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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
- 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

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- 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

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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.

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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.

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8 Appendix - Screenshots

The screenshot shows the homepage of the Champion Spotlight Hub. At the top, there's a navigation bar with links for Home, About, Contact, and Browse Champions. Below the navigation is a large image of a champion in a dynamic pose. A callout box titled "THIS WEEK'S FOCUS Beginner-friendly picks" describes solid champions for learning fundamentals. On the left, there's a section for "Featured Champions" with buttons for Top, Jungle, Mid, ADC, and Support. Below this is a "Browse by role" section with similar buttons. The main content area is titled "FEATURED CHAMPIONS" and contains a curated list of champions.

This screenshot shows the "FEATURED CHAMPIONS" page from the Champion Spotlight Hub. It displays six champion cards in a grid:

- Garen** (Top): Durable frontliner with simple trading patterns. Great for learning lane basics. (Tags: Tanky, Beginner). [View Spotlight](#)
- Lee Sin** (Jungle): High mobility playmaker. Rewarding if you enjoy proactive ganks and flashy combos. (Tags: Playmaker, Skirmish). [View Spotlight](#)
- Ahri** (Mid): Safe mage-assassin hybrid. Great for learning wave control and picks with charm. (Tags: Pick, Mobility). [View Spotlight](#)
- Jinx** (ADC): Scaling marksman with explosive resets. Strong when you position safely in teamfights. [View Spotlight](#)
- Lux** (Mid / Support): Long-range control mage. Great for learning skillshots and vision control. [View Spotlight](#)
- Thresh** (Support): Engage support with strong pick potential. Perfect for learning roaming and peeling. [View Spotlight](#)

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The screenshot shows the homepage of the Champion Spotlight Hub. At the top, there are three tabs: 'Scaling' (selected), 'Teamfight', 'Poke', 'Burst', 'Engage', and 'Peel'. Below these are three yellow 'View Spotlight' buttons. The main content area features a section titled 'BEGINNER TIPS' with the subtext 'These are general gameplay tips.' It lists three items: 1) Farm first, fight second, 2) Wards win games, and 3) Play around cooldowns. A note below item 2 states: 'Place wards around objectives and common gank paths. Vision reduces surprise deaths and enables smarter plays.' Below this is a dark callout box with the text 'Want a champion added?' and 'Send a request and I'll add a new spotlight card to the collection.' It includes a 'Request a Spotlight' button. At the bottom, there is a copyright notice: '© 2025 Champion Spotlight Hub — Fan-made project (not affiliated with Riot Games). Built with Bootstrap 5, HTML, and custom CSS.' and social media links.

The screenshot shows a 'CHAMPION SPOTLIGHT' page. At the top, there is a navigation bar with 'Home', 'About', 'Contact', and 'Browse Champions'. Below this is a 'Browse by role' section with filters for 'All', 'Top', 'Jungle', 'Mid', 'ADC', and 'Support'. The main content area is titled 'FEATURED CHAMPIONS' with the subtext 'A small curated list (easy to expand later).'. It features a large image of Lee Sin in action. Below the image is a card with the champion's name 'Lee Sin' and her role 'Jungle'. The card describes her as a 'High mobility playmaker. Rewarding if you enjoy proactive ganks and flashy combos.' It includes tags for 'Playmaker' and 'Skirmish', and a 'View Spotlight' button. In the bottom right corner of the page, there is a link 'How this site was built →'.

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The screenshot shows the 'ABOUT THIS PROJECT' section of the website. It includes a brief description of the project as a fan-made website concept inspired by League of Legends, created as a final project to demonstrate semantic HTML, Bootstrap 5 layout/components, and custom CSS styling. A 'Disclaimer' section states that the website is a student project and not affiliated with Riot Games. Below this are 'Core colors' represented by three small squares (light blue, dark blue, yellow). At the bottom, there is a copyright notice for 2025 and social media links for GitHub, LinkedIn, Instagram, and Facebook.

The screenshot shows the 'CONTACT' section of the website. It features a form for users to request a champion spotlight, report a typo, or suggest improvements. The form fields include 'Your name' (placeholder: e.g., Alex), 'Email address' (placeholder: name@example.com), 'Topic' (dropdown menu placeholder: Choose one...), and a large 'Message' area with placeholder text 'Write your message...'. Below the form is a checkbox for agreeing that it's a student project (messages won't be sent) and a yellow 'Submit' button. To the right of the form is a sidebar with social media links for GitHub, LinkedIn, Instagram, and Facebook.

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The screenshot shows the Lighthouse performance audit interface. At the top, there are four circular performance metrics: 69 (orange), 100 (green), 79 (orange), and 91 (green). Below these are eight small screenshots of a website's mobile view. A green banner at the bottom left says: "Later this year, insights will replace performance audits. [Learn more](#) and provide feedback here." To the right of the banner is a button labeled "Go back to audits". Below the banner, there are filter options: "Show audits relevant to: All FCP LCP TBT CLS". The main section is titled "INSIGHTS" and lists various performance improvements:

- ▲ 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

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The screenshot shows the Lighthouse performance audit interface. At the top, there are four circular progress indicators with scores: Performance (72), Accessibility (100), Best Practices (79), and SEO (91). Below these, a large circle highlights the Performance score of 72. The word "Performance" is centered below the score. A legend at the bottom indicates color coding for scores: red for 0-49, yellow for 50-89, and green for 90-100. At the bottom of the interface, a screenshot of a game's main menu is displayed, showing various champion icons and game modes.

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Elements Console Sources Network Lighthouse > ⚙️ ⋮ X

2:32:55 PM - 127.0.0.1:3000 ✖️

⚠️ http://127.0.0.1:3000/index.html?serverWindowId=9a168eb8-463c-43a3-bb00-68543cebd...

72 100 79 91

Performance Accessibility Best Practices 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

FIND YOUR NEXT MAIN. FIND YOUR NEXT MAIN. FIND YOUR NEXT MAIN.

FEATURED CHAMPIONS

METRICS Expand view

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