SET09103
Advanced Web Technologies

Coursework
Final Report

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Video Game Store

Differences between original plan:

The dark and light theme setting is more akin to a dark and night theme. Apart from forms and inverse coloured text, the website users mainly dark colours. Overall, a negligible deviation that still is functionally working.

There were some deviations from the proposed wireframes but the final design looked adequate and refined in some aspects. The tags that were going to be included under the 'categories' navigation button were cut but could easily be included (although possibly going underused or requiring more game pages to justify their inclusion).

The home button was added to the navigation bar and most websites should have this feature, it didn't occur to add it until the implementation stage. A dedicated button that sends the user to the game listings webpage was added for clarity and generally being beneficial for user interactions.

Additionally, the user can enter nothing in the search bar and it would send the user to the game listings page with all games being listed. Another unintentional feature was the benefit of hiding and revealing each game in real time while typing if the user was already on the game listings page.

The database was scrapped due lack of knowledge needed for implementation and not being necessary to the final design – the login uses the same structure as the form and a database for listing games is now separate hardcoded webpages.

The game pages make use of two base files, one being the navigation bar applied to every webpage and the other acting as the template for each game page. Each section is split up making it more modular and easier to edit, dividers are used to further enhance this.

Improve or add features:

The tags system could have been improved – on the game listings page, only the operating systems tags were shown despite each game having other miscellaneous tags attached and represented on the category page.

Some sections of the navigation bar could have been categorized better – having two separate buttons for categories and searching felt weird when they could have been truncated under one 'querying' button.

The filtering system proposed where users could order them ascending or descending for price, release date and more never made it into the final production. This would have made the website significantly better as it is essential for any store to list the prices.

Although not stated in the initial report, having the website not do anything with the login or form inputs from users feels misleading and underwhelming. Additionally, there was potential to have some form of 'persistent storage' by remembering these details the next time the website is used.

Many webpages had sections with very little media or text displayed. The sections with text had a very limited amount and felt more like placeholders than what would be seen on an actual website.

Reflection and challenges:

Overall, the website turned out very well and in some cases was more polished than originally anticipated – some examples include the CSS used to display game requirements being fully animated.

The most challenging section was the JavaScript logic needed to run the website, it was not easy finding sources although w3schools helped significantly throughout most of the process.

Designing the CSS needed wasn't too difficult to implement but it was very difficult to organize and maintain efficiency.