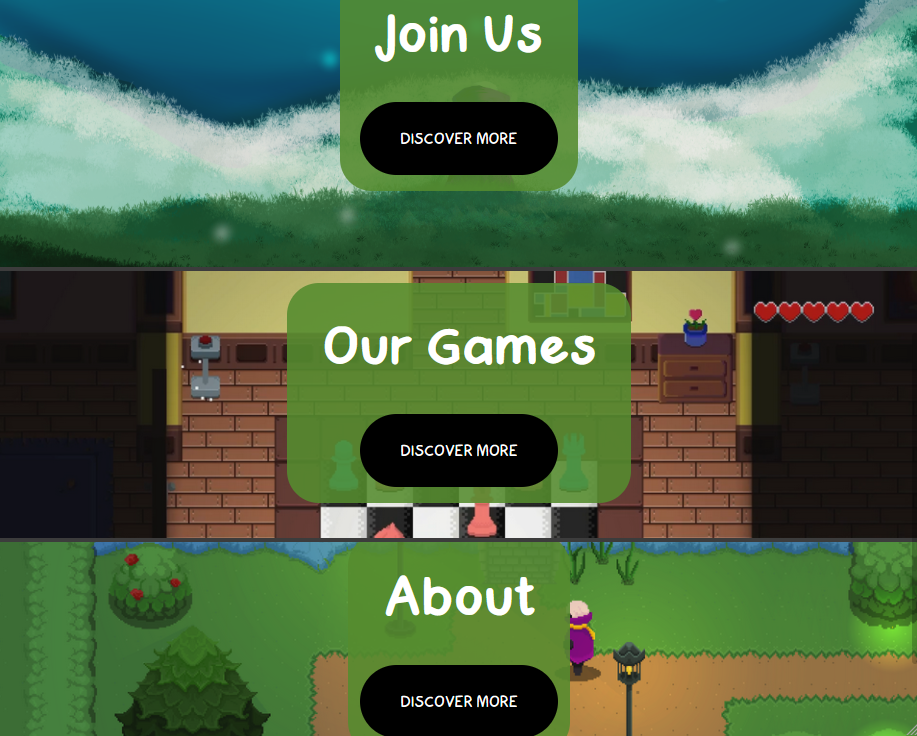
All HTML files were created by copying the index file, removing anything besides the header and footer and then, adding the page specific content. This was the workflow of the project.

# Website navigation

On the footer and header of every page, the user can enter all pages.



However, on the index, there are “portal” buttons to allow the user to choose another page.



These buttons will link the user to their respective page, Join Us to JoinUs.html, Our Games to Works.html and About to About.html.