# CODE RED

(PART of this documentation is on the group documentation called ‘Confidential Information’)

# Table of contents:

1. [Phase 1](#Phase1)
2. [Work-log table](#Worklog)
3. [Testing and Debugging table](#Testingdebug)
4. [Web convention, tools and techniques table](#Webconvention)
5. [Extra refinements](#Refinement)

SETTING: **abandoned hospital room**

Urban exploration location and it’s like a trailer for it

Responses to our contact form accessed here:

[Formsub – Google Sheets](https://docs.google.com/spreadsheets/d/1cV1Q6OzeZ-5BKTV5I9NYaAYMj_0Alrwonf6LwE5OzfU/edit?gid=0#gid=0)

1. Horror game
2. Dim lighting
3. Singular room but make it trippy
4. Creepy assets
5. Rotten walls, cobwebs
6. Zombie/infected person locked in a cage
7. Virus outbreak – resulting in hospital being overfilled with people causing abandonment and corruption
8. Flickering and sparking electronics
9. Red emergency light distant in the hallway flashing

# Phase 1:

## 1. What is the purpose of your website?

The website is designed to **promote a fictional horror game** set in an abandoned hospital during Soviet Russia. Its goal is to create a **dark, immersive atmosphere** that gives visitors a taste of the game's eerie setting, story, and mood. It showcases the game’s concept, features, and aesthetic, and serves as a portfolio piece demonstrating web design skills like layout, hierarchy, hover effects, and interactive elements.

## 2. Who are the users?

* **Teen and young adult gamers** who enjoy horror, survival, or Soviet-themed games.
* **Teachers or examiners** assessing the design and implementation of the site.
* **Classmates or peers** interested in game concepts.
* **Potential future clients or employers**, as it shows design and technical skills.

## 3. What are the requirements?

These are the elements your site must include:

* A **title and description** of the game.
* A **visually striking homepage** (e.g. large background image, bold title).
* At least **one embedded video or image gallery** showing the game or setting.
* **Navigation bar** for sections like Home, Story, Characters, Media.
* At least **three sections** (e.g. Story, Features, Media).
* Use of **HTML and CSS**, and optionally **JavaScript** for effects like hover animations or sound.
* A **clear visual hierarchy** using H1, H2, etc.
* A layout that works on **different screen sizes** (basic responsiveness).

## 4. What are the specifications?

Since it's a static student-built site, here are your measurable goals:

* Uses proper **semantic HTML** (e.g. header, section, article).
* All images have **alt attributes**.
* Font and colors are readable with good contrast.
* The site loads properly in a browser from a local folder.
* **Interactive elements** (like hover effects or transitions) enhance user experience.
* **Well-organized code**, with comments and a clear folder structure (e.g. images/, css/, js/).

## 5. Cultural, ethical, or accessibility considerations?

**Cultural:**

* Use Soviet-era references (like Cyrillic signs or architecture) **respectfully**.
* Avoid using real tragedies or making fun of historical events.

**Ethical:**

* Don’t portray mental illness or hospital settings in a **stereotypical** or offensive way.
* Content should stay within a **school-appropriate horror theme** (suspenseful but not excessively violent or gory).

**Accessibility:**

* Use **alt text** for images.
* Avoid **hard-to-read fonts** or low-contrast color combinations.
* Make sure all text is **scannable and readable** on different screens.

# Worklog:

|  |  |  |  |
| --- | --- | --- | --- |
| Date: | What did you do today? | Satisfaction level | Evidence: |
| 26/5/25 | Worked on styling the landing page and the button | 8 | A room with broken objects and a window  AI-generated content may be incorrect. |
| 26/5/25 | Produced a New Style for the trailer page, It uses the same CSS as the landing page. Place holder video added so that I can see where the video will be displayed | 10 |  |
| 26/5/25 | Re-styled the landing page to add more information, changed the button for a nav bar, interesting text animation added too | 8 | A dirty room with a lamp and a window  AI-generated content may be incorrect. |
| 27/5/25 | Slight style change to landing page | 6 | A room with a dirty floor and a large lamp  AI-generated content may be incorrect. |
| 28/5/25 | Added basic copy of the about us page | 5 (because its only a basic version still needs to be changed) | A screenshot of a website  AI-generated content may be incorrect. |

