

# Applications page

## Key feature of my website

- Doesn't allow the user to play until a colour is chosen, colours must be different.
- Can restart games half way through.
- Can restart games after someone wins.
- Can access any page very easily.

## Description

My application is presented to the user with an index page that allows access to the about page and the lights key page, not the application page. The application page can only be accessed once player one and player two both choose a different colour to represent them on the lights.

Upon choosing two different colours, the user will automatically be brought to the application page, player one is crosses and player two is noughts. When it is player ones turn, their three lights will be bright and player twos light will be dim. When its player twos turn, their lights are bright and player ones lights are dim.

Upon a win/draw it will be displayed on the screen, following the colour scheme of the page. The lights will parade through the winners colour, if there is a draw, the lights will parade through both players colours.

A restart button is available, it is fully functional both mid game and once the game has ended.

The about page is easy to find, as is the lights key page. The navbar is easy to navigate.

The background of the page is fluid and changes between a series of pastel colours. This matches a colour scheme. A survey was taken of students in the class to decide the colour scheme of my website.