**Final Website Summary**

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For the final website project, I choose to create a Batman theme website that include most of the elements we have learned in this course, and contains a memory game by using Javascript. For this website, I mainly focused on the color choices, page layout and the functionality of the game itself. Other than this main page, I also made two other pages that are made as the supporting roles for the main website.

Firstly, the main content of my page is the image memory game. For this game, after press the START button, the images and the captions will display in the box area for 0.3 second. Players need to click the right image button to in order to stay in the game. To make this game work, I created several functions and arrays. The arrays contain the images, the caption the images and one empty array to contain the random called item in the image array. For the functions, one of them is to display the images in the box when press the start. Another one is to remove the image after 0.3 second. The rest functions are to heck if the images displayed, if it matches than the game continues, if not the game is over.

Second, for the color choice, I tried to pick the most suitable colors for my website. I used a Batman image as my website background. The image is mostly black with a dark tone. Therefore, I chose to use light and dark gray as my main color choices, because they are the close complement colors of black, and have contrast of each other. Although the actual complement color of black is white, white will be too bright for users to look at. As a result, I use gray colors to let users be comfortable when use and have contrast with the background image.

What’s-more, the layout of the page and alignments of most of the things in the pages are designed to make the page neat, interesting and comfortable for users to use. The page has a header to contain the title and the logo. And a link area below the header, so that users can go to other pages. After these two “div”s, I put a introduction part at the left of the wrapper with 30% width to explain the game. And use the rest 70% to contain the game itself. After all, there is a footer to show the credit of the page. Besides the layout, I put the “overflow” in the CSS, so that when change the size of the page, most parts will not go outside of the wrapper.

Other than this main page, the other two pages also have the elements I used for the main page. They both maintain basic structures, have links to go back to the main page and anchors to go to different parts of the pages. However, they do not have any other links that go to other websites. Both websites have their own purpose. The one is the gallery of Batman which contains a basic layout and images of Batman. The other one is to show the information about Batman with basic layout.

There are other stuff like repetition of the buttons and alignments of texts are centered in each “div”, that I included in the main page. All in all, I tried to make a Batman game website that is neat, comfortable website, also tried to use the game to make page be interactive for users.