|  |  |  |  |
| --- | --- | --- | --- |
| 28/5/25 | Added basic copy of the pricing page | 5 (because its only a basic version still needs to be changed) | A screenshot of a website  AI-generated content may be incorrect. |
| 31/5/25 | Added new styling for the about page | 10 I think it looks amazing | A screenshot of a website  AI-generated content may be incorrect. |
| 31/5/25 | My new background for the trailer, about and pricing pages which uses java script to change gradient. | 8, I used AI to help me make this one because it was very difficult to go back and learn js again for making this. |  |
| 4/6/2025 | Gradient for about, trailer and pricing changed to blue green. | 10 | A screenshot of a website  AI-generated content may be incorrect. |
| 5/6/2025 | Larger remodel of the gradient code to incorporate a gloomier theme with a more interactive design, that’s more visually appealing for the user. | 9 | A screenshot of a website  AI-generated content may be incorrect. |
| 5/6/25 | Added a loading screen in between transitions for anticipation effect. | 8 | A black background with gold text  AI-generated content may be incorrect. |
| 7/6/25 | Added a responsive gallery with captions, space for 6 picture or more (can be expanded easily). It uses javascript for the scrolling. It was such a pain to do the margins and get it all right. | 7 its not perfect but it already took ages. | A screenshot of a computer  AI-generated content may be incorrect.A screenshot of a computer program  AI-generated content may be incorrect.A screenshot of a computer program  AI-generated content may be incorrect.A screenshot of a computer program  AI-generated content may be incorrect. |
| 8/6/25 | Added the criteria we are wanting to follow to onto our Trello so that we can easily check off steps. | -- | A screenshot of a computer  AI-generated content may be incorrect. |
| 8/6/25 | Examples of Flex Box Use in my code | -- | **A screen shot of a computer  AI-generated content may be incorrect.**A screenshot of a computer  AI-generated content may be incorrect.  A screen shot of a computer  AI-generated content may be incorrect. |
| 8/6/2025 | Added a custom colour scheme when a user decides to highlight any text on our webpage. | 8 | **A black and yellow text  AI-generated content may be incorrect.** |
| 8/6/2025 | Added a date for each image in the top right corner, as well as adding some images to test with as the 3d models aren’t ready yet. | 8 | A mountain with snow on top  AI-generated content may be incorrect. |
| 8/6/2025 | More mysterious gradient added. | 10 | A screenshot of a website  AI-generated content may be incorrect. |
|  |  |  |  |
| 8/6/2025 | Extra darkness added to the landing page background, this will apply to any new image we decide to use | 9 | A room with a movie projector and a window  AI-generated content may be incorrect. |
| 10/6/25 | Accessibility menu added. | 9 | A screenshot of a menu  AI-generated content may be incorrect. |
| 12/6/25 | High contrast mode | 8 | A screenshot of a website  AI-generated content may be incorrect. |
| 15/6/25 | High contrast mode complete remodel for every page | 9 the gallery still needs to be fixed as I broke it a little | A screenshot of a black screen  AI-generated content may be incorrect.  A room with a movie reel in it  AI-generated content may be incorrect.  A close up of a spray can  AI-generated content may be incorrect.  A screenshot of a website  AI-generated content may be incorrect.  A mountain with a snow covered peak  AI-generated content may be incorrect.  A white light in the dark  AI-generated content may be incorrect. |
| 17/6/25 | Fixed gallery window getting taller when image changed and now it uses vw to get bigger and small | 8 | A room with a broken floor  AI-generated content may be incorrect. |
| 23/6/25 | Contact form produced | 8 | A screenshot of a contact form  AI-generated content may be incorrect. |
| 25/6/25 | Debug 1  Unable to commit changes to github repository. | - | A computer screen shot of a program  AI-generated content may be incorrect. |
| 25/6/25 | Debug 1  Error fixed by using this command in the terminal to remove the repository I had there originally. I then let vs code write my folder containing my code into a new public repository so that it would already be linked, and I would be able to commit any changes easily. | - | A screenshot of a computer  AI-generated content may be incorrect. |
| 25/6/25 | Debug 1  First working github commit changes achieved.  Working perfectly now. Found out today that each committed change needs a message for it to be recorded as. This may have been part of the problem before which I have fixed now. | 10 | A screenshot of a computer screen  AI-generated content may be incorrect.A black rectangular object with white lines  AI-generated content may be incorrect. |
| 26/6/25 | Contact form color scheme reimagined to give a cleaner look | 8 | A screenshot of a computer screen  AI-generated content may be incorrect. |
| 26/6/25 | Small text updates | - | A black background with white text  AI-generated content may be incorrect. |
| 28/6/25 | Working on having my form create a submission that gets recorded on a google form through adding a script to the google sheet. | - | A screenshot of a computer  AI-generated content may be incorrect. |
| 28/6/25 | Apps script code | - | A screenshot of a computer  AI-generated content may be incorrect. |
| 28/6/25 | Debug 2  Currently the bridge between form and sheet is not quite working. | - |  |
| 28/6/25 | Debug 2  Testing the web app url, needs code to be added to the Formsubscript | - | A screenshot of a computer  AI-generated content may be incorrect. |
| 28/6/25 | Debug 2  Working form writes to sheets. Brings up a thank you message and then clears the form. | 10 | A screenshot of a computer screen  AI-generated content may be incorrect.A screen shot of a computer  AI-generated content may be incorrect. |
| 28/6/25 | Written information to sheet | 10 | A screenshot of a computer  AI-generated content may be incorrect.  A screenshot of a computer  AI-generated content may be incorrect. |
| 28/6/25 | Debug 2  The issue I was running in to was, this in the bottom corner was named sheet 1, I didn’t see it for a while, meaning that since it was called sheet 1 and not Formsub, the app script code couldn’t find the sheet, and couldn’t write the entries from the form to it. |  | A screenshot of a computer  AI-generated content may be incorrect. |
| 1/07/25 | Debug 3  Working on a new feature for when you click on these boxes it brings up a little plaque with some information about each edition. Currently the click is not working, and I’ve found a small error with the JavaScript that needs to be fixed in order for this to work. InfoBox Is being defined but then using thisBox instead is an undefined variable so it will not work. So in theory I just needed to change infoBox to thisBox. Now it works, and it just needs to be styled. |  | A screenshot of a website  AI-generated content may be incorrect.  A screen shot of a computer screen  AI-generated content may be incorrect.  A screenshot of a black and white website  AI-generated content may be incorrect. |
| 1/07/2025 | Small refinements made to the visual appearance of both the about us and pricing grids, so they are uniform and more appealing. Next steps here are to review the margins and the flex box logic as when opening the descriptions the margins are quite different. | 10 | A black square with white text  AI-generated content may be incorrect.  A black and gold business card  AI-generated content may be incorrect. |
| 10/7/25 | Added high contrast mode for the boxes on my about and pricing styles. | 9 | A screenshot of a computer  AI-generated content may be incorrect.A screenshot of a computer  AI-generated content may be incorrect. |
| 10/7/25 | Paths added to images so that I can organize them inside of a pictures folder. | - | A screen shot of a computer program  AI-generated content may be incorrect. |
| 10/7/25 | Organized folder setup | 9 | A screenshot of a computer screen  AI-generated content may be incorrect. |
| 10/7/25 | Contrast checker | - | A room with a movie projector and a brick wall  AI-generated content may be incorrect. |
| 10/7/25 | Debug 4  Accessibility checker. I am fixing this now | - | A screenshot of a computer  AI-generated content may be incorrect. |
| 10/7/25 | Debug 4  Fixed code. This fixes the issue because lets the squares be clicked like a button with the mouse, or navigated to and pressed on using the enter key on keyboard. | - | A screen shot of a computer code  AI-generated content may be incorrect.A screen shot of a computer code  AI-generated content may be incorrect. |
| 10/7/25 | Feedback gathered from two individuals. I’m going to act on this piece of feedback which asks me to remove the distracting background on the trailer page. It only appears in high-contrast mode. | - | A black and white text  AI-generated content may be incorrect.A close-up of a dirty ground  AI-generated content may be incorrect. |
| 10/7/25 | Feedback  Black background in high-contrast mode on the trailer page.s | - | A black screen with white text  AI-generated content may be incorrect. |
| 10/7/25 | Contrast check for gallery page. Come back all clear. | - | A mountain with snow on top  AI-generated content may be incorrect. |
| 17/7/25 | Looking to improve on this point in Lloyd’s feedback. | - | A black and white text  AI-generated content may be incorrect.  In response to the site needing more content I have added an faq for our priving. A screenshot of a computer  AI-generated content may be incorrect. |
| 17/7/25 | Refinement for the FAQ  These questions being so close together may cause issues for those who have reading disabilities. I will add something to separate them. Updated grid-like pattern. | 9 | A screenshot of a computer  AI-generated content may be incorrect. |
| 17/7/25 | Scroll indicator | 10 | A screen shot of a computer screen  AI-generated content may be incorrect. |
| 17/7/25 | FAQ  High contrast mode added | - | A screenshot of a computer  AI-generated content may be incorrect. |
| 19/7/25 | Contact details and development process implemented.  This takes off of the feedback given to us by both our testers, telling us to add more content. | 9 | A screenshot of a computer  AI-generated content may be incorrect. |
| 19/7/25 | High contrast mode added for previous additions | 10 | A screenshot of a computer  AI-generated content may be incorrect. |
| 22/7/25 | Flex box and Mobile phone updates to the navigation bar. | 10 |  |
| 25/7/25 | Adding comments to my work | 10 |  |
| 27/07/25 | Mobile device optimization  Adding this line of code to the top of all my pages gives the browser instructions on how to control the pages dimensions and scaling. This is important for use on mobile devices as they use a much smaller VW than a desktop browser. | - |  |
| 27/7/25 | Our images added to the gallery and background of the landing page. | 10 |  |
| 29/7/25 | W3c code validator | 10 |  |
| 2/8/25 | Accessibility menu rework implemented, reported on in testing and debugging table | 10 |  |
| 2/8/25 | Explicit content warning upon opening the gallery page implemented. | 9 |  |
| 8/8/25 | Adding the newly rendered trailer to our page | 10 |  |
| 9/8/25 | Fixing the explicit content warning on every page now it works very well. | 10 |  |

