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What I feel I did well in is the style format and content of the website. I knew I had a good idea which I was interested in and wouldn't hate to work on, so I'd consider this experience a pretty pious one at that. I knew there was a game, and I wanted to pick a nice topic so why not, I got everything together and I matched the website in my head, planned it all out, and made some minor changes to the wireframe. It was going to be yellow with Neon magenta and Cyan to go with that whole Futuristic Steam Punk Esque style, so I thought I exceeded in that department well.

I feel as if I accomplished all the tasks, I have good enough content for the reader to enjoy and get hooked to the game. I created a website using all of C.R.A.P and other responsive web design elements. I have at least one feature of desired qualities in the rubric from the CSS transition, not one but two CSS Grids, not to mention the use of flexbox as well. I have two image sources, the minimum shown, and two videos or embedded media in my website directing the user to youtube. I also happen to have all my sources listed below at the footer which had its own CSS grid, with all of my sources shown in APA Citation. I validated both of my HTML & CSS files and only got the excusable iframe errors. I also used media queries and changing the whole grids was a mental struggle.

What I felt I could have worked on was the JS, I didn't get an activity for it so I never really learned it, I'm an applied learner, so I had trouble making a dark mode setting using Javascript. The CSS transition I thought would be a lot cooler in my head, could have used a sort of n effect to blur out all the surrounding content of the website to make it better for users to read. Other than that I handed in my work early and consulted with you about my website, so I think I did a bang-up job.