Abstract

This report details the development of the "Plaguehaven" website, a gaming hub featuring responsive design, dynamic cart functionality, and interactive elements. The project utilized HTML, CSS, and JavaScript, incorporating insights from an online web development course to create a user-friendly and engaging platform.

WEB TECHNOLOGYES

PLAGUEHAVEN WEBSITE

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**Plaguehaven Website Development Report**

**Introduction**

The objective of this project is to design and develop a fully functional website for a gaming hub named "Plaguehaven". The website includes multiple pages such as Home, About, Store, and Contact, with interactive features implemented using JavaScript.

**Course Insights**

I completed an online course on web development, focusing on HTML, CSS, and JavaScript. This course provided me with the foundational knowledge and skills required to build and enhance the website. The course covered topics such as responsive design, form validation, and dynamic content updates, which were crucial for this project.

**Development Process**

The development process involved the following steps:

1. **Planning and Design:** I started by planning the layout and structure of the website. I created wireframes for each page to visualize the design.
2. **HTML and CSS:** I developed the HTML structure for each page and styled them using CSS. I ensured that the design was responsive and visually appealing.
3. **JavaScript:** I implemented interactive features such as form validation, dynamic cart updates, and localStorage to persist cart items across sessions.
4. **Testing and Debugging:** I tested the website on different browsers and devices to ensure compatibility and fixed any issues that arose.

**Features**

1. **Home Page:** The home page includes a welcoming header, navigation links, and a promotional section.
2. **About Page:** The about page provides detailed information about the gaming hub, including its mission and story, along with images.
3. **Store Page:** The store page showcases various games with consistent image sizes and a "Purchase" button for each game.
4. **Contact Page:** The contact page includes a form for users to get in touch and a Google Maps iframe to show the location.
5. **Cart Functionality:** The cart functionality allows users to add and remove items, with the cart data persisting across sessions using localStorage.
6. **Interactive Elements:** The website includes interactive elements such as clickable navigation links, buttons, and a cart icon.

**Challenges and Solutions**

1. **Responsive Design:** Ensuring the website was responsive on different devices was challenging. I used media queries and flexbox to create a responsive layout.
2. **Cart Persistence:** Implementing localStorage to persist cart items across sessions required careful handling of data. I used JSON to store and retrieve cart data.
3. **Consistent Image Sizes:** Ensuring all game images were of the same size required setting fixed dimensions and using object-fit: cover.

**Conclusion**

This project provided me with valuable experience in web development, from planning and design to implementation and testing. I learned how to create a responsive and interactive website using HTML, CSS, and JavaScript. The project helped me improve my problem-solving skills and gain a deeper understanding of web development concepts.