Q1. Describe the purpose of using IT in creating your website and how you will use IT to plan and carry out the necessary tasks. (How will you plan your website, what audience is it aimed at? How will your use of It achieve the required outcomes in your plan?)

Without my laptop, none of this would be possible. Personally, I have also used a USB mouse and keyboard for ease of use. Trello came in handy for outlining the tasks required to complete the project to refer to and keep me on course. Slack has been vital for sharing ideas with the group and Zoom for obtaining the knowledge needed to even make a start. My website is aimed at gamers who have either never played Elden Ring and wanted a little insight into the game before buying or for Soul’s veterans who wanted insight into how a noob found the game.

Q2. Describe methods, skills and resources needed to complete your website - explain what IT systems and software applications you need to be successful in your website project and how you will use them {Describe at least one method, skill and resource needed to complete your website)

Learning via Zoom has been a new experience for me. I found it difficult at first but with the addition of Slack so I could obtain the slides after the fact to be able to review in my own time, I grew accustomed to this method of learning rather quickly. None of this would have been possible without VS Code as this is the main tool needed to create the code to begin with. As mentioned above, Trello was useful for laying out everything that needed to be done to complete this project and was a useful guide as I progressed. Google was also a massive help for extra resources as I wanted to include some things not discussed in the slides.

Q3. Describe the legal guidelines and risks that might impact your website project. How does GDPR and copyright affect website development?

All the images I used were taken from Google. I have not credited the original source and have been informed that this would not be required on GitHub. However, if I were to use a .com or .co.uk domain, I would be required to credit the source of images and quotes used to avoid any claims of plagiarism which may result in a lawsuit.

Q4. Review the ongoing use of IT tools you have used for your website and describe whether they are appropriate - what are the benefits and drawbacks of It tools and systems used? (Are you happy with the tools you used?)

The laptop provided to me by the Job Centre has been sufficient for the most part. I could really use something with a little more processing power as it does struggle when several applications are running at once, being on a Zoom call especially slows it down. The keyboard and mouse I’ve plugged in have been essential as using the track pad and tiny laptop keyboard would have been detrimental and slowed me down. I could do with 2 or maybe even 3 screens for future projects as flicking back and forth between apps rather than being able to have them side by side was also slowing me down.

Q5. Describe how you would test your website to make sure it looks as intended. What kind of files have you used in your website and explain why you have chosen those file types. How can you test your website to ensure it is accessible to people with disabilities? Describe how you can overcome potential accessibility issues with your website.

I would open the index page to view the website and using CSS/Flexbox methods, I would edit each of the classes I made in HTML, save the changes and refresh the webpage to view the changes made. By trial and error, you can see how the changes affect the webpage each time you save and refresh. Regarding potential accessibility issues: an example of this could be flashing images that could harm somebody with epilepsy. To avoid any issues, you could refrain from including said flashing images or issue a warning of the images before entry to the webpage is allowed.

Q6. Describe ways to improve your productivity and efficiency throughout this project (how can you make sure you are using IT tools and systems int he most effective way?) If you could have been more productive or efficient, how could you implement this for a future project?

I could have used paint or a similar program to create a rough draft of the layout so I had something visual to work towards since on this occasion, I styled as I went with no real direction. I had previously done a group project where we built a text based adventure game. During this time, I really enjoyed the teamwork aspect of this as we were able to bounce off each other with ideas and assist one another should we be stuck on how to code something to work the way it was intended. It was also useful having everybody have their own tasks. This is something I would very much like to explore with a website project in the future.

Q7. Describe the final version of your website (what is the content and layout for each page?), assess the strengths and weaknesses and describe further improvements you can make to your website. Is the website fit for purpose? (Did you achieve what you set out to do in your plan?)

All 3 of my pages have a sticky navbar with a semi-transparent background, an icon on the left and hyperlinks to the other pages on the right-hand side. They also all have an image, main header and secondary header below this. My index page has an image below the headings and then paragraphed text with a semi-transparent background for my introduction. Below that is a button to move to the next page. That next page is the review itself. It starts with a heading3, then an image, then another paragraphed text section with the semi-transparent box behind it. This repeats down the page to cover all areas of the game I’m reviewing and ends with another button to the next page. My final page it styled the same as the index/landing pages wherein below the headings, there is an image, the paragraphed text with the backing and then there’s another text section below that with a hyperlink to the site I bought the game from.