# Testing and Debug Table:

|  |  |  |
| --- | --- | --- |
| Date: | What you tested: | What you changed: |
| 22/7/2025 | This is part of my FLEX BOX and MOBILE PHONE testing and implication.  Full size computer browser:  Mobile phone scale:    Testing the scaling of VW’s to a mobile  phones size, effect on the navigation bar.  We can see that while the boxes for the pricing editions scales and goes into a line, the navigation bar just gets cut off and doesn’t actually resize. I’m going to make the ones which get cut off go under the top row, they will also stay centered here. | Here is the updated navigation bar to ensure it stays visible when on a mobile phone.  Updated code:    Fixed viewport-width font sizes have been replaced with clamp(), a responsive function. I have also added proper wrapping, and responsive padding, to optimize the navigations flex box layout, for use on mobile phones. |
| 10/7/25 | Here, my accessibility checker shows that the way that these buttons are set up makes it so that they can only be clicked with a mouse. This influences my choices when it comes to accessibility options because it means that some people who cannot use a mouse / mobile users will not be able to get the full experience of the website.  A screenshot of a computer  AI-generated content may be incorrect. | These two pieces of code show the updates made to make these buttons accessible with the keyboard for users who do not use a mouse  A screen shot of a computer code  AI-generated content may be incorrect.  A screen shot of a computer code  AI-generated content may be incorrect. |
| 25/6/25 | Unable to commit changes to github repository. There is an error coming up / It will not load to commit the changes.  A computer screen shot of a program  AI-generated content may be incorrect. | Error fixed by using this command in the terminal to remove the repository I had there originally. I then let vs code write my folder containing my code into a new public repository so that it would already be linked, and I would be able to commit any changes easily.A screenshot of a computer  AI-generated content may be incorrect.  Update:  A screenshot of a computer screen  AI-generated content may be incorrect.  A black rectangular object with white lines  AI-generated content may be incorrect.  First working GitHub commit changes achieved. Working perfectly now. Found out today that each committed change needs a message for it to be recorded as. This may have been part of the problem before which I have fixed now. |
| 22/07/25 | Click to bring up plaque tested. Will not come up due to an issue.  Working on a new feature for when you click on these boxes it brings up a little plaque with some information about each edition.  Here is the previous code and image:  A screenshot of a website  AI-generated content may be incorrect.  A screen shot of a computer screen  AI-generated content may be incorrect. | After fix has been applied:  A screenshot of a black and white website  AI-generated content may be incorrect.  I’ve found a small error with the JavaScript that needs to be fixed in order for the plaque to come up. InfoBox Is being defined but then using thisBox instead is an undefined variable so it will not work. So in theory I just needed to change infoBox to thisBox. Now it works, and it just needs to be styled. |
| 28/6/25 | Currently I have been working on getting my form to write and time stamp all the information entered into it to a google form where the developers will be able to read responses and act on any feedback given. Currently it the bridge using app script on google forms is not working.  Testing the web app url, needs code to be added to the Formsubscript.  A screenshot of a computer  AI-generated content may be incorrect.  A screenshot of a computer  AI-generated content may be incorrect. | The issue I was running in to was, this in the bottom corner was named sheet 1, I didn’t see it for a while, meaning that since it was called sheet 1 and not Formsub, the app script code couldn’t find the sheet, and couldn’t write the entries from the form to it.  Picture of error: I added a line to the appscript to print this when the VS code cannot be found.  A screenshot of a computer  AI-generated content may be incorrect.  Working images:  A screenshot of a computer screen  AI-generated content may be incorrect.A screen shot of a computer  AI-generated content may be incorrect.  Picture of the thing I needed to update :  A screenshot of a computer  AI-generated content may be incorrect.  A screenshot of a computer  AI-generated content may be incorrect. |
| 23/7/25 | Debug, Small border around the images inside of the gallery created when trying to add more semantic elements used optimally  current code: | Code updated to fix this issue:    Explanation:  The broken version uses a <figure> as the slide container, which comes with default browser margins and styles that cause unwanted borders or spacing. The fixed version uses a plain <div> as the container, which has no default styling, preventing those layout issues. Both keep the <figcaption> for semantic captions, but wrapping it in a <div> avoids the unwanted default styling of <figure>. |
| 25/7/2025 | THIS JAVASCRIPT WAS COMPLETED USING AI  JavaScript  This small issue where when you drag the screen bigger the particles stay on one side until they eventually get knocked over there. | Reasoning as to why this happens (even though I’m happy with it). The particles take a little while to refill the window due to the way that the particles are updated and draw.  canvas.width = window.innerWidth;  canvas.height = window.innerHeight;  The VW is widened using the code above, but the existing particles do not get repositioned when the VW increases in size.  They continue to move on the same DX and DY, and spread across the area over time. New particles are not added they just spread out over the area more making the concentration look less.  const particles = [];  const particleCount = 60;  for (let i = 0; i < particleCount; i++) {  particles.push({  x: Math.random() \* width,  y: Math.random() \* height,  ...  });  } |
| 27/7/25 | Testing in 2 different browsers. (Chrome and Microsoft edge)  Website layout and navigation:  Microsoft Edge:      Microsoft Edge displays my navigation bar as expected. The hover elements work such as brightening and underlining on hover, The clicks also all work, bringing up a loading screen and then promptly opening the page. My navigation bar also displays as expected on smaller window sizes inside of Microsoft edge. With smaller VW the navigation bar stacks on top of itself so that all links remain visible. This is as I set it up as part of my testing and it is fit for purpose.  Chrome:      Chrome browser also displays my navigation bar perfectly, as intended. My hover elements all work, clicks do also. The full process of loading screen to loading the page works flawlessly. The navigation bar also stacks with smaller VW and looks visually appealing also. | No current changes need to be made as all functions tested here are fit for purpose. |
| 27/7/25 | Testing in 2 different browsers. (Chrome and Microsoft edge)  Buttons and hover effects:  Microsoft Edge:      Upon testing various hover elements and buttons I can conclude that all of them seem to work as expected on Microsoft edge. I have thoroughly tested them with developer tools so that I can resize my window to imitate a mobile display and they continue to be fit for purpose. The only issue I have run into is how the hover effects will be visible on mobiles, one quite important thing that I must fix.  Chrome:      When I tested the hover elements and buttons on my chrome browser I also discovered that they work expectedly and fit for purpose. I too ran into the same issue with mobile hover elements there though. So that is a common issue which needs to be repaired. | All my hover effects seem to be working correctly. One issue I have found is that I’m not quite sure how mobile users are going to see my hover effects. That’s an inssue im going to need to work on in the coming days. |
| 27/7/25 | Testing in 2 different browsers. (Chrome and Microsoft edge)  Responsive design:  Microsoft Edge:    Within developer tools in Microsoft edge, I have switched my display size test to ‘responsive design’. This allows me to drag around the widths and heights to test for all sorts of screen sizes and VW’s. From this I have concluded that my website resizing is fit for purpose in a windows browser on all sizes of screen. I am very happy with the work I have done using Vw for font sizes and sometimes for distances too. This makes my website fit to be used on screens that I haven’t even planned on having my website displayed on.  Chrome:    Same results have been seen for on Chrome. Responsive design tested in developer tools on the Chrome browser and results came back fit for purpose. VW works well here as it allows the dynamic resizing of elements in real time without having to wait for it to buffer. | I am very happy to say that pretty much everything worked as I intended it to here.   * 1. I am very happy with my use of VW measurments as it makes for a responsive UI and elements.   2. The way the image resizes and zooms in on the background of my landing page looks very interesting, and is a nice addition.   3. At lower VW compared to the height some of the text becomes hard to read. I will consider adding a darkening effect or something of the sort to ensure all text remains visible.   4. As for future implications of my website the responsive design using VW Is fit for purpose during the future and the rise of resizable screen technology. It ensures a clean transition between sizes for the user   5. Here are some links for some context about the issue above:   6. [1600 1603..1607](https://conformabledecoders.media.mit.edu/courses/2018/decoders%201.0/John%20Rogers/Materials%20and%20Mechanics%20for%20Stretchable%20Electronics_2010.pdf)   7. [(PDF) Flexible and Stretchable Electronics](https://www.researchgate.net/publication/317819875_Flexible_and_Stretchable_Electronics)   8. [US9348450B1 - Foldable display apparatus - Google Patents](https://patents.google.com/patent/US9348450B1/en) |
