1. Title and Project Details: Begin with the title of your project. Include any relevant project or assignment details, such as the course name, course code, and instructor's name.

Orbital Media, UX and the web, IS51041A, Akshi

2. Website URL: Provide the GitHub Pages URL where your interactive website is hosted.

[**https://ironosr.github.io/GS-UX-Web-and-Design/**](https://ironosr.github.io/GS-UX-Web-and-Design/)

3. Introduction: Start with a brief introduction that outlines the objectives and goals of your interactive website.

After some research, we decided that we wanted to create a music website on which people can play music of multiple genres, read reviews on the various articles that we have on our side, having a working music player that you can use regardless of what webpage you are on and so forth. These are the aims we decided to have thus far.

4. Key Features: List and describe the primary features and functionalities of your website. Highlight any unique or innovative aspects of your project. Include details about the interactive elements, such as forms, animations, or user interfaces.

The user interacts with the website by selecting a genre to see genre-specific reviews.

5. Technologies Used: Mention the technologies and tools you employed to develop the website. This could include programming languages (HTML, CSS), libraries, frameworks etc.

To structure the website, we used standard HTML. We used a lot of <div> tags to ensure that we can edit the website the way we wanted to. In addition, we took advantage of CSS to style our webpages; we made particular use of CSS Flex which allowed our webpages to have more structured look and thus making the website easier to surf.