

CA 1 – website

Week 7 – 25th October 2025

Elixius Site   
  


October 25, 2025

Games development

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I Confirm that this work is my own and that all sources used have been appropriately referenced.  
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Instructor comments

# Website Design Document (WDD)

## Project Name: Elixius Site Author: Cole Cumiskey Date: 25/10/2025

## 1. Overview

**Objective**:  
This website is a community website designed to give players information about the server and game mode that Elixius hosts. Elixius is community run server host for Minecraft servers they run a small set of servers that anyone can join and play off there Minecraft clients.

**Outline**:  
The site is made for a Minecraft community server as my project is oriented around showing my understanding or html and css code the community I’ve selected to do my project around is a small community that I own and am the developer of for over the last 4 years.

## 2. Target Audience

**Demographics and Interests**:  
The target audience is young people around the ages of 10 – 21with an interest in Minecraft and multiplayer on the platform of pc playing the java edition of the Minecrtaft game. The people I expect to be interested in the server would be people who enjoin exploring open worlds and building with their friends.

**Needs and Expectations**:

Users would expect to find information about the different gamemodes offered by the server as to make the decision on if they wanted to play or not and to see if they like the style of which we design our lobby and spawn areas of the gamemodes.

## 3. Site Structure and Layout

**Site Map**:

* Home Page: Main area with info on basics.
* About Us Page (News): This would be where we would put info about recent updates and announcements along with some information about staff or volunteers who work with the server.
* Gamemodes Page (Game Details): some information about the gamemodes that the server has to offer

**Navigation and Page Layouts**:

* The site will use one navigation bar at the top of the page that will be present across all pages of the site this will be used to change the page as well as to return to the top of the page faster.
* Each page will have a similar structure build-up of different sections with different backgrounds to break up the screen making it easier to read and navigate this was important to me as I find it very hard to read information when it’s all on one page with the same background I see this as a opportunity to reduce the strain on the user as they look for info on our site. I will use imagers in the footer such as the Logo of the community and use screen shots in some of the pages to give the user an idea of what they may see in the game.

## 4. Key User Requirements

**Functionality**:  
At the bottom of each page there will be a clickable like that will take the user to the Community discord server where they can ask questions and be informed about updates faster than the site. I will also us links to change the page from the navigation bar.

**Usability and Accessibility**:  
for all the images I will put alterity text so that if the images can’t be loaded the used will know what the image was going to show this also allows a user who used text to speech to understand what the images might have been about. There pages are broken up with different colours and image to make the reading experience easier for those with dyslexia like myself where long areas of text may be daunting.

**Readability**:  
I used a basic font that us for most easy to read and made sure to keep all text to be contrasting the background colours used so that users may see the text easier

## 5. Visual Theme and Styling

**Colour Scheme**:  
for the colours I chose to use I decided that blue, grey and white where the most appropriate as it fits the logo of the community and sets a cool mood for a user reading

**Images and Graphics**:  
I used only images that were made by or taken in the community server as it brings the brand to life in the page and makes it feel more welcoming and unique.

## 6. Image and Visual Editing Techniques

**Techniques Used**:  
all images from inside the game where only resized using my css and styles. The logo of the site was made using a voxel 3d model Engen called Block Bench the logo was made almost a year ago.

**Justification**:  
I decided the leave the images the way they were as I felt that editing them may take away from the assistance of the brand and would give an unreal expectation from joining the server.

## 7. User Feedback and Testing

**User Evaluation Findings**:  
Users that I have gotten to test the site have said it was easy to use and understand but have also said that the pages feel too short and may need to be lengthened with more information.

**Cross-Browser Testing**:  
I tested the site with Chrome, Opera Sadari and Microsoft Edge across all tested sites the images and site seemed to work with no issues.

## 8. Known Bugs and Issues

**Glitches**:  
There aren’t a lot of bus that I can find but the few I have is that on the navigation bar the options seem to not be aligned correctly but it seems to be an issue with how the css treats different sized words, another bug is on the about us page the text that refers to each member of staff doesn’t align with the images of the staff members this again seems to be an issue with my css.

**Usability and Accessibility Limitations**:  
Some images seem to take a little longer to load and I believe this is due to the size that the image is, so the site takes a moment to load it, but it doesn’t seem to be that noticeable.