My website was created under the basis as it was to be a portfolio for the fiction company of Broken Infinity Game. This is the website that would be on the business cards of the company that potenail clinets would see. To do this, I planned on creating a website with several different pages outlining different parts of the company, such as an initial landing page that would give a brief overview of the website and the company as a whole, as well as a slideshow showing some work created by the company (however, as you will see, the images I have used as ones I have found off the internet as simple placeholder images to show proof of concept). The other pages would be things such as a list with all past and present projects complete on it. This list will display a brief overview of what each project is about, with a small image or gif, similar to work I have seen online. Clicking on this would then take you to a separate page where you can see more indepth about the game, as well as more images, or perhaps some form of interactive media such a s a 3D model view for the user to engage with. Having a way to connect the user to my website allows it to be much more interesting than simply looking at some images on a page. I then was adding a profile page. This is a page that would ake up the “meet the team” page on a normal website like this, but as it is just me, I wanted to include just a brief overview of who I a, the “CEO” , as well as including a button that would allow you to download my cv, something I feel would be quite worthwhile to include a button that allows the user to download a copy of my cv for them to view on there own tie, perhaps if they were a potential employer that watns to look at the work quickly in an overview, but then have a deeper look at a further date, then they will have the document saved directly to their computer. I finally added a page filled with links to social media, as well as an email form for contacting the company. Unfortanly, this form is also just a porrf of concept as does not send your data somewhere, but if I was to further refine the website, I believe that it could be done in a way where this is possible. This page is accessible easily from the footer bar at any time, but there is also a hyperlink found on the cv page. This seemed like the most appropriate place to provide a link.

There were several resources that I that I used to create the website you see. For the slideshow, I followd along with a tutorial created by a member of the course, James[[1]](#footnote-1). This was extrmemely helpful and helped me to create a working slideshow that acted as the first thing seen by visitors to the site. There were a few issues with this, however as I had previously tried to create a floating header and footer using tutorials provided by w3shools [[2]](#footnote-2). This however, failed completely and refused to work with the rest of the website, so with a lot of tineriering and editing of the code, as well as some help from Peter Allen and some other students, I was able to create a header and footer that more or less grew and change sizes with eh webpage, as well as being able to dsply all of the relevant data while staying on top of the webpage. Some fixes to keep things from initially loaiding underneath it had to be done, such as adding a div above the content aht tis purely padding, but as this not effect the majority of the website, then I believe it is fine.

The links on the project age takes you to 3 separate pages, one for each of the projects that I have decided to include. I have used these pages to inviidaully showsome different requirements or additions to my website. First, is the adventure bob sprite sheet animation appearing on the canvas. While the animation is not perfect, I feel like I have done the best I can with creating it. It shows f the animation, like it should, and has been created by selecting the individual images on the sprite sheet and displaying them in succession. While not perfect, I believeit shows that it can be done in a manner that will display it to the user in a way where it is quickly loaded and available to be viewed.

On the gill page, I included a 3d model viewer, following another tutorial by Peter Allen, and using a tool created by Poly, found at the website found in the footer[[3]](#footnote-3)

15/11/2020

Planned out layout of website

Refreshed all of the labs and lectures in my head

16/11/2020

Started building site

Created custom logo to be used on the site

Got the floating header and footer with links on the menu bar created

Linked the logo so when clicked returns to home page

Used w3 schools to help me make the header sticky

<https://www.w3schools.com/howto/howto_js_sticky_header.asp>

failed miserabley

17/11/2020

Header completed. Counld have been created using fixed positon, but wanted to use java to show that I can use it

Created footer, biut used fixed position for this. Added text and links to it

Had some issues with sizing, mostly fixed

Got footer to mostly work. Added it to other pages

21/11/2020

Added a gallery using a tutorial created by steve

22/11/2020

Removed sticky header

Add many different pages with correct layour

Got the gallery fully working

Added the sprite sheet

Linked that page together

Attempted to do 3d model page. Refuses to resize, so model is most cut off. Not sure why this is the case

25/11/2020

Added many new pages and images

Also added a download link for rolly ball

And the video for it too

Added buttons <https://www.plus2net.com/html_tutorial/button-linking.php>

Download for cv

Submit form completed

Socails page mainly done, need logos and links

Mostly just formatting and fixing to do

1. James Webb (2020). *HTML slideshow* Available at: https://youtu.be/TveZCzSG8xs (Accessed: 21 November 2020). [↑](#footnote-ref-1)
2. W3schools, 2020. How TO - On Scroll Header [online]. Available from: https://www.w3schools.com/howto/howto\_js\_sticky\_header.asp [Accessed 16 November 2020]. [↑](#footnote-ref-2)
3. https://modelviewer.dev/ [↑](#footnote-ref-3)