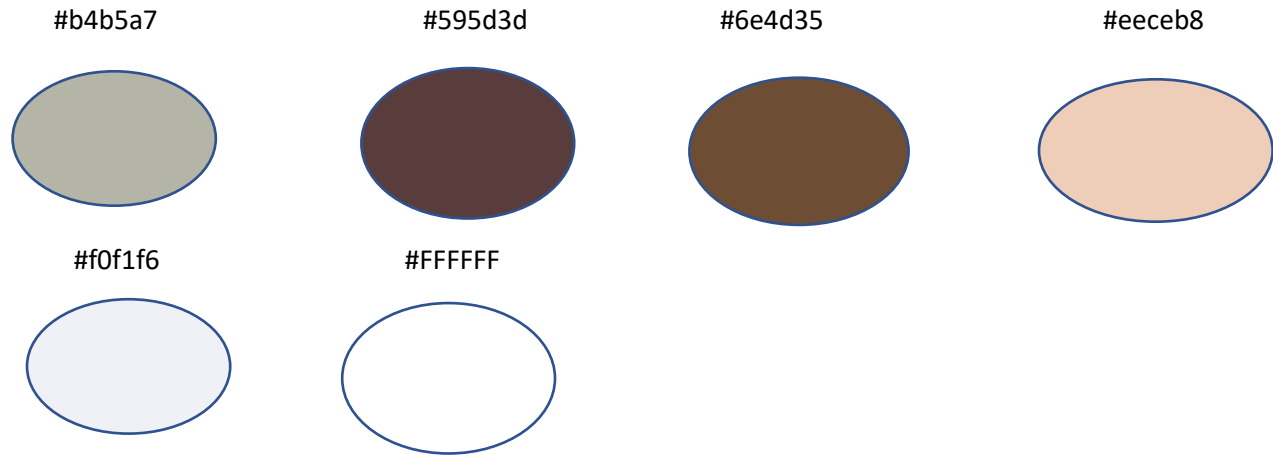


Colours

Source: <https://colorpalettes.net/color-palette-4134/>



Fonts

Primary font, *Comic Sans*, used on paragraphs

Fallback font: Segoe UI, used on headings

Super fallback font: sans-serif

Size and Spacing

H1: Size: 2em (default) Line Spacing: 2 Color: #595d3d

H2: Size: 1.5em (default) Line Spacing: 1.7 Color: #595d3d

H3: Size: 1.17em (default) Line Spacing: 1.5 Color: #595d3d

P and a: Size: 1em (default) Line Spacing: 1.3 Color: #6e4d35

Footer: Size: 0.75em Line Spacing: 1.1 Color: #6e4d35

em remains at default.

Influences:

Learning more in general from computer science (OOP, Javascript)

Advanced game development and its application to my skill set (working with engines, movement, AI)

Math x Computer Science. Currently taking calculus and I am interested in getting a career that involves math

The challenges of developing for different hardware. Grown up with Nintendo, big fan of the Wii U, which was notorious for a lack of 3rd party support. What made it harder to develop for compared to other machines?

Media queries

Mobile < 590px < Tablet < 1070px < Desktop