## Context

Other commitments did include work, family commitments, and school word did not have major impact on this project. Time was made to make this project work. Work did not have any impact what so ever. The teacher only had a minor impacted for help with two small problems.

The major time factor for the project was the overall theme and design and creation for the templated to be used for the homepage and subsequent. Creating the structure for the homepage and laying out content took longer than expected. Finding out how to layout content took longer than expected as it required research into using z-index and various CSS keywords such as Top, Left, Right, and Bottom as well as CCS inheriting.

The target audience for the project was group of people whose childhood was spent playing Rare games and the Banjo – Kazooie series. The client requirements for the project was met as there is four pages, an animated banner/advertisement, and a design synopsis.

Prior knowledge has had a major impact on the development of the website as it makes it easier by knowing what a majority of the tags are and how their used. Prior knowledge on Bootstrap has definitely made it easier to create a responsive website with responsive elements.

## Inputs

The Dreamweaver version as school was mostly suitable minus some crashes and Dreamweaver not being to load the webpage in design mode which ened up requiring allot of the design work being done by code. The hardware (computer and monitor) was suitable as it’s the typical hardware an end user would normally have and that made it easier to develop the webpage.

The real Yooka-Laylee website actually set the focus point for how the design should look and how it should be laid out. Resources were obtained by tearing them from the official site through the assets folder in the developer menu in Chrome. Obtaining resources through school was a pain as the real website for Yokka-Laylee didn’t load correctly. Other websites were blocked further making it harder to obtain resources.

Resources and information about Yooka-Laylee was a constraint as the game hasn’t been released yet and that the developers, Playtonic Games, went into quite mode about the game’s information in attempt to surprise Kickstarter bakers and the rest of people interested in Yooka-Laylee.

There was adequate time for the project and that enabled time to be used for reach on how to use and implement certain elements on the website. Class time wasn’t use as efficiently as fellow students asked fro help on small problems that could have been easily fixed by a quick Google search or even looking at their own code.

## Processes

The plan was mostly helpful as it provided a basic idea on how each webpage should be laid out. The problem with the plan was that its structure wouldn’t have created a very responsive design. The design process was effective and efficient as the vision for the project was simple enough to write out and flow the design steps. The major defect in the design in the website which is originally content was laid lout incorrectly and not easily separated by each section. Instead content is now laid out in carousels as it cleans up the content and reduced the length of the webpage.

## Products

The final outcome of the project is satisfiable as it was never expected for the website to achieve a responsive design and look like an almost professionally looking website. The final outcome of the product meets the needs of the3 client as the website is responsive, includes four pages, and an animated image either in the form of a banner or advertisement is included in the design. Next time, the structure of the website could be further improved by using Bootstrap’s columns and layout structuring as that would enable the webpages to scale up and down to fit individual screen size which would make the website truly responsive. Most people like the design of this project as it gave them better understanding and how the webpages should be laid out.