I did not do any design changes and completely sticked to the plan.

**Changes:**

Generally I sticked to the plan and did not have to make many changes from the plan but I made one: For the splash page I had to add a lot of breakpoints because the text would flow out of background at certain pixels.

**Organisation:**

I created one template which was for picture+text pages. I used in for Recommendations, Founders, News, Games pages. I created one of them and then used the same structure for others just changing what is said in the paragraphs and pictures.

To organize files I added all pictures to Pictures folder, all JavaScript files to JavaScript folder and all CSS files to CSS folder while HTML files are in the main folder of the project.

My main debugging tools were Chrome responsive design which I really liked because it has installed most popular devices sizes and you can try you website on them very efficiently. In addition, I used Mozilla responsive design tool. Also, when developing the game I used console.log and checked the console to test my program.

**Optimisations:**

Most pictures I used are compressed or resized to make them load faster. In addition, I am using a lot of logos so I have a couple of them with difference sizes. For example, I am using small sized logo for logo in nav bar while I used large for splash page.

**Security:**

For the contact page, you will never know if the person who sent you email wrote his own e-mail address. In addition, you can get a lot of spam from the contact page to your personal e-mail.