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| --- | --- | --- |
| Image name | Source | Description |
| backgroundbg.jpg | https://www.pcgamer.com/minecraft-update-patch-notes/ | Home  Background Image |
| Logo.png | https://freebiesupply.com/logos/minecraft-logo-2/ | Minecraft Logo |
| cakewarsbg.jpg | <https://www.mineplex.com/threads/cake-wars.7664/> | Cake Wars Background Image |
| emeraldbeacon.png | <https://www.mineplex.com/threads/cake-wars.7664/> | Emerald beacon |
| starbeacon.png | <https://www.mineplex.com/threads/cake-wars.7664/> | middle beacon |
| pvpbg.jpg | <https://www.planetminecraft.com/server/elementcraft-kit-pvp/> | General PvP Background Image |
| 1v1bg.png | <https://www.schematicstore.com/shop/1v1-gladiator-arena> | 1v1 Background Image |
| cakewarsmaplayout.png | (drew it in paint) | To explain the general layout of an average cake wars map |
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Usability/Accessibility

Image alt – allows screen readers to read a description of the image

@media tag – makes the website readable on modern phones

Dir tag – displays what way the website should be read which is Left to right

Brighter colours – targeting a younger audience because the game’s audience is younger

Concise information – younger people have smaller attention spans so delivering clear, small and relevant information will keep the target audience interested

Images/diagrams – keep the target audience interested