| 27/7/25 | Testing in 2 different browsers. (Chrome and Microsoft edge)  Image loading, format:  Microsoft Edge:    Dev tools allows you to simulate the loading of images on slower devices. One thing I have discovered through this is that my images do not load very quickly at all on slower devices. While on any normal laptop they probably would older ones struggle to load my images and buffer them in a few lines of pixels at a time. Other than this gallery is fit for purpose on Microsoft Edge.  Chrome:    As for google chrome all of the images load quite seemingly instantly on my computer. Although on slower and even mid tier devices there is quite a delay in loading these images. I’m worried this will effect the availablility of my webaite to people decreasing the overall reach of our product. | Heres some data to show the loading time for my images on a mid-tier mobile device. This is obviously something which needs to be fixed to ensure my website stays availible to all and has short loading times. |
| 27/7/25 | Testing in 2 different browsers. (Chrome and Microsoft edge)  Other JavaScript interactive items:  Microsoft Edge:  Chrome: |  |
| 27/7/25 | After testing my accessibility menu I found a small bug where if you select and deselect high contrast mode and extra readable font it wont let you close the menu. This small but significant error would hinder the ability to use my page as it renders the accessibility menu useless as it blocks the user from accessing their screen. |  |
| 29/7/25 | [The W3C Markup Validation Service](https://validator.w3.org/)  I have used this website to test my HTML for valid structure. This website helps find unconventional use of html and its strucutes as well as code that is broken.  This issues to Index.html are as follows: | For issue 1:  I have added this which is primarily used to tell screen readers the language is in english.  For issue 2:    There is an empty <title> statement even though I have one directly underneath it. I will solve this by deleting it.  For issue 3:      This stray HTML tag needs to be deleted.  For issue 4:    There is a self closing br tag. I will just delete this to solve the issue.  For issue 5:    This /div tag at the end is serving no purpose currently. |
| 29/7/25 | [The W3C Markup Validation Service](https://validator.w3.org/)  I have used this website to test my HTML for valid structure. This website helps find unconventional use of html and its strucutes as well as code that is broken.  This issues to Trailer.html are as follows: | For issue 1:  I have added this which is primarily used to tell screen readers the language is in english.  For issue 2:    There is a self closing br tag. I will just delete this to solve the issue.  For issue 3:    This frameborder element needs to be replaced like    To ensure use on all devices. |
| 29/7/25 | [The W3C Markup Validation Service](https://validator.w3.org/)  I have used this website to test my HTML for valid structure. This website helps find unconventional use of html and its strucutes as well as code that is broken.  This issues to Pricing.html are as follows: | For issue 1:  I have added this which is primarily used to tell screen readers the language is in english.  For issue 2:    There is an empty <title> statement even though I have one directly underneath it. I will solve this by deleting it.  For issue 3:      There is a self closing br tag. I will just delete this to solve the issue.  For issue 4:      Unclosed pricing-content div here.    For issue 5:      More unclosed elements.  For issue 6:    I had acciendtaly imbedded css into my pricing.html, I have fixed this by moving it over to the codered.css |
| 29/7/25 | [The W3C Markup Validation Service](https://validator.w3.org/)  I have used this website to test my HTML for valid structure. This website helps find unconventional use of html and its strucutes as well as code that is broken.  This issues to Aboutus.html are as follows: | For issue 1:    I have added this which is primarily used to tell screen readers the language is in english.  For issue 2:    There is an empty <title> statement even though I have one directly underneath it. I will solve this by deleting it.  For issue 3:    This error is misleading in my case. It is detecting multiple <title> elements, although my code only contains 1, this will likely dissapear once I refresh the code validator with my updated code.  For issue 4:      There is a self closing br tag. I will just delete this to solve the issue.  For issue 5:    There appears to be a stray “ sitting near the end of my code. I will fix this by removing it.    For issue 6:      Here is the block of code it is pointing at. XML doesn’t allow line breaks within attributes, here lies out issue. Solving this will make it so that my html can be read on multiple platforms.    Here is the fixed code to include single line within the attribute.  For issue 7:      There is a stray div tag here which needs to be deleted to resolve the error. |
| 29/7/25 | [The W3C Markup Validation Service](https://validator.w3.org/)  I have used this website to test my HTML for valid structure. This website helps find unconventional use of html and its strucutes as well as code that is broken.  This issues to Gallery.html are as follows: | For issue 1:      Including this trailing slash is usually ignored but sometimes it will confuse parsers especially inside of unquoted attributes. The small fix required here for about 15 lines of code is simply removing this slash.  For issue 2-7 (they are all the same):    Instead of having the code for my images inside of my gallery like this because figcaption is actually only valid inside of a figure element, and not just directly inside of a div:    We want to put the figcaption inside a <figure> element  Now the issue that this creates is it puts a large border around our images inside of the gallery:    We will solve this by  Adding some code to our css to set the margins for figure and figcaption to 0. |
| 29/7/25 | [The W3C Markup Validation Service](https://validator.w3.org/)  Secondly, I have also used this same website to check my css for any small errors or validation issues that would make it not run under certain conditions. This website helps find unconventional use of css and its strucutes as well as code that is broken.  This issues to Gallery.html are as follows: | For issue 1 :      This current css is trying to apply a border and a shadow inside border which obviously has some issues with it.  Updated code: which defines them separately:    For issue 2:      There is accidentaly an extra } here, this can be easily fixed by removing one of the two there.    This creates an issue here because its closing tag has been deleted. The issue was that it was around another line of css on accident.    For issue 3:      The second lone zero here is invalid as shadow only takes 2 or 3 lengths not four. This can be easily fixed by removing the extra zero.  For issue 4:      There is also an extra zero here where it only accepts 3. This will be deleted.  For issue 5:      For this line there is no coefficient infront of the VW creating a invalid line of code. I will add one here to fix this.  For issue 6:      There are once again 4 values when only 2 or 3 are accepted. This extra zero will be deleted.  For issue 7:      There are five values here when there should only be 3  corrected code: |
| 1/08/25 | REFINEMENT and TESTING for fit for purpose    Considering that our gallery page contains images which are R rated, it would definitely be a good idea to protect our users to make sure that we aren’t exposing people to things they don’t want to see. This is important for us because it means that potential legal troubles could be avoided in the future. I want to ensure a full screen blur is used with a pop down menu with two buttons to ensure the user must click what they want to do before proceeding. This helps us meet requirements for age restriction, and public display standards. | Here is the updated explicit content drop down when clicking on the gallery part of the menu. It blurs the whole screen and makes it so that you have to choose an option to continue. This is important because it makes the user confirm that they want to continue which exempts us from possible legal trouble in the future. This makes our website fit for purpose because it means we have a mandatory step to ensure age restriction is passed. |
| 1/08/25 | Testing and Debug  Issue with not being able to open menu after selecting a few options, it also gets stuck on the screen. | Here is the updated menu, I have found the one I wanted to use on [Floating Button](https://codepen.io/Gogh/pen/XzrNZd)    The issue with it not closing has been fixed in the process of removal. |

