

WEB Technologies 1

Assignment 3 — Bootstrap

GamePulse

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Group: SE – 2438

This assignment continued the previous GamePulse project.

In Assignment 2, we built a multi-page website using HTML and CSS only.

Now, our task was to improve that project by using **Bootstrap 5** and making it **responsive and modern**.

The goal was to replace basic HTML/CSS parts with Bootstrap components such as

Navbar, Buttons, Carousel, Grid Layout, and Alerts.

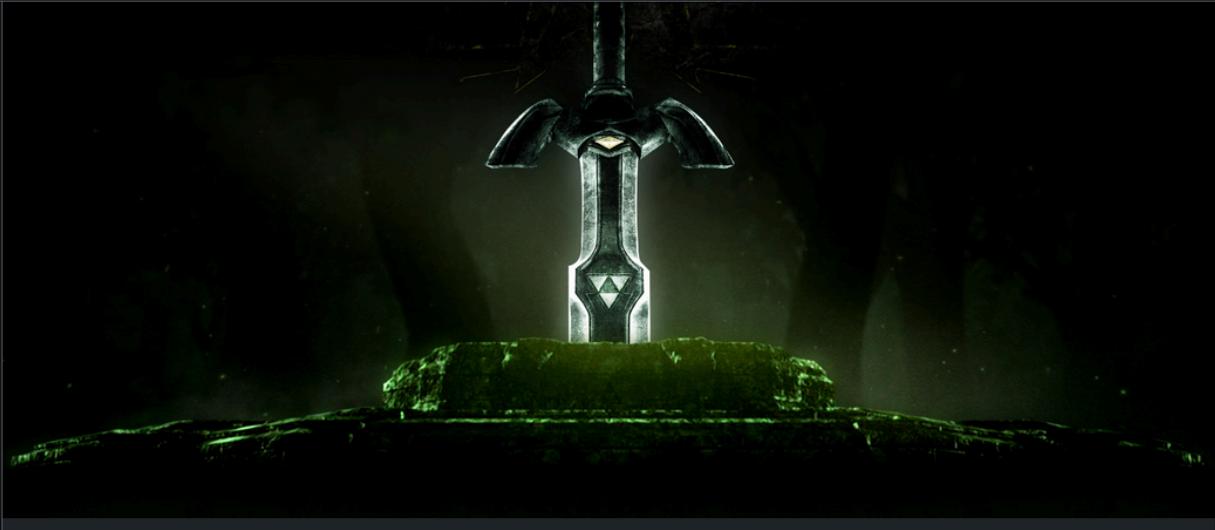
We kept the same content and structure from before but made the design cleaner, more dynamic, and mobile-friendly.

GamePulse is a news and review website about video games.

It includes four main pages — **Home, News, Reviews, and Contact** — all sharing one layout and theme.

Implementation:

We applied Bootstrap containers and the grid system for layout control.



Zelda DLC Announced

Sep 20, 2025 — Nintendo shares details on the upcoming expansion.

- New region with environmental puzzles
- Master Mode with smarter enemy AI
- Cosmetic armor sets

The navbar was rebuilt with Bootstrap's responsive toggler, and the Home page now features a **Carousel** with multiple banners.

1) Desktop view:

The desktop view shows a header with the "GamePulse" logo and navigation links for Home, News, Reviews, and Contact. Below the header is a large, multi-panel banner image composed of various game character portraits, including League of Legends and Overwatch characters. Underneath the banner is a grid of smaller game character thumbnails, also arranged in a triangular pattern.

2) Mobile view with toggler:



Home

News

Reviews

Contact

Top Stories



Zelda DLC Announced

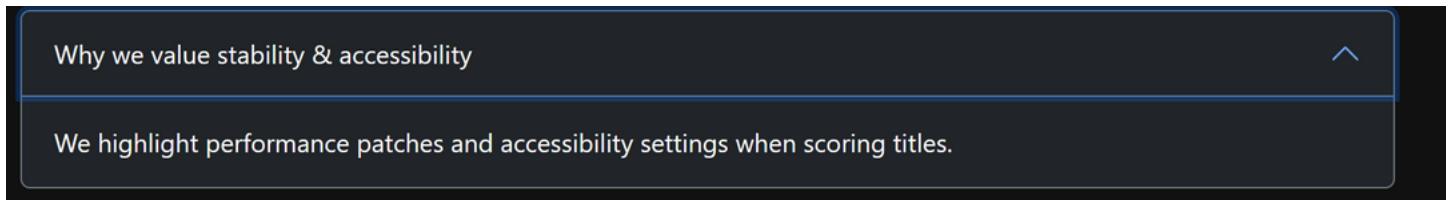
New quests, a challenge mode, and quality-of-life tweaks arrive this fall.

