Web Fundamentals Final Project

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Class WDD 130

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**Subject:**

The subject of this site is to show case the different ideas for games I want to make and their storylines, plots, and storyboards. I also plan to list out possible game mechanics and the different entities and characters in the games.

**Intended Audience:**

The audience would be gaming companies who would be interested in my work and want to help me to develop and make the games. Most likely it will be target more towards indie game developers rather than big gaming companies like Nintendo or PlayStation because I am not a well-known game maker and thus have not a lot to show big companies, but for indie game developers they are more willing to take try something new. It will also help me plan out the stories for the games and how they will be played.

**URL:**

wandusonmore.github.io/Personal\_site/Home\_page.html

**Major Design Changes:**

I had to make the site less complicated and more practical. For example, in the summary sections of the pages 1 and 2 I had planned to put the text over an image, but I found that the text was sometimes hard to read. I also changed the contact info to be positioned to the right rather than the center.

**What did you learned from completing this project and contemplate how these skills may help you in the future?**

I learn how to design and create a website in new and fun ways that make my sites more interesting and exciting. I think that these new skills could help to showcase some of my work in programming, web design, and game design. I have to say that I really enjoyed this class and everything we did in it. I was also able to create something that involved my passions of making games and I think this maybe somethings that I may continue doing in the future.