|  |  |  |
| --- | --- | --- |
| 1/8/25 | Nikhils feedback:  It is good and is a nice feature to the website. And also work with the colour way. One thing you can change is the hover. You should also consider removing the blue line underneath the chat logo. | The blue line here is being created by textdecoration:underline the default way browsers style links.  I will fix this by adding  a {  text-decoration: none;  }  Into my css so that it doesn’t get underlined: |
| 1/8/25 | Issue with the border around the chat icon being a different size to the other two icons. | Updated code to fix the issue. What this code does it make sure that any icon inside of an li or span element has the same border size as the other icons. The issue likely stemmed from the chat icon being in a different element to the other two icons. |
| 2/08/25 | issue with the icons changing from icon format to word format when the extra readable font mode is toggled. In my script when extra readable font is toggled  .extra-readable-font \* {  font-family: 'Arial', 'OpenDyslexic', sans-serif !important;  }  The important tag means that it applies to everything which breaks the icon rendering and forces it to be shown as regular textg which is not visually appealing at all. | By adding  .extra-readable-font .material-icons {    font-family: 'Material Icons' !important;  }  We can safeguard the material ions to ensure that even when extra readable font is toggled on they continue to appear as icons. |
| 4/08/25 | Popup and blur not displaying when gallery is clicked, even though all the html and js is installed correctly. | It was missing these two blocks of code. This fixed the issue because on explicit-popup, the display was set to none basically meaning it was never actuall triggered or could take up space on the screen. Adding these made sure it was visible. |
| 5/08/25 | For some reason the buttons are on the side of the | I have opened pricing.html in the browser and used dev tools to locate what children are attached to it and whats causing the issue. It appears here that the display is set to flex.    This confirms that the buttons should be stacking in a column. But they aren’t.    I have added this to the bottom of my css to ensure that the correct styles that I want to have are applied to the popup and override any other ones for on pricing.html    Problem partially solved. Now what happens when I click on the pricing page is this menu is automatically brought up even without clicking on the gallery tab of the nav bar, and the blur effect is also gone.  Updated code to get the blur back, but the buttons have disapeared now for some reason. |
| 7/8/2025 | MOBILE DEVICE OPTIMISATION    Currently the font size of the title and subtitle are way to small to be readable on a mobile phone screen. | Using dev tools to find the correct style names.    Updating the fontsize which activates when the font size is below 480px / the settings applied to most mobile devices.  Much more readable font: |
| 7/08/2025 | MOBILE DEVICE OPTIMISATION  Very similar issue as seen before where the fontsize doesn’t resize correctly on a small device  Current state: | Using devtools to locate the correct div      Updating the font size to be bigger.    Much better, now on to the paragraph of text at the bottom:  Locate with devtools    Some of the updated code:    Finished product: |
| 8/8/25 | White borders being left because the max width of the trailer background is too small. | Removed max width as its irrelevant. |
| 9/08/25 | Old css and background blur not working correctly | Updated css with working blur effect  Why this works:   * + 1. Position:fixed and making the VW the full viewport size ensures the blur covers the whole viewport and stays fixed in place. This means that it covers everything behind it also.     2. backdrop-filter: blur(6px); and -webkit-backdrop-filter: blur(6px);: are the actual css properties that makeup the blur and apply it to everything behind the overlay.     3. background-color: rgba(0, 0, 0, 0.3); the semi transparent black background here makes the background daker while still allowing the blur ensuring there is more of a focus on the warning.   The issue this creates:    Gallery stays blurred even after warning is clicked through.  We need to find a different approach which does not cause this issue  New fix that allows the blur to work and doesn’t affect the other pages:    Why this worked:   1. the css that I wrote only ads the blur when the overlay has the .active class applied to it. 2. The javascript used to only show the overlay and never ended up giving it the .active class so that meant that no blur was applied. 3. overlay.classList.add('active'); I fixed it by adding this line of code which tells the css to turn on the blur affect 4. Then it is removed when either of the buttons are pressed to ensure the other pages remain visible. |
| 9/08/25 | Explicit content warning not opening on aboutus.html, and I’ve found the reason why. This link in the navigation bar on Aboutus.html for opening gallery.html has no actual, code to link it to all of the javascript I wrote to ensure that the explicit content warning actually opens when the link is clicked on. | Updated code makes sure the explicit content warning is actually shown when the link is clicked on, running the javascript and fixing our issue.    The reason the age restriction warning looks a bit different now is because the old one had heaps of bugs in it. I decided to restart it and remove all the old code and give it a fresh look. |
| 9/08/25 | Spinner is off-center in the page, this becomes increasingly easy to see on mobile devices, and especially when a border is drawn around where it should be.  Original code: | Updated one is centered, and I actually like it more, it’s quite unique.    Why this fixed the issue:   1. Each div is positioned absoloutely at top 50% and left 50% 2. They are rotated around the center. I translated each line -25px (the length of one line) to ensure that It is no-longer off-centered. |
| 9/08/25 | MOBILE OPTIMIZATION AND DEBUG    The issue ive found here is that the blur overland and the explicit content warning are being hidden weirdly meaning the gallery is pushed down the page. It is essential it remains in the middle of the screen so that the users attention is immediately drawn there when the page is opened. | The code I have added to fix this issue which means that the overlay and popup arent staying on the screen as invisible items instead are actuall pushed off the screen. Display none also hides them so they don’t take up any space. |
| 9/08/25 | OPTIMIZATION  Added a big of logic to ensue that the gallery isnt super glued to the top of the screen on larger VW sizes and devices. | This ensures that the gallery doesn’t get pushed down even further on mobile devices by only triggering it on devices which have a similar vw to a ipad or computer. |

