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My Final Project Website

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1 Type of Website and Purpose

The site created in the current project is a fan-built informational center with a support of the game League of Legends. It is designed to introduce novice-friendly champions, offer hints on the gameplay and enable users to sort champions by role.

The site is targeted at the new or casual players who would like to have fast and simple information without being bombarded. The project is aimed at clean structure, ease of access as opposed to elaborate functionality.

2 HTML and CSS Features Used

HTML Features

The website uses modern HTML5 semantic elements to improve structure, readability, and accessibility, including:

- <header>, <nav>, <main>, <section>, and <footer> for clear page structure
- <article> for individual champion cards
- <button> and <a> elements with proper ARIA labels
- <img> elements with descriptive alt attributes
- <form> elements with labels and placeholders (on the Contact page)
- Modal and accordion markup following Bootstrap accessibility guidelines

CSS Features

Custom CSS was used extensively alongside Bootstrap to create a unique visual style:

- CSS variables (:root) for consistent color theming
- Custom color contrast fixes for dark backgrounds
- Hover and focus states for buttons and links
- box-shadow, border-radius, and backdrop-filter for visual depth
- Media queries for minor responsive refinements

- Custom styling for Bootstrap components such as cards, accordions, and buttons

3 Bootstrap Components Used

Bootstrap 5 was used to speed up development and ensure consistency. The following Bootstrap components were implemented:

- Navbar (responsive with collapsible menu)
- Grid system (row, col-*) for layout structure
- Cards for champion spotlights
- Buttons and badges for actions and roles
- Accordion for beginner tips
- Modals for detailed champion information
- Forms for the contact page
- Utility classes for spacing, alignment, and typography
- All Bootstrap components were customised using CSS to match the site's dark fantasy theme..

4 Responsiveness

The website was designed to be fully responsive across different devices:

- Bootstrap's mobile-first grid system ensures content stacks correctly on smaller screens
- The navigation bar collapses into a hamburger menu on mobile devices
- Cards automatically rearrange into fewer columns on smaller viewports
- Buttons and text remain readable and accessible on all screen sizes

Responsiveness was tested using:

- Chrome DevTools device emulation
- Mobile and desktop Lighthouse audits

5 Challenges Faced and Solutions

Challenge 1: Poor text readability on dark backgrounds

Some text elements such as champion names, social links, accordion text, and icons were initially hard to read.

Solution: Contrast was improved by adjusting text colors, increasing font weight, and modifying background opacity. Icons and accordion arrows were also styled to be more visible.

Challenge 2: Role filtering logic

Some champions had multiple roles (e.g. Mid / Support), which did not work with simple filtering.

Solution: JavaScript was updated to support both data-role and data-roles attributes, allowing accurate filtering for single and multi-role champions.

Challenge 3: Performance differences between mobile and desktop

Initial Lighthouse tests showed lower performance scores, especially on mobile devices.

Solution: Images were optimised, layout shifts were reduced, and unnecessary CSS was removed. Performance improved significantly, especially in desktop testing.

6 Learning Reflection

This project helped strengthen my understanding of:

- Semantic HTML and structured page layouts
- Bootstrap components and responsive design principles
- Accessibility requirements such as contrast, focus states, and ARIA labels
- Performance testing using Lighthouse
- Differences between mobile and desktop performance auditing

I also learned that visual design must always be balanced with usability and accessibility, especially when working with dark-themed interfaces.