3)Carousel



The Reviews page includes an **Accordion** component as part of our self-study section, and the Contact page features a Bootstrap **Form** and **Table** for feedback.

1)Accordion



2)Contact Form and Table

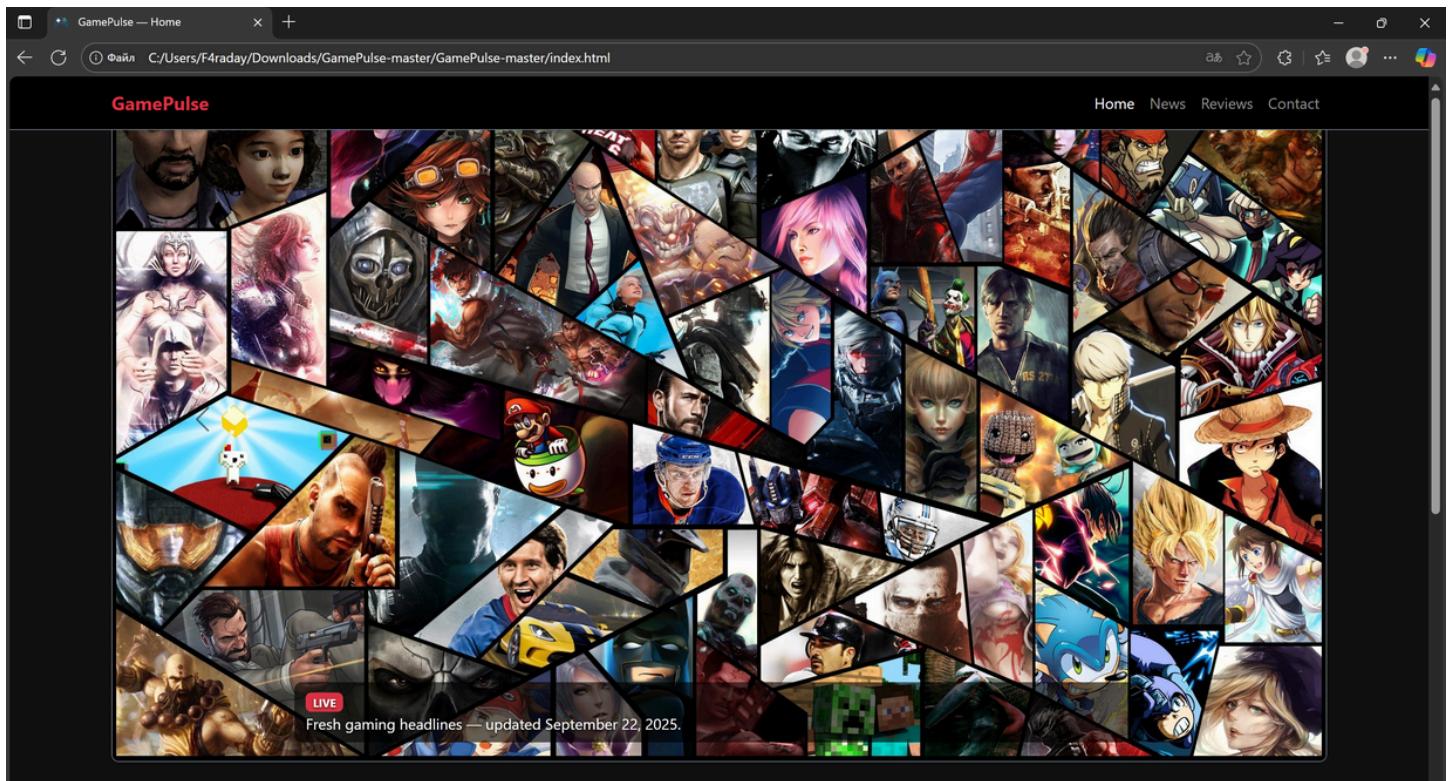
A screenshot of a contact form. It includes fields for Name and Email, a favorite game dropdown with "e.g. Zelda, Hollow Knight", and a feedback section. The feedback section contains a table with four rows, each with an aspect name, a "Liked" column with a thumbs-up icon, and a "Disliked" column with a thumbs-down icon. The aspects listed are Site Design, Navigation, Content, and Overall.