# Web Convention Table:

This table covers web design conventions, specifications, requirements, and reasoning as to why things are the way they are on my pages. It also covers How tools and techniques are used to create a fit for purpose product, which is part of the E criteria.

|  |  |  |
| --- | --- | --- |
| Date: | Web convention / Specification / Requirement / Tool: | Reasoning / Technique and Image: |
| 21/07/25 | CONVENTION  NAVIGATION BAR  [7 Web Design Conventions You Should Never Break](https://blog.htc.ca/2022/05/18/7-web-design-conventions-you-should-never-break/)  “The Main Navigation should appear in a bar across the top of your site. This convention is another that, if broken, may frustrate users.” | We can observe here that my Navigation bar lies at the top of webpage. It makes for an easy navigation experience which feels common between most other websites, and also provides ease of viewing. I have done this to ensure I follow these important web design conventions, as If navigating your way around a website is too hard, users may become discouraged and leave your site all together. Hence why I have made my nav bar very obvious and easy to use.  My goal through my website is to provide a comfortable user experience, to ensure they do not become frustrated. Providing the user with a familiar experience is a great way to do this. |
| 21/07/25 | CONVENTION  CLICKABLE ASSETS, BUTTONS, AND LINKS  [7 Web Design Conventions You Should Never Break](https://blog.htc.ca/2022/05/18/7-web-design-conventions-you-should-never-break/)  “Users want to know instinctively what’s clickable and what isn’t – as soon as the rules are broken, it becomes confusing and forces users to think.” | My Navigation bar is one way I have decided to differentiate between what’s clickable and what isn’t. Once the user hovers over a tab of the navigation bar, that tab becomes brighter and underlined. This pairs with the previous convention of placing your navigation bar at the top of the screen as the user is instinctively drawn to these buttons, as they are quite obviously part of my nav bar. When they go to click on them this is confirmed by the underlining of the tab signifying they can be clicked.    Another way I have decided to differentiate clickables is through raising, and highlighting these squares when the user hovers over them. The feeling of freedom to explore, without feeling pressured is key to creating a natural viewing experience, especially for a game promotion website. It creates fluidity, keeping the interface natural and open for a unique user experience. |
| 21/07/25 | CONVENTION  CONTENT HIERARCHY    [7 Website Conventions to Follow When Designing Your Website](https://www.webascender.com/blog/7-website-conventions-to-follow-when-designing-your-website/)  “Website conventions for website content is to create a content hierarchy. This means that content should be made up of headings and paragraphs. Heading One should be used only once and the highest up on the page.” | Unambiguous Main Message (H1):  "Code Red" is probably meant to be the Heading One (H1).  It conveys the main idea and name of the game or experience, which is important for user orientation and SEO.  H2: Descriptive Subheading  "Soviet Russia, 1976" functions as a Heading Two (H2) in the subtitle. It provides geographical and historical background, which provides more detailed information to support the H1 — a good practice for content hierarchy.  Getting Around Above the Fold:  Following standard top-level navigation design, the top menu (Landing, Trailer, About, Pricing, Contact) provides users with organized entry points to the remaining site content. |
| 22/07/25 | TOOL  Javascript / loading screen animation | Technique: I have used javascript to create a small circular animation to display the progress in between pages loading. This animation is done using javascript. I found an original version of it on Uiverse, and have modified it to be my own. It is used on my loading screen to show the progress of loading. This makes my websites interface more interactive, interesting, and a lot more responsive, now that it has parts and animations which move. |
| 22/07/25 | TOOL  Html | Techniques:   * + Semantic structure: Logically organizes content so that it is easy to read and understand for users. It also helps make the page easier to style.          * + Headings (h1, h2, h3, etc): helps to improve SEO and give various ways for me to style different blocks of texts. It also guides the viewers attention to select headings or bodies of text.      * + Alt text for my images: helps add accessibility to my website by describing and images for screen readers and helps the visually impaired understand the content of any images. It also helps describe the images if for any reason they aren’t loading.      * + Web-kit scroll bar: removes the visual scroll bar for aesthetics while keeping the scroll ability of the page. It also helps remove the glitches happening with disappearing and reappearing scroll bar when animations on my pages complete and restart. |