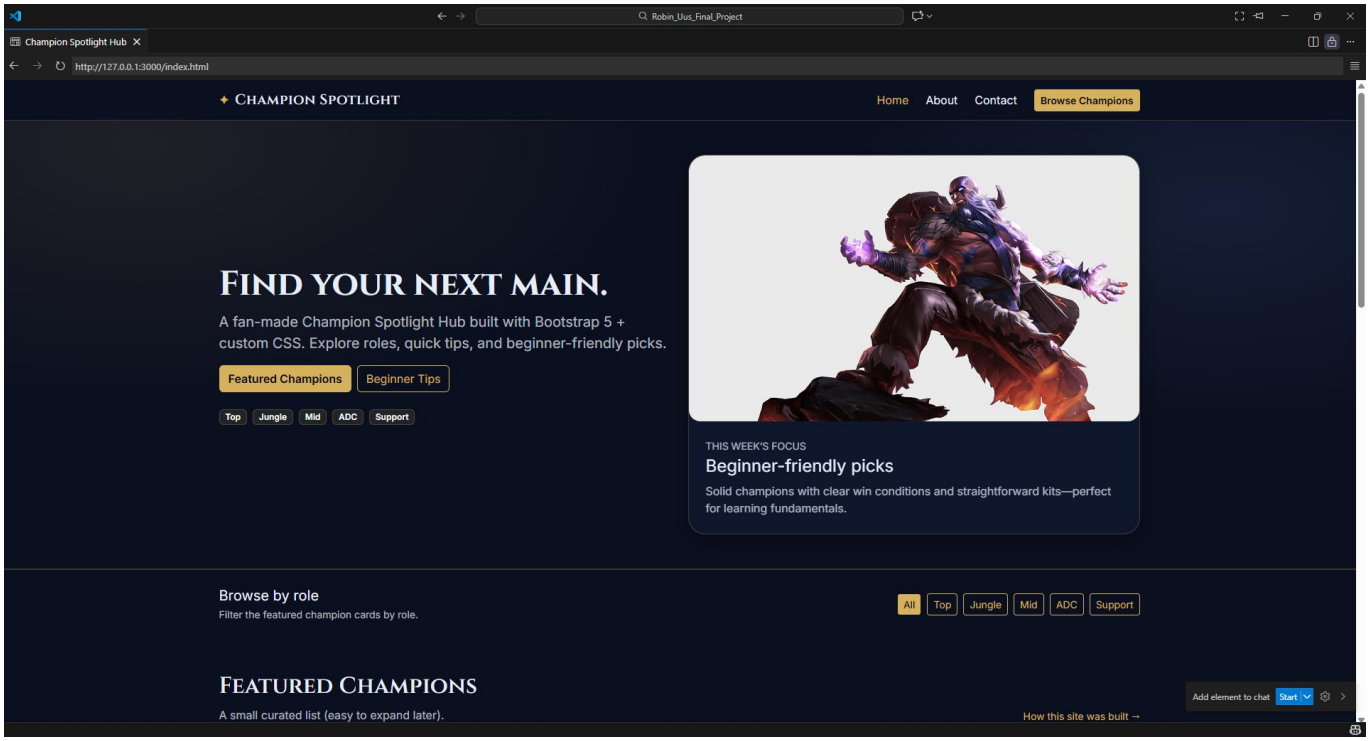
7 Self-Assessment

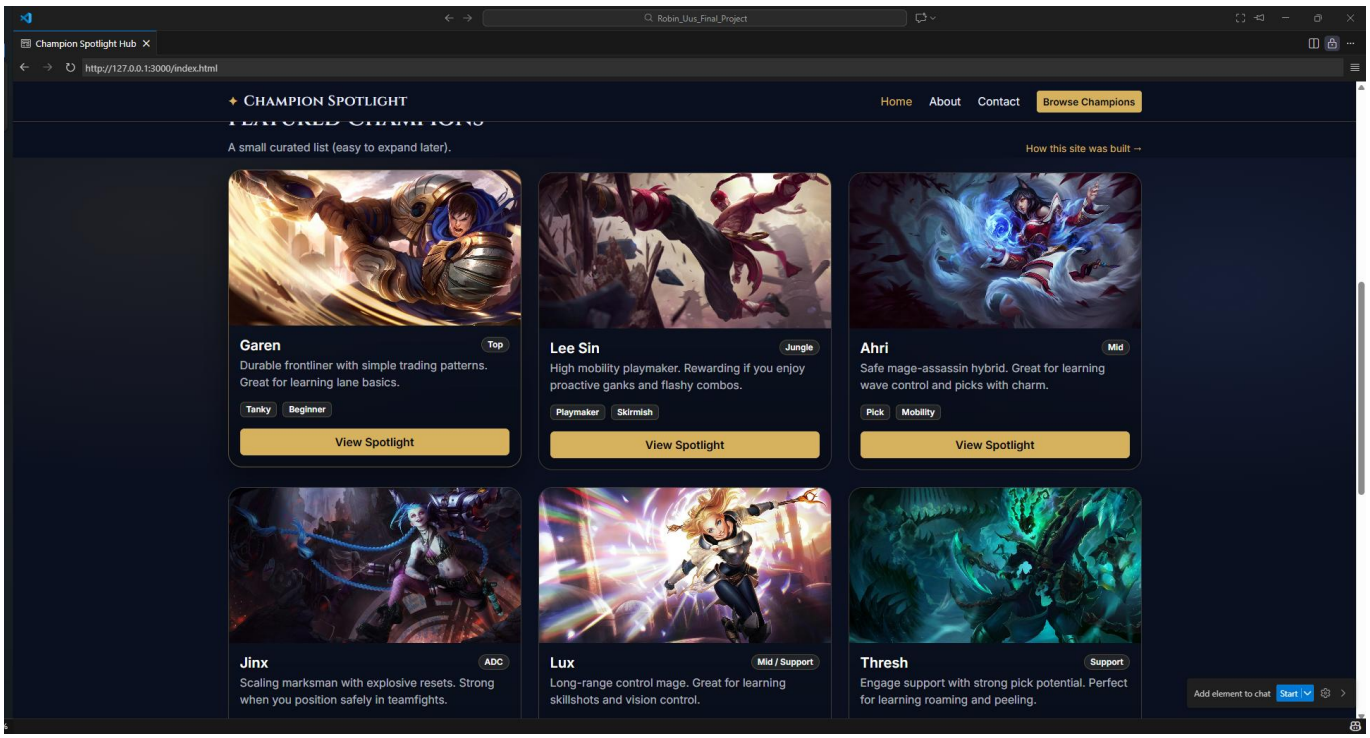
Self-assigned grade: 4.5 / 5

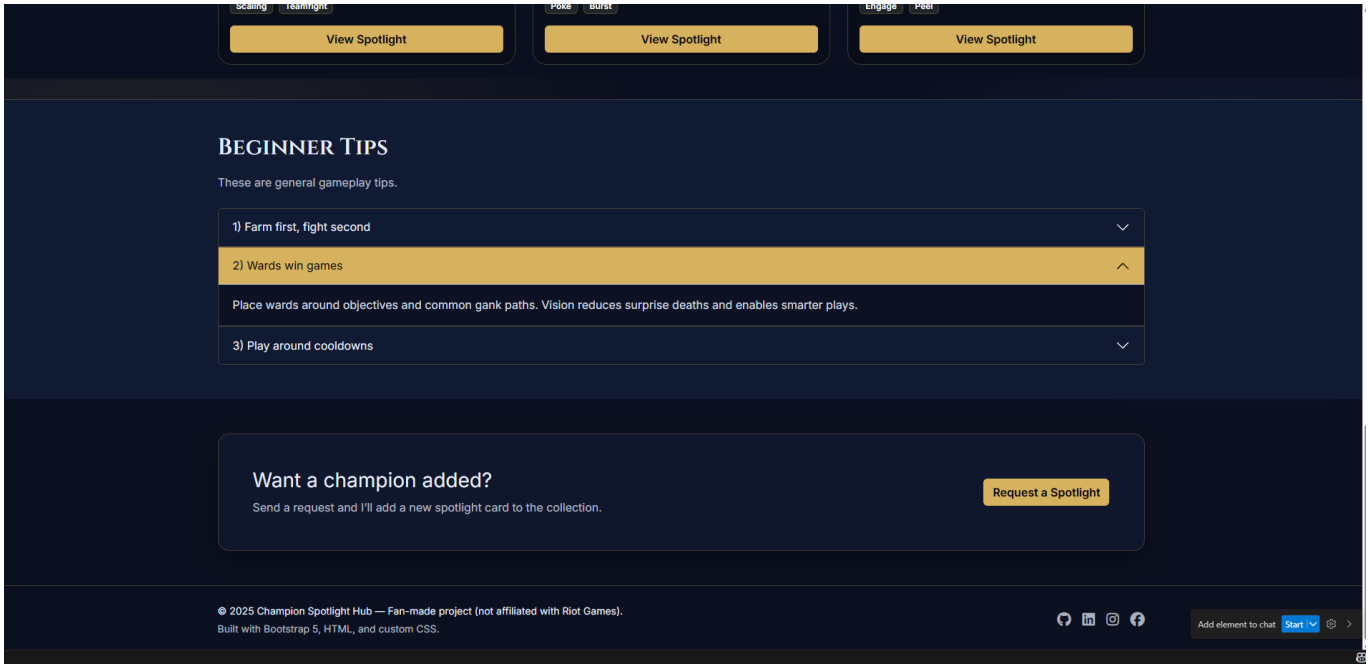
- I believe this project deserves a high grade because:
- All required features were implemented correctly
- The website is fully responsive and accessible
- Lighthouse accessibility score reached 100
- Performance was tested and improved through iteration
- The design is consistent, polished, and user-friendly

