I used text shadow, border-radius, and box- shadow in my h1 on my index page. After watching that video, I realized that there is a LOT of work that is supposed to go into choosing a font and for mine I had tried to go with the “fancy” one although it didn’t quite come out the way it looked in the book. I wanted to go with that one because games don’t normally use your typical fonts and I believe the fancy one sticks out in a way that gamers like.