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1.2

No, because I can't access certain links for imgs etc

1.3

Transfer-Encoding is a hop-by-hop header, that is applied to a message between two nodes, not to a resource itself

1.4

sets tags to see what you have to do with the cache before running the website? i think?

2.1

it being smaller removes end of the content, and it being bigger adds something to the end of the content to make it the same length

3.1

Nope, because the browser saves it

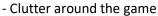
3.2

I have to add it myself because the browser adds it to the http request itself, so i have to add it when doing http

https://poki.com/en/g/connect-4



+ Only two buttons (sound and play), obvious what they do

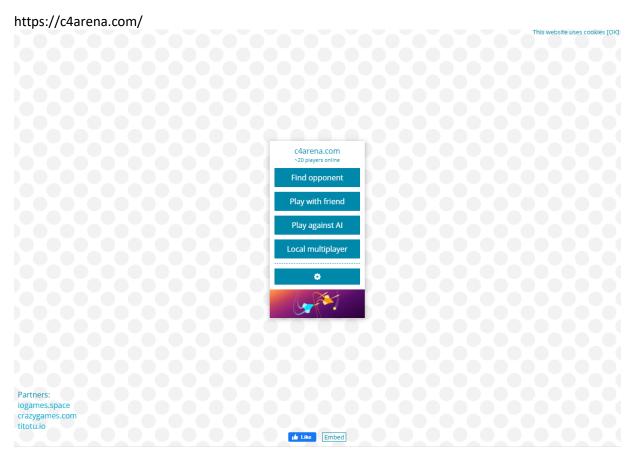




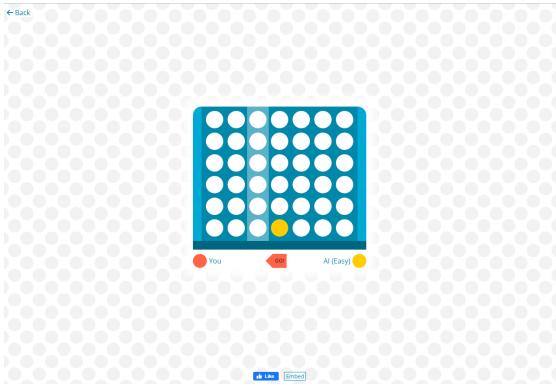
+ arrow indicating where the player is pointing



- + shows score and who won, just two buttons again, replay and home, self explanatory
- button to turn off sound isn't accessible anymore

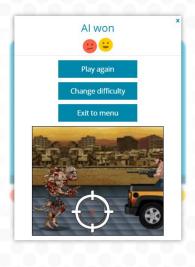


- + simplistic design, no clutter
- + shows number of online players
- too many option buttons, takes too long to read



- +indicates where player is pointing
- game in the centre, "back" button is too far and hard to find

← Back

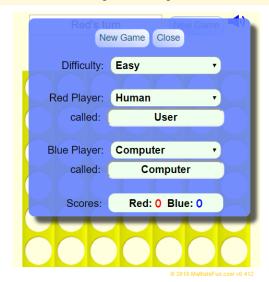


Embed

- + Clearly shows who won
- Ad is distracting

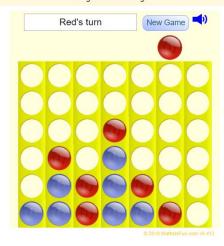
https://www.mathsisfun.com/games/connect4.html

Called "Connect 4" by Hasbro.
Play against computer or another human.
A great challenge.

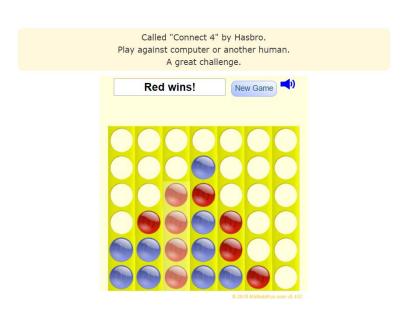


- + nice way of picking players
- suggests you can select name, but it isn't actually possible misleading

Called "Connect 4" by Hasbro. Play against computer or another human. A great challenge.



+ shows who's turn it is



- shows who won, but not in a super nice and intuitive way