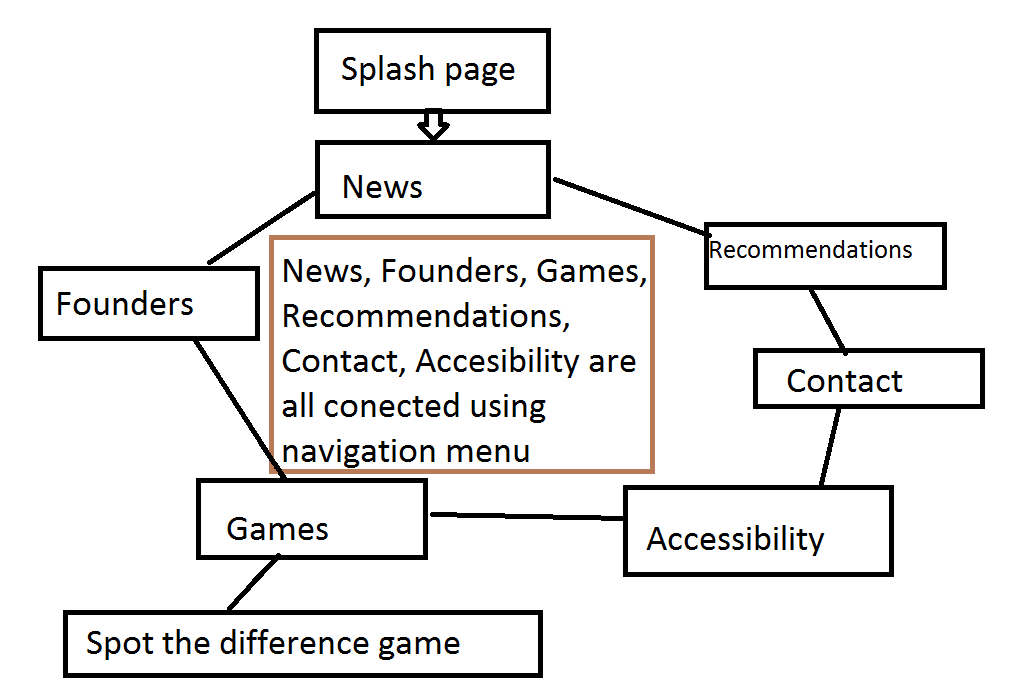
I will be developing website for children, so I will make it as attractive as possible. The design will be colorful and attractive but I will still try to maintain readability and easy navigation throughout the website.

**General ethos:**

The website is designed for children so I will try to make it attractive as possible. The design will be colorful and attractive but I will still try to maintain readability and easy navigation throughout the website. This way children will enjoy staying in the website and won’t get confused by using it.

**Site Map:**

User will first enter splash page from which he will be able to access the main page which will be news page because we want our users to always be familiar with news. When the user is not in the splash page all the pages except splash page are connected using navigation menu. From games page you will be able to access all the games that are developed(I am going to be developing spot the difference puzzle only).

**Design mock-ups:**

I will be using mobile first approach and then expand window sizes and check at which number of pixels things start to look not fine and add media queries and those breakpoints. Generally breakpoints will be for very small mobile phones. I chose HTC Wildfire which is quite old phone with small screen (240x320) and not widely used. But I took into account that the website will be used by children and most children do not have newest and biggest phones.