|  |  |  |
| --- | --- | --- |
| 23/6/25 | WEB CONVENTION  We did some research into the number of images we should have in our gallery.  Reasoning as to why we chose to have 6 images on our gallery | We can observe that from this link that RDR2 a AAA game uses 5 images in their gallery and two trailers.  Since we will not have enough time to produce 2 trailers we have swapped one of the trailers for another picture. Hence why we have decided to use 6 images in our gallery.  [Save 75% on Red Dead Redemption 2 on Steam](https://store.steampowered.com/app/1174180/Red_Dead_Redemption_2/)      We can also observe that Apex Legends also uses 6 images on their gallery on steam to display their game.  [Apex Legends™ on Steam](https://store.steampowered.com/app/1172470/Apex_Legends/) We have chosen to go with 6 images on our gallery to align properly with current industry standards. Games such as RDR2 and Apex use galleries with around 6 images, to advertise on steam. This allows for a good amount of variety while also not boring the potential customer with loads of repeated images. <https://partner.steamgames.com/doc/store/assets/standard?utm_source=chatgpt.com>  This steam article shows that they require at least 5 images on each listing. Hence why using 6 aligns with this standard and gives us a little bit of flexibility. With websites such as the app store [App store screenshots: Best practices to drive app downloads](https://www.appsflyer.com/blog/tips-strategy/app-store-screenshots/?utm_source=chatgpt.com) requiring less than 10 images on their listings according to this article. |
| 23/7/25 | WEB CONVENTION  Having my accessibility menu in the bottom right hand corner makes our website more fit-for-purpose because: | [Accessibility overlays are not for disabled people – tempertemper](https://www.tempertemper.net/blog/accessibility-overlays-are-not-for-disabled-people?utm_source=chatgpt.com)   * 1. From the research I have conducted I concluded that FABS or floating action buttons usually appear in the lower right hand corner of websites. This is done to provide fast and easy access to small but very important actions.   2. [(PDF) The Effects of the Floating Action Button on Quality of Experience](https://www.researchgate.net/publication/334291987_The_Effects_of_the_Floating_Action_Button_on_Quality_of_Experience?utm_source=chatgpt.com) this study on usability shows that FABs raise the aesthetical appeal of websites and help trigger activity in users, even when they aren’t useful.   3. [CINNAMON | The Usability of the Animated FAB PART 1/2](https://www.cinnamon.agency/blog/post/the_usability_of_the_animated_fab_part_1_2?utm_source=chatgpt.com) This website convention states that floating buttons should be placed outside of the top navigation area to ensure there is a non-intrusive design, to stop lots of clutter.   4. [When to Use a Floating Call-to-Action Button](https://uxmovement.com/mobile/when-to-use-a-floating-call-to-action-button/?utm_source=chatgpt.com) This study shows that having a menu which is always accessible, even when scrolling helps reduce friction and keep the experience flowing. |
| 24/7/25 | WEB CONVENTION  Having a consistent colour scheme across all of the pages in our website can be very helpful in many ways. | 1. [Why consistency is key in website design](https://abmatic.ai/blog/why-consistency-is-key-in-website-design?utm_source=chatgpt.com) This study shows that consistency in aspects such as colour scheme in a website boosts user satisfaction with websites because it reduces the cognitive load they have to take on. This creates familiarity and helps the user / customer navigate the site better. 2. [Visual Consistency in Branding: Enhancing User Experience and Recognition](https://www.siteimprove.com/blog/visual-consistency-meaning/?utm_source=chatgpt.com) This study discusses how and why a consistent colour palette helps to reinforce brand identity by helping them identify categories of information quickly. An example of this done in my website is the brown boxes around both the pricing and the about us information. I have used this brown colour to signify a list / group of important info. |
| 30/7/25 | WEBCONVENTION  I have used a large title with smaller sub title in the center of my landing screen due to the following web conventions: | [Hero Section Design Best Practices & Best Examples For Inspiration | Magic UI](https://magicui.design/blog/hero-section-design?utm_source=chatgpt.com)   1. This website titles the middle to the top of the landing page to be called a ‘hero-section’. It is designed to immediately grab the users attention leaving a strong impression and quickly making the title of our game feel memorable. 2. [Website hero section: 6 design best practices | by Nick Babich | UX Planet](https://uxplanet.org/website-hero-section-6-design-best-practices-6fe14447753) This website recommends using a small and concise subtitle after a title improves engagement and understanding of key ideas 3. [Landing Page Best Practices To Create High-Converting Pages](https://unbounce.com/landing-page-articles/landing-page-best-practices/?utm_source=chatgpt.com) this study displays that white space around key objects helps to focus attention. A clear typographic hierarchy helps users quickly recognize what a page is about. |
| |  |  | | --- | --- | | 26/05/25 |  | | <https://www.rockstargames.com/gta-v>  Why we chose our setting to be where it is. | undefined  We have taken inspiration from GTA having a clear setting, and decided to use a subtitle to explain our setting. |
| 2/08/25 | Web convention:  I have decided to use JavaScript to give the title and subtitle a subtle but noticeable movement to draw the users attention to them | Reasons why this is effective   * + 1. [25 Cool Website Animation Examples and Effects for Inspiration](https://www.svgator.com/blog/website-animation-examples-and-effects/?utm_source=chatgpt.com)   This website states that subtle motion can guide the eyes to areas of interest for the developer. ‘motion is highly effective for guiding user focus’. They also warn that it shouldn’t be used too often as it will crowd the actual purpose of the pages. So using it on my title is a great way to take advantage of this convention.   * + 1. [How Subtle Motion Design Can Improve User Experience on Websites | Triptych Insights](https://www.triptych.co/post/how-subtle-motion-design-can-improve-user-experience-on-websites?utm_source=chatgpt.com) This website frames subtle movement as a great way to offer gentle cues to guide users through the interface. This makes the user experience feel more fluid and engaging while also quietly enhancing the websites interactivity without overwhelming the user.     2. [Functional Animation In UX Design — Smashing Magazine](https://www.smashingmagazine.com/2015/05/functional-ux-design-animations/?utm_source=chatgpt.com) Small movement animations when used properly signify to the user that something is of importance. This is why is it crucial that we use them sparingly and on aspects that actually matter. This may aid is the user remembering out brand name. |
