8 Questions?!

Q1. Describe the purpose of using IT in creating your website and how you will  
use IT to plan and carry out the necessary tasks. (How will you plan your

A website, what audience is it aimed at? How will your use of IT achieve the  
required outcomes in your plan?)

Answer:  
I used the Kanban method of sorting tasks into ‘to do’, ‘doing’ and  
‘done’ lists to help me plan my project using Trello. Doing these tasks well will allow me to be  
more efficient in my work because I can prioritize tasks and see what  
needs to be done. I have experience using Trello and Kanban from  
the last project I done, so I am confident this will help me carry out all necessary tasks  
to a deadline. I will also use existing websites and research from other  
forms of IT which will help me complete the outcomes set out in my plans.

Q2. Describe methods, skills and resources needed to complete your website -  
explain what IT systems and software applications you need to be successful in  
your website project, and how you will use them (Describe at least one method,  
skill and resource needed to complete your website)

Answer:

I used a method promote my website by making it available online. I  
will publish my website through the GitHub Page, meaning it is available to anyone  
in the world with an internet connection. Although there is a lot of games online, I think my game online gives me more flexibility, more ideas more of a free roam game a lot don’t have. Also means that the information is free to anyone. Another skill I will use to create the website I’m planning. I am the one responsible for this website and I have to take a leadership role in all aspects of it. Therefore I will use Trello to keep track of my progress and give myself deadlines. I need to make sure it’s clear to everyone else and the exact tasks I am doing in order to complete my game website. I also need to make sure I am confident with writing HTML and CSS code, so technical ability would be another important skill to allow me to successfully complete this project. I will use many different resources to complete my website. I will be using websites for coding help and tutorials in order to practice my technical skills and code we learn on my main presentations. As previously mentioned, I will also be using popular gaming websites in order to see what to base my blog onand to get an insight into best practices in the gaming industry.

Q3. Describe the legal guidelines and risks that might impact your website  
project - how does GDPR and copyright affect website development?

Answer:

I have to make sure I can be fully contacted which is labeled in the contacts, phone, email and also my discord. Also ensure no copyrighted goods.

I am only making a not-for-profit personal project; I still have to be  
aware of important legal guidelines that affect website development.   
Copyright laws state that I must attribute the copyright holder when using  
images on my website that I do not have permission to re-use. I will ensure I am  
not infringing on anyone’s rights by only using royalty-free images, which are  
allowed to be used and reproduced in any way. If I did re-use someone else’s  
image without permission, a risk would be that the copyright owner could ask  
me to remove the image or take legal action against me.

Q4. Review the ongoing use of IT tools you have used for your website and  
describe whether they are appropriate - what are the benefits and drawbacks of  
IT tools and systems used? (Are you happy with the tools you used?)

Answer:

I am happy with the tools and methods I have used as it all come together nicely. Trello helps organize and allow you to see the progress made and what needs to be done.

I also used a flex box to help organize parts of my website with rows and columns.

I have used a few IT tools for this project, main tool I used to write  
code was Visual Studio Code. I am very happy with this, and I felt like this was  
appropriate for a beginner as it had built-in shortcuts to making coding easier,  
such as auto-completing a HTML element after you write the opening tag. A  
great benefit of using Visual Studio Code was the extensions you could  
download. I used Live Server to make testing my website easier and there were  
many more options.  
I also used Trello for this project. A potential drawback of this IT tool would  
be that I used it on my own and Trello’s features are good for teams. But still i found Trello useful to plan my website, knowing I was responsible for the whole board was intimidating and took more work than it would have if I worked in a team.

Q5. Describe how you would test your website to make sure it looks as intended.  
What kind of files have you used in your website and explain why you have

chosen those filetypes. How can you test your website to ensure it is accessible  
to people with disabilities? Describe how you can overcome potential  
accessibility issues with your website

Answer:

Testing is very important, firstly I checked my grammar, punctuation and spelling as sometimes this can affect the outcome.

Does everything work as intended, checking through minor coding errors.

Also checking all the information inserted is correct.

No errors in images.

Q6. Describe ways to improve your productivity and efficiency throughout this  
project (how can you make sure you are using IT tools and systems in the most  
effective way?) If you could have been more productive or efficient, how would  
you implement this for a future project?

Answer:

Maybe it would have been better to brainstorm some ideas before I start the project so I had more ideas of what to insert into my website.

I could of used an easier program to plan my game/website.

Q7. Describe the final version of your website (what is the content and layout for  
each page?), assess the strengths and weaknesses and describe further  
improvements you can make to your website. Is the website fit for purpose? (did  
you achieve what you set out to do in your plan?)

Q8. Take a screenshot of your website homepage working in two different  
browsers. (Make sure the GitHub Pages link is visible in the screenshot).