Muketronics Website

Michael Knight

WDD 130

4/3/2024

The Muketronics website is a website that informs the user about Muketronics, an independent game development company. It showcases games that are currently in development or planned to be developed, including links, and in the case of games that have an html version, an embed of the game. The intended audience is young adults interested in game development or indie games. Additionally, it is intended to be used as a portfolio for professional use, attracting possible clients / employers.

As of 4/3/2024, the website can be accessed at this web address: <https://mikey670.github.io/wdd130-MK/muketronics/index.html>.

The goal of this website is to advertise the products that Muketronics produces so that we can improve sales, public image, and make people invested in the success of the company. It will be the ultimate portfolio to attract investors, clients, and employers. The idea is that, even if my company fails at being a source of primary income, it will be a good way to land a good job and maybe commission work. The website should display the litany of skills required to develop, design, and program a game professionally.

The website is inspired by the Nintendo NES game collection on the Switch, where the user can access several games in a visually appealing catalogue. The applications are different because the inspiration is an archive for retro games that one can access at a premium, while the other is a website that must link to external games and their demos that are sold separately. The website also has several aspects that are similar to other independent development company sites, containing featured game trailers, links, and information regarding the game.

The design began with simple wireframes that encountered several minor formatting changes. Wireframes were updated as changes were made. Textual content was prepared prior to any HTML or CSS development. As CSS was developed, major changes were made to the HTML layout. Most of the visual content had already been produced before the website even entered development and was prepared by Muketronics for several other promotional efforts. I wanted something simple and professional looking, so I went with a simple palette of mostly dark colors that are easy on the eye. The primary colors (orange and dark-greenish-grey) are derived directly from the company’s logo. The other colors on the website went through several iterations to get them just right. The layout was kept small, and the content is brief and to the point so that people don’t feel overwhelmed or bored when visiting the site. While developing the design I kept in mind the needs of phone users and adaptability to screen size.

Working on this project developed my experience in the design and creation of web pages. I learned more about design in this project than the previous one, because I was more responsible for the composition. I went into this project with a pretty good idea of what I wanted to accomplish, but I did not have a good understanding of how it would be accomplished.

I felt unprepared to develop something like this all on my own, so I learned how to get information from the internet. I viewed hundreds of questions about CSS on Stack Overflow, and even asked some questions of my own to figure out how to work with CSS.

I learned how to work better with the limitations of a development environment. When looking at answers on Stack Overflow, the easy answers were always: “Just use JavaScript”, but because I was only allowed to use HTML and CSS, I was forced to use more creative workarounds for the issues I was having. A good example of this is with the game grid on the home page. In order to get the scrollbar to appear on top of the window, I actually had to flip the whole thing 180 degrees and flip its content as well so that it would be facing upward. This ultimately meant that I had to work on the whole thing upside down, which was kind of confusing (The padding on the bottom is actually top padding).

I ultimately learned how to create a website from scratch and developed all of the skills necessary to design and format a website. I versed myself in HTML and CSS programming. I learned how to import fonts, scale elements, do media imports, and general responsive web-page practices. I learned about cool tools that are available to me as a CSS programmer, and how to implement them to accomplish all sorts designs.