Aspect	Liked 🌟	Disliked 🚫
Site Design	<input type="checkbox"/>	<input type="checkbox"/>
Navigation	<input type="checkbox"/>	<input type="checkbox"/>
Content	<input type="checkbox"/>	<input type="checkbox"/>
Overall	<input type="checkbox"/>	<input type="checkbox"/>

Custom CSS in styles.css was used only for small visual details such as shadows, hover effects, and color tweaks to keep everything consistent in dark mode.

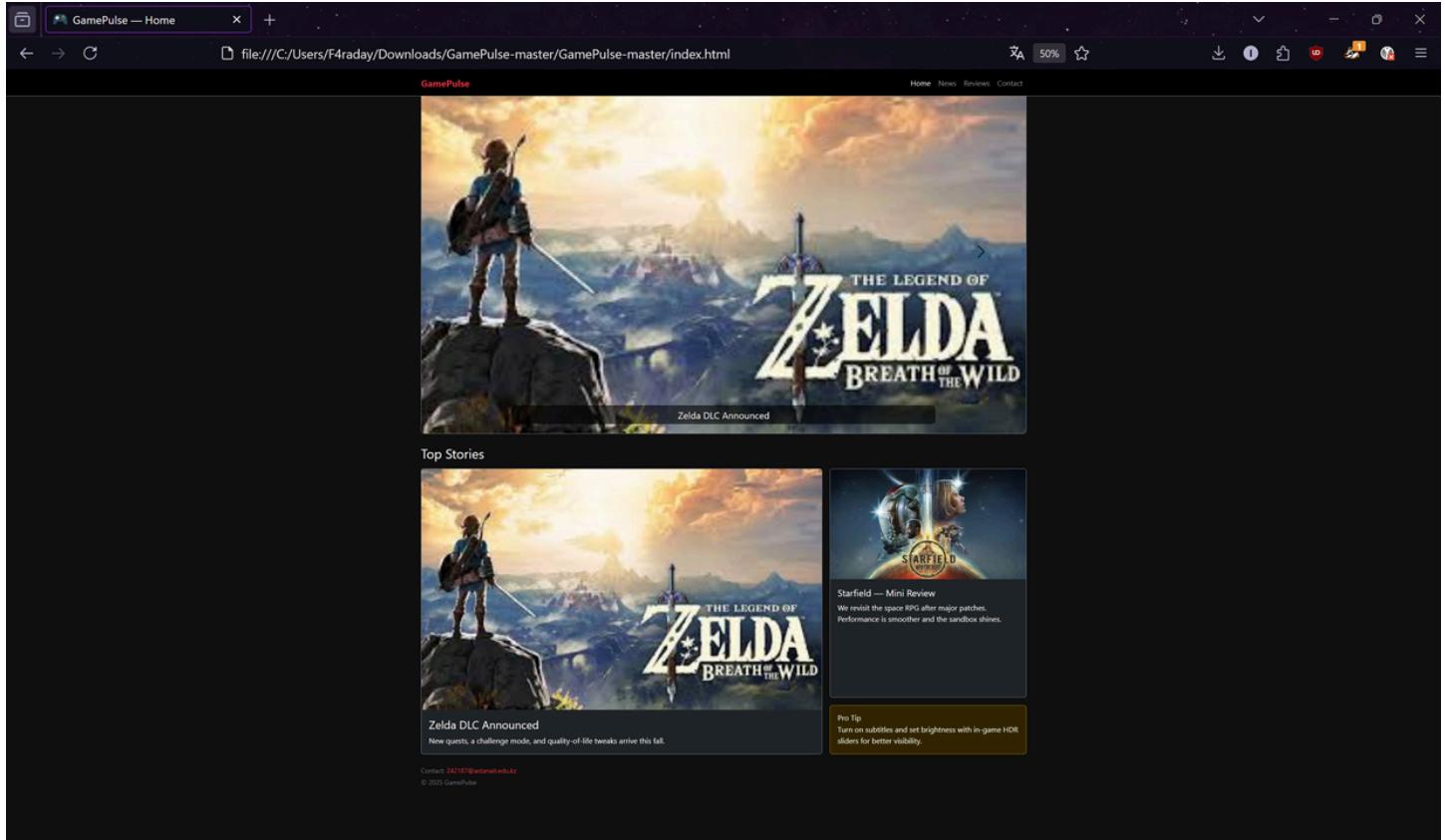
The website now adjusts correctly on desktops, tablets, and phones. We tested it on Chrome, Firefox, and Edge to make sure all pages align and respond properly.