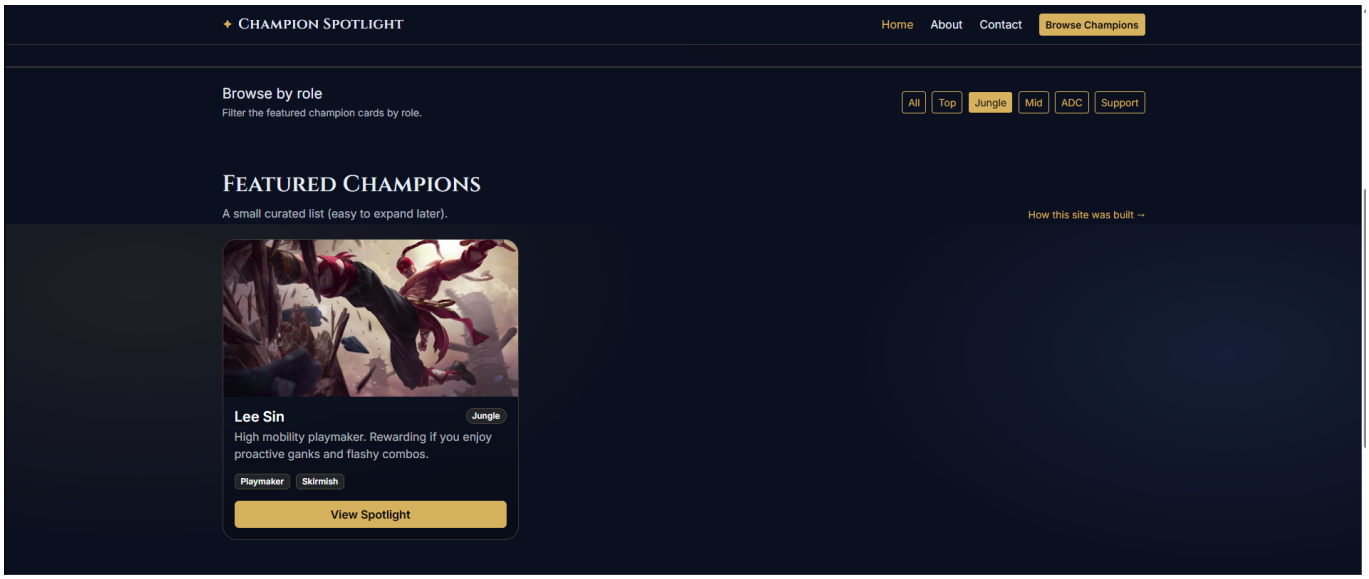
A perfect score was not given due to remaining performance improvements that could be achieved with further image optimisation and advanced loading strategies.