| 5/08/2025 | WEB CONVENTION | 1. [Benefits of Putting Easy To Find Pricing On Your Website — LESS STRESS DESIGN](https://www.lessstressdesign.com/blog/benefits-of-displaying-easy-to-find-pricing-on-your-website?utm_source=chatgpt.com) This link shows that having clear and honest info into what is included in each and every one of our editions build credibility. 2. [brilliantdirectories.com/blog/boost-sign-ups-with-an-faq-section-on-your-pricing-join-page?srsltid=AfmBOor-zpxvndtNFNJV8CDjumDnPTU0XJ9ZncX1Fj-T4wKllg2wXlN1&utm\_source=chatgpt.com](https://www.brilliantdirectories.com/blog/boost-sign-ups-with-an-faq-section-on-your-pricing-join-page?srsltid=AfmBOor-zpxvndtNFNJV8CDjumDnPTU0XJ9ZncX1Fj-T4wKllg2wXlN1&utm_source=chatgpt.com) This link shows that having an easy to access set of FAQs speed up user issue turn around / can help us avoid pointless enquiries into small issues that are easy to solve. 3. [13 Pricing Page Best Practices to Boost Conversion Rates [+ Examples]](https://userpilot.com/blog/pricing-page-best-practices/?utm_source=chatgpt.com) this link proves that having FAQs on the pricing page is a very good practice. This is because pricing pages / checkouts are one of the most common areas where issues occur.   This makes out website more fit for purpose because it allows us to filter through small issues the user could solve without our help, and larger investigations which need to be completed on our behalf. |
| 8/08/2025 | Optimization    “code red” text doesn’t add value, redirects the users attention, and draws away from the fact that the trailer page should be focused on the actual trailer. Removing this allows everything to fit on one page without the need to scroll even on desktop VW  [Impact of Webpage Titles on SEO & Avoiding Common Mistakes](https://www.scalesleek.com/blog/impact-of-webpage-titles-on-seo-and-avoiding-common-mistakes)  This link explains that large titles which do not provide any actual important information, add cognitive load on the user decreasing the clickthrough rate on most websites. | Updated page. |
| 9/8/25 | Feedback – From Finlay one of our 3d modelers.  For your website, I would recommend that you remove the large amount of white space above and below the gallery. It takes away from the focus on the images, and makes it so that the user has to scroll when opening the page. | This small piece of code ensures the margins and padding for the gallery are set to 0 so that any accidental whitespace created by for example javascript animations is deleted. |
| 9/08/25 | OPTIMISATION / WEB CONVENTIONS    I have decided to remove the borders around the arrows and instead make the font size / size of the arrows themselves bigger.  Updated design:  There are many reasons why I have done this: but the main one is to reduce cognitive load on the user and make the website feel less cluttered, | 1. [How to Declutter your Design. Tips for a neat UI. Learn ways to… | by Carol Skelly | WDstack | Medium](https://medium.com/wdstack/how-to-declutter-your-design-88cbd9e45015) this website explains that overusing borders make the design of a website feel quite cluttered. This increases cognitive load and make it harder for users to distinguish between useful and non-important parts of a website 2. [Visual Dividers in User Interfaces: Types and Design Tips](https://blog.tubikstudio.com/visual-dividers-user-interface/) This website explains that having a large amount of thick borders disrupts users when naturally scanning the website for what’s useful to them. It hinders the users ability to navigate my website seamlessly 3. [Best Practices for Designing UI Cards Lesson | Uxcel](https://app.uxcel.com/courses/ui-components-n-patterns/cards-best-practices-038) placing too much emphasis on using large borders, means the actual content looses its relevance, shifting focus from the purpose of the content. |
| 9/8/25 | MOBILE OPTIMIZATION:    Because on computer the Vw is plenty wide enough to allow a good view of the pictures while having space for buttons on the screen too, I will keep the buttons there.  However on mobile, the buttons take up too much space and make the design look visually unappealing and, the buttons become hard to use. I have decided to switch to a swipe based approach on mobile, the buttons will still be there, just pushed outside of the vw so the user cant see them unless their screen is wide enough to constitute using them. | Initial update:    Updates to make sure the buttons only appear when the user will find them useful.    Javascript for swiping added:    Works well.  fade transition added to make it feel more intuitive    Update: removed the position absolute thing as it made the descriptions go to the bottom of the page for some reason. |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

# Extra Refinements:

**1.**



This animation is done using javascript. I found an original version of it on Uiverse, and have modified it to be my own. It is used on my loading screen to show the progress of loading. This makes my websites interface more interactive, interesting, and a lot more responsive, now that it has parts and animations which move.

**2.**

**A screenshot of a website

AI-generated content may be incorrect.** **A screenshot of a computer

AI-generated content may be incorrect.**

Flexible grid layout for our about us page, based off of the VW (width of the viewport). This means that we are one step closer to being able to display our website on a mobile device, as we are starting to work on auto resizing to fit different window sizes. This is also relevent for our pricing page which also uses the same technology.

3.

**A close-up of a text

AI-generated content may be incorrect.** **A screen shot of a computer code

AI-generated content may be incorrect.**

Small float animation to our lettering gives it a more lively feel, but also adds to the overall feeling our website gives off. The letters barley move, just enough so you know that they are. This helps with creating the feeling that things are happening even though you can’t or its difficult to obeserve them, which is just like in an abandoned building, such as where our game is set. This has been added using Javascript.

4.