

Video Game Reviews

Website Summary

The website "Game Reviews" is a website designed to provide full reviews of games that I have played through to both provide an honest review of an average playthrough of a game to those considering playing it, and to have a record of the games that I have played through and my honest thoughts about them.

The website is separated in to 5 sections:

1. Home page - displays current popular games and top-rated games of all time
2. Reviews of video games - individual game reviews broken down into different sections
3. Upcoming games - games that will be reviewed with timers for their release
4. Developer companies - descriptions on top video game developer companies
5. About - brief description and contact info

Website Evaluation

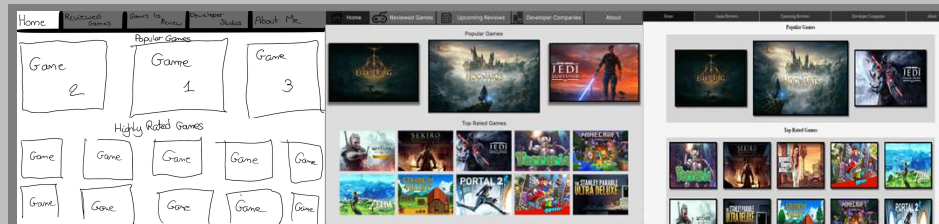
The website was created with Nielsen's Usability Heuristics in mind, and successfully meeting rules:

1. Visibility of System Status
2. Match between the System and the real world
3. User Control and Freedom
4. Consistency Standards
5. Error Prevention
6. Recognition rather than Recall
8. Aesthetic and Minimalist Design

Further Work & Improvements

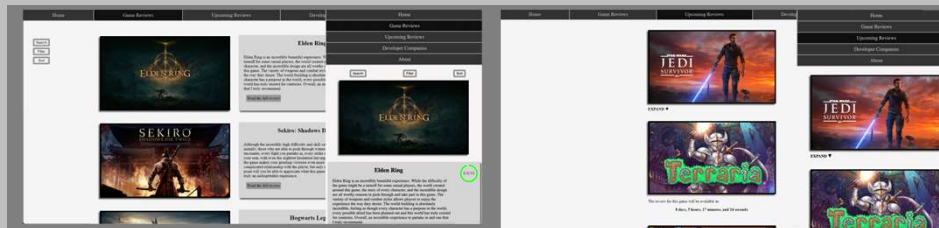
- Add more game reviews and upcoming games
- Implement better functionality for the game review search
- Implement functionality for the sort and filter buttons
- Create carousel for popular games and video game trailers
- Show overall review when hovering over games on the home page

Website Design



After much brainstorming and sketching, a low-fidelity prototype was sketched, as can be seen on the left. From the low-fidelity, the high-fidelity was designed and created using Figma, which can be seen in the centre. The high-fidelity was used as for the design model during the creation of the functional website. There were some minor changes made between the high-fidelity and the actual website, such as boxes added around the popular games and top-rated games sections to better distinguish between them.

Website Implementation



The website was developed in HTML, CSS and JavaScript. There are 5 main websites pages, and currently 4 individual game review pages. The website was created using a consistent colour theme and style layout. The website was also made to be responsive, with the layout changing to adapt for a smaller screen size. The breakpoints used for the responsive design were chosen based on those recommended by Microsoft. Rating circles in the game reviews were adapted from a tutorial using CodePen.

Reflection

I learned several lesson during this project that will prove beneficial in the future:

- It is best to create a breakdown for all of the elements on a page, then create the HTML for these elements before considering the CSS style and positioning
- Breakdown the style of elements before starting CSS to prevent too much code copying
- If the CSS code is not working, make sure the selectors used are correct (i.e. no typos, correct class, id, uses of symbols (>, +, etc...))
- Breakdown JavaScript functionality into smaller problems instead of one big problem
- Choose more than necessary JavaScript functionality to implement, then ignore ones that are too complex

JavaScript Functionality

The website contains 4 separate JavaScript interactions:

1. Game Unavailable

Clicking on a game on the home page that has not been reviewed yet will result in a pop-up.

This page says
Sorry!
This review is not currently available!
Please check the Upcoming Reviews Section for more information!

2. Game Search

Search

Button on the "Game Reviews" page opens a prompt for users to search for the game they are looking for and opens the full review page for that game, if it exists.

3. Game Ratings

See more ratings

Button in the overall review of games on the "Game Reviews" page to display an overlay with ratings for each section of the game review for every game without having to open the full review page.



4. Game Review Countdown

EXPAND ▼

Button underneath each game on the "Upcoming Reviews" page displays a live countdown for when the game review will become available.

The review for this game will be available in:

8 days, 6 hours, 5 minutes, and 16 seconds.

Further improvements can be made, such as a carousel for the popular games on the home page and the game trailers in the individual game review pages. The search button could also be improved to work with less accurate searches (such as searching part of a game title instead of the full game title).