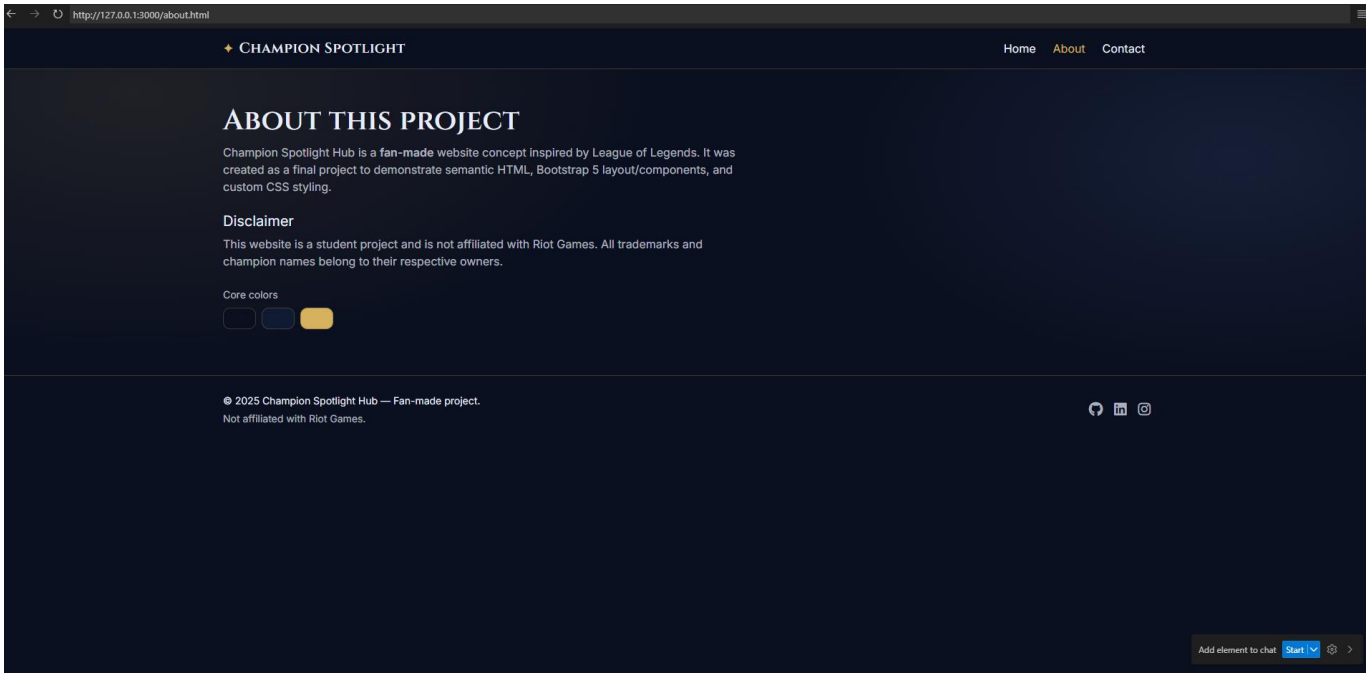
8 Appendix - Screenshots

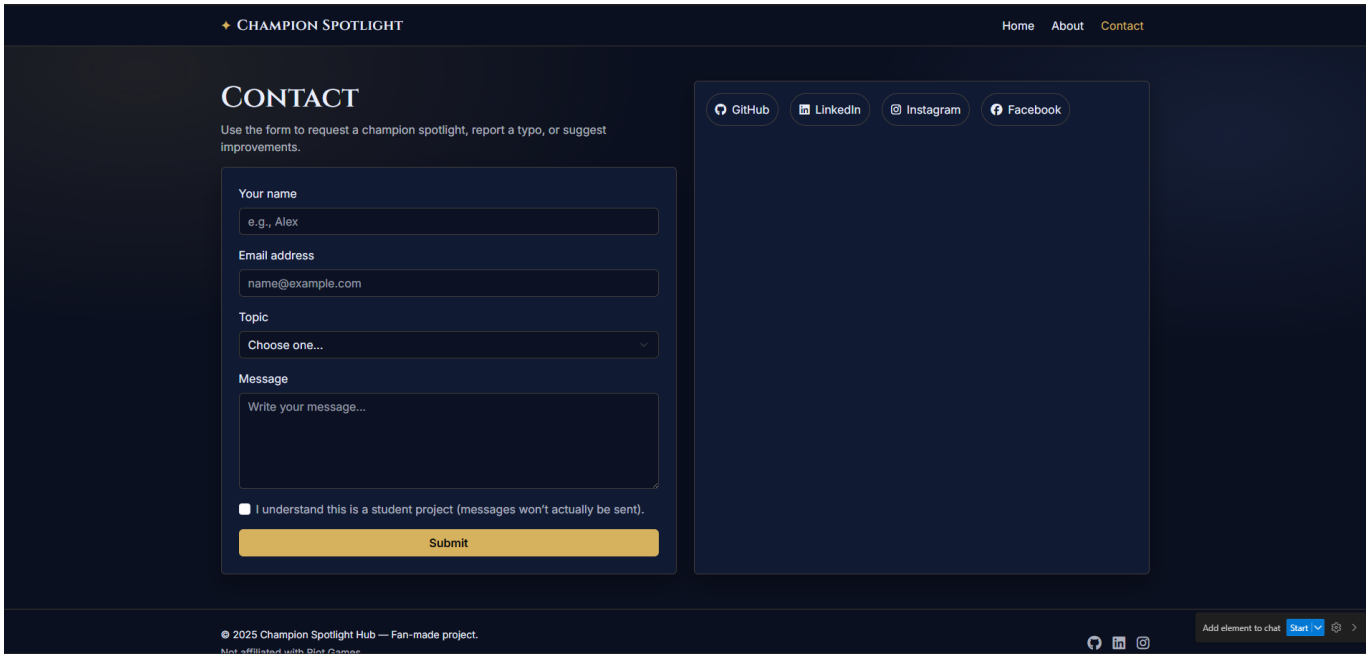


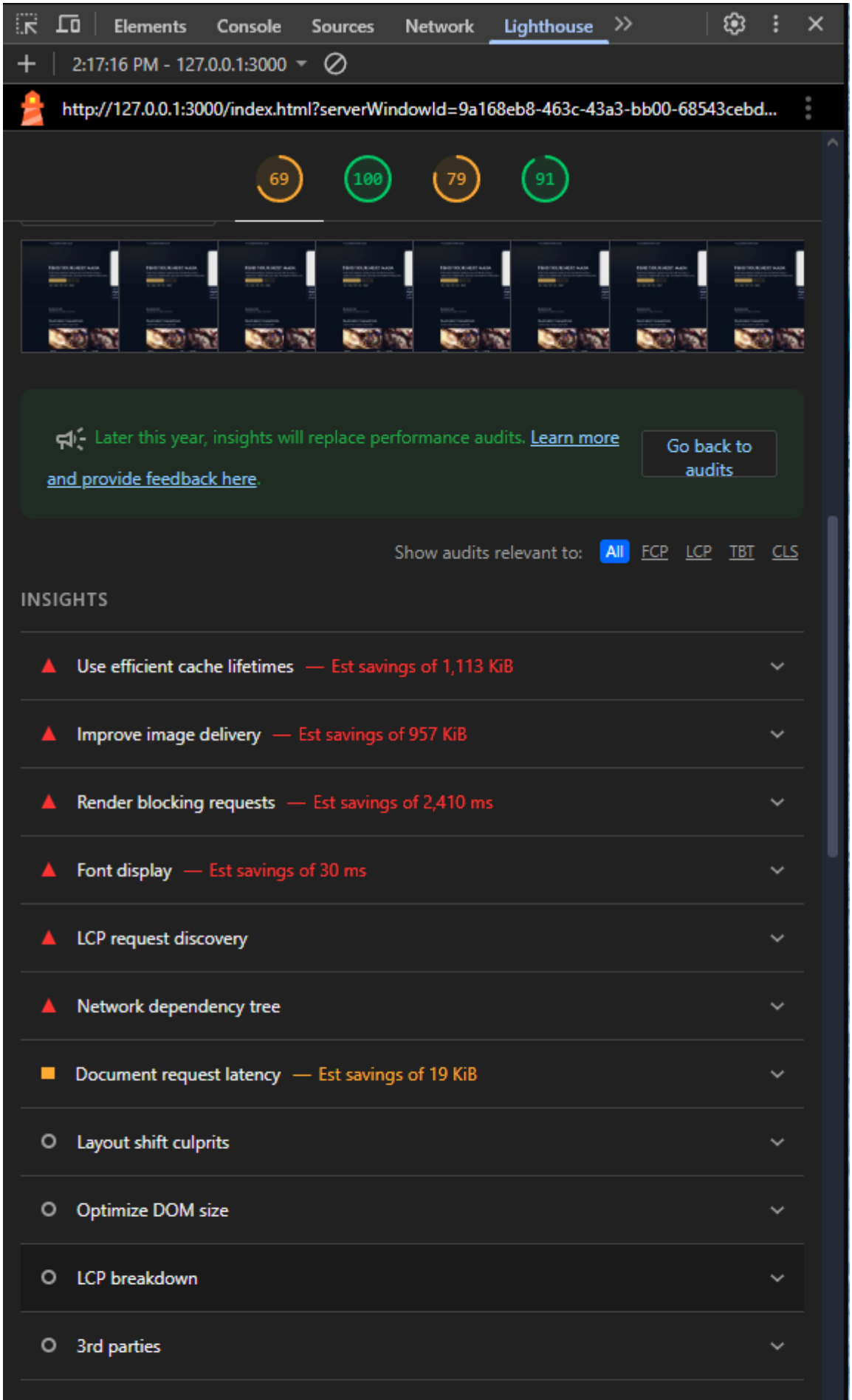


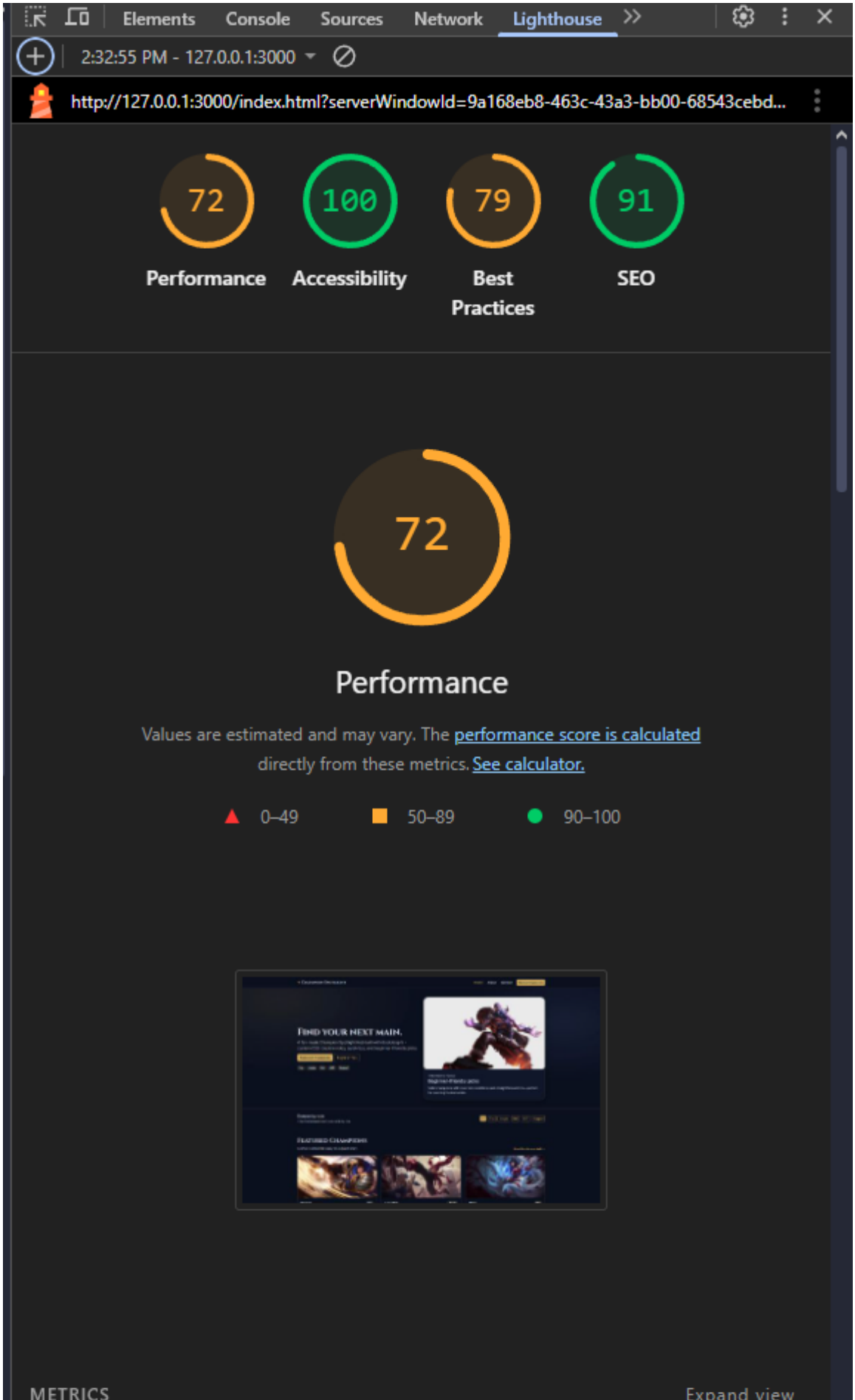

View Spotlight
View Spotlight
View Spotlight
BEGINNER TIPS
These are general gameplay tips.
1) Farm first, fight second
2) Wards win games
Place wards around objectives and common gank paths. Vision reduces surprise deaths and enables smarter plays.
3) Play around cooldowns
Want a champion added?
Send a request and I'll add a new spotlight card to the collection.
Request a Spotlight
© 2025 Champion Spotlight Hub — Fan-made project (not affiliated with Riot Games).
Built with Bootstrap 5, HTML, and custom CSS.
Add element to chat
Start