1)Edge (tablet)

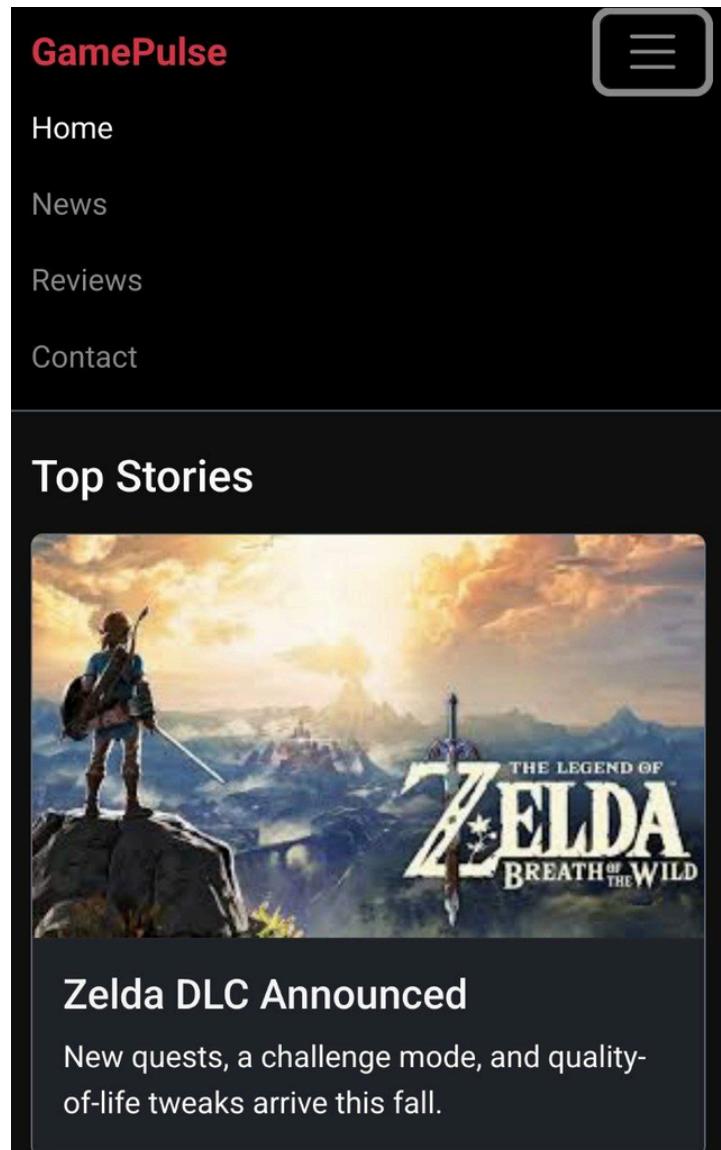


Top Stories

2)Firefox (desktop)



3)Firefox (Mobile)



Team Contribution:

1. **Assem** – designed and implemented the **Contact Page** with form and table using Bootstrap form controls.
2. **Aibyn** – developed the **Home Page**, applied **Carousel**, and handled shared **CSS styling** and color scheme.
3. **Farkhad** – built the **News** and **Reviews Pages**, added **Cards**, **Accordion**, and **Tables** as new Bootstrap components.

Reflection:

Working on this version helped us understand how Bootstrap simplifies layout design. Instead of coding every style manually, we learned to use built-in classes and responsive utilities.

Compared to the previous assignment, the project looks more professional and works on all screen sizes.

If we had more time, we would expand the site with JavaScript interactions, such as live search and a theme switcher.