Html Assignment Part one

C.R.A.P

Contrast and Colour for the colour when designing my website, I went with an Analogous colour theme as I felt this would fit best for the theme of the game that I was designing it for. The Analogous colour theme works well at setting an overall theme for the site so by using purples and blues it gives the website a dark and mysterious feeling and look fitting to the game it was design off of Shroud of Darkness. Them by using a white and lighter greys at moments it allows the text to pop so the viewer can see it compared to the rest of the page.

Repetition for this part in CRAP I made sure that every page on my site had the same layout and repeated the same theme. All the content throughout the pages is centered so the viewer doesn’t have to dart their eyes around the screen they can just read straight down. Also, the header, Navigation bar and Footer all have a smooth horizontal look and are organized in the same way so that they are recognizable.

Alignment for this part the design I decided to have my website stay with a common theme and all parts of the page have a visual connection to one another throughout the page. A good example of this is my navigation bar at the top of the page each option is spaced evenly and is aligned the same way presenting a fluent design.

Proximity the final part of CRAP, in my website all components have an even space in their proximity that are close to one another. For example, the nave bar at the top the meus on the right are all even spaced giving it a clean smooth look. Also for the content on each of the pages. Each page’s content has the same amount of spacing between piece of information no matter if it is text or if it is an image.