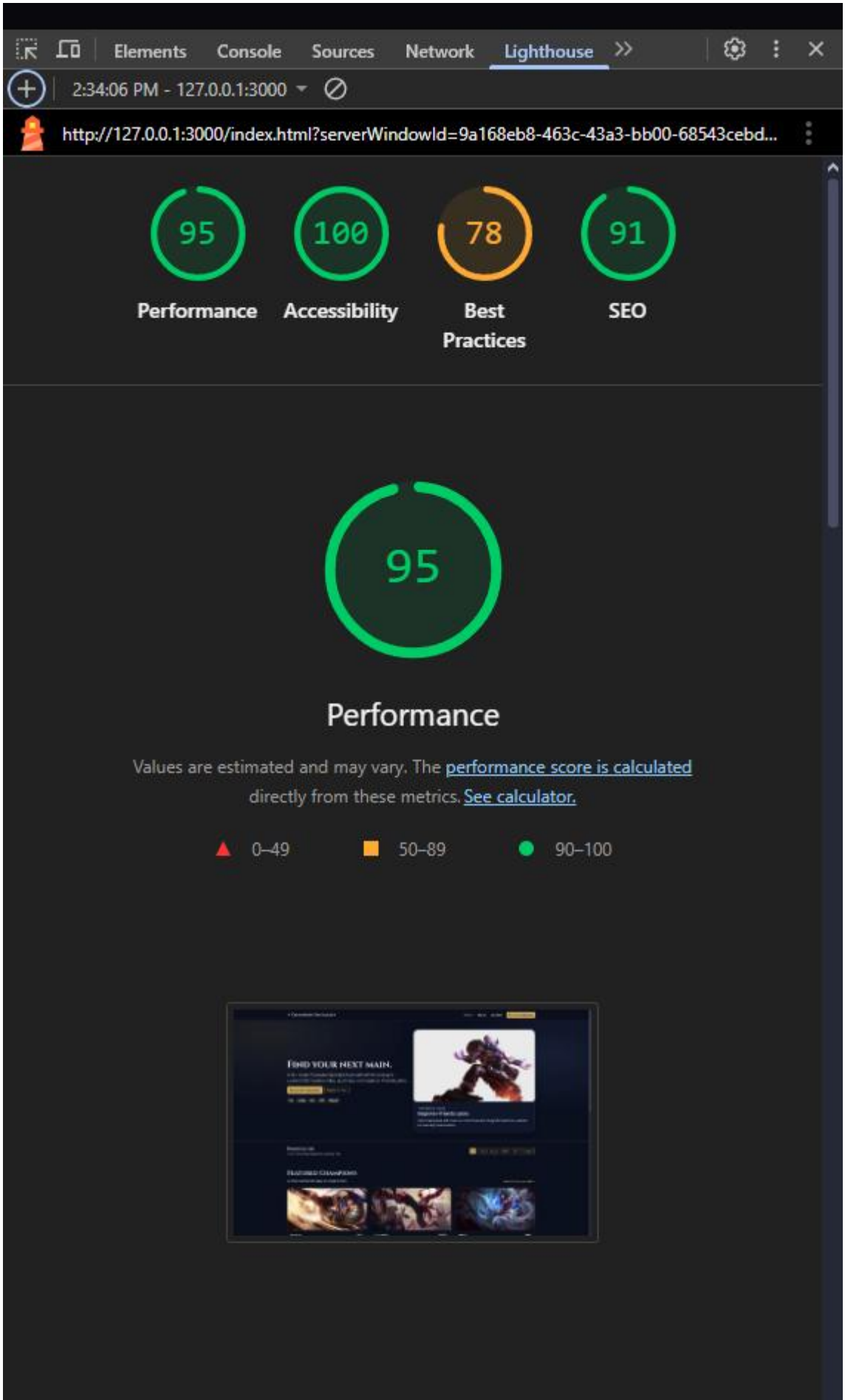

CHAMPION SPOTLIGHT
Home
About
Contact
Browse Champions
Browse by role
Filter the featured champion cards by role.
All
Top
Jungle
Mid
ADC
Support
FEATURED CHAMPIONS
A small curated list (easy to expand later).
How this site was built →
Lee Sin
Jungle
High mobility playmaker. Rewarding if you enjoy proactive ganks and flashy combos.
Playmaker
Skirmish
View Spotlight


http://127.0.0.1:3000/about.html
CHAMPION SPOTLIGHT
Home
About
Contact
ABOUT THIS PROJECT
Champion Spotlight Hub is a fan-made website concept inspired by League of Legends. It was created as a final project to demonstrate semantic HTML, Bootstrap 5 layout/components, and custom CSS styling.
Disclaimer
This website is a student project and is not affiliated with Riot Games. All trademarks and champion names belong to their respective owners.
Core colors
© 2025 Champion Spotlight Hub — Fan-made project.
Not affiliated with Riot Games.
Add element to chat
Start


CHAMPION SPOTLIGHT
Home
About
Contact
CONTACT
Use the form to request a champion spotlight, report a typo, or suggest improvements.
Your name
e.g., Alex
Email address
name@example.com
Topic
Choose one...
Message
Write your message...
I understand this is a student project (messages won't actually be sent).
Submit
GitHub
LinkedIn
Instagram
Facebook
© 2025 Champion Spotlight Hub — Fan-made project.
Add element to chat
Start


Elements
Console
Sources
Network
Lighthouse
2:17:16 PM - 127.0.0.1:3000
http://127.0.0.1:3000/index.html?serverWindowId=9a168eb8-463c-43a3-bb00-68543cebd...
69
100
79
91
Later this year, insights will replace performance audits. Learn more and provide feedback here.
Go back to audits
Show audits relevant to:
All
FCP
LCP
TBT
CLS
INSIGHTS
Use efficient cache lifetimes — Est savings of 1,113 KiB
Improve image delivery — Est savings of 957 KiB
Render blocking requests — Est savings of 2,410 ms
Font display — Est savings of 30 ms
LCP request discovery
Network dependency tree
Document request latency — Est savings of 19 KiB
Layout shift culprits
Optimize DOM size
LCP breakdown
3rd parties


Elements
Console
Sources
Network
Lighthouse
2:32:55 PM - 127.0.0.1:3000
http://127.0.0.1:3000/index.html?serverWindowId=9a168eb8-463c-43a3-bb00-68543cebd...
72
Performance
100
Accessibility
79
Best Practices
91
SEO
72
Performance
Values are estimated and may vary. The performance score is calculated directly from these metrics. See calculator.
0–49
50–89
90–100
METRICS
Expand view


Elements
Console
Sources
Network
Lighthouse
2:34:06 PM - 127.0.0.1:3000
http://127.0.0.1:3000/index.html?serverWindowId=9a168eb8-463c-43a3-bb00-68543cebd...
95
Performance
100
Accessibility
78
Best Practices
91
SEO
95
Performance
Values are estimated and may vary. The performance score is calculated directly from these metrics. See calculator.
0–49
50–89
90–100