**Evaluation**

**Introductory Page**

For the most part, I feel that the introductory page turned out well. It provided an explanation about the setting, the protagonist and the incident that the game centred upon, along with a quick explanation on how to play the game. My only failing with this page was my choice of background image, which, despite numerous changes to the CSS to compensate, left the page hard to read. If I were to attempt this again, I would try to use a darker background image to make everything easier on the eyes.

**Game Page**

There were a number of difficulties that arose during the creation of this page, mostly from the use of the JavaScript innerHTML property which I used to update the HTML of certain elements on the fly rather than passing data to a new page. Although I am happy with the end result – I have a fully-functional page with working links to each room and clue, a working fast-travel map that only allows instant travel to rooms that have been visited, and suspect options that only activate when all clues have been investigated – I feel that my use of innerHTML has resulted in messy code, despite best efforts to keep that code tidy and in a specific format. I also used arrays to define each room and clue and their attributes when there may have been better alternatives.

Additionally, I feel that there could have been more clues that asked questions as I suspect most players will grow bored of clicking clues that may seem largely redundant, though I did implement a question that may have required further investigation of one room to stand a better chance of answering correctly.

**Ending Page**

While I am mostly satisfied with this page – it produces an ending based on the player’s final decisions and tells them their score – time constraints prevented me from expanding on the score to perhaps grade the player’s performance based on that score, an idea that I hadn’t thought of until the last minute. If I built this page again, I would have perhaps designed and implemented such a grading system.