

# Inception

Group 4 - History of video games

## The Team

### Team Structure

#### Overall Leadership

- **Group Leaders:**
  - Kéri Nikolett Noémi
  - Kyle Leslie
- **CSS Leaders:**
  - Anna Khijo
  - Victor Janeczko
- **Git Leader:**
  - Aayush Singh Patel

#### Topic Leaders and Members

##### Topic Leader 1 - Matteo Di Fede

- Thomas Quarantana
- Michele Piu
- Victor Janeczko

##### Topic Leader 2 - Eric Blatter

- Huan Li
- Yan Sun

##### Topic Leader 3 - Giacomo Rusconi

- Kalinina Jekaterina
- Sirvinskaja Ilaria

#### **Topic Leader 4 - Wissal Aanbi**

- Anna Khijo
- Yunus Varli
- Giacomo Cinventini

#### **Topic Leader 5 - Lorenzo Simone**

- Giovanni Cirino
- Aris Liatsis
- Aayush Singh Patel

#### **Topic Leader 6 - Plattner Yonas**

- Sesko Nik
- Pruneanu Andrei
- Giulio Molinaro
- Markiian Holovatyi

## **Website Content Definition**

### **Title: *History of Video Games***

The website explores the technological, cultural, and creative evolution of video games from their earliest arcade roots to the innovations shaping the future of interactive entertainment. Each section is dedicated to a specific era or theme, presented through text, images, and interactive design to provide both educational and visual appeal.

### **Main Topics**

- **Arcade Games**

This section examines the origins of gaming culture through arcade machines. It covers the birth of iconic titles, the technological limitations and breakthroughs of the time, and the social impact of arcade halls as the first major hubs for gamers.

- **Early Home Consoles**

Focuses on the transition from public arcades to private living rooms. It includes the development of early consoles such as the Magnavox Odyssey, Atari systems, and the rise of cartridge-based gaming.

- **8-bit and 16-bit Consoles**

Highlights the golden age of home consoles. Discusses major systems like the NES, Sega Genesis, and SNES, as well as the introduction of colorful pixel art, soundtracks, and side-scrolling gameplay that defined the era.

- **3D Games**

Covers the revolutionary leap from 2D to 3D graphics during the mid-1990s. Analyses key titles, consoles (like PlayStation and Nintendo 64), and how 3D environments changed storytelling, gameplay, and visual design.

- **HD and Indie Games**

Explores the evolution into high-definition gaming and the rise of independent development. It examines the influence of digital distribution, online platforms, and how small developers began shaping the creative direction of the gaming industry.

- **Modern and Future Gaming**

Focuses on current and emerging trends such as VR, AR, AI-driven experiences, and cross-platform play. It also speculates on the future of gaming communities, accessibility, and sustainable development within the industry.

## **Objective**

The goal of this website is to provide a comprehensive yet engaging overview of how video games have evolved technologically and culturally. By organizing the content into clear chronological and thematic sections, visitors can easily understand how innovation, creativity, and society have influenced the medium across decades.

## **Schedule of the activities**

### **1. Phase 1 - Preparation and Research (25 - 28 October)**

- Set up Git repositories and project structure.
- Conduct general research on assigned topics.
- Collect reference materials (texts, images, data, and sources).
- Draft initial page outlines and decide on subtopics.
- Begin defining the HTML layout and design structure.
- Prepare base CSS variables (colors, fonts, and reset styles).

## **2. Phase 2 - HTML Structure and Content (28 October - 3 November)**

- Build HTML skeletons for all assigned pages.
- Add main text content and images according to research results.
- Start formatting sections (lists, tables, headers, paragraphs).
- Implement consistent navigation, headers, and footers.
- Coordinate page structures to ensure group consistency.

## **3. Phase 2 - CSS Styling and Layout Refinement (25 October - 31 October)**

- Establish the main layout: header, navbar, and footer.
- Apply typography, spacing, and color schemes.
- Style buttons, forms, cards, and shared components.
- Test alignment, padding, and overall design consistency.
- Begin responsive adjustments for mobile and tablet.

## **4. Phase 3 - Integration, Testing, Final adjustments for CSS where needed(1 - 3 November)**

- Merge all HTML and CSS components into one cohesive site.
- Test internal links, navigation, and image display.
- Validate HTML and CSS for potential errors.
- Perform consistency checks across all pages.

## **5. Phase 4 - Final Adjustments and Submission (4 - 10 November)**

- Polish design details (hover effects, margins, spacing).
- Conduct a final responsiveness check.

- Resolve any bugs or visual inconsistencies.
- Complete documentation and confirm submission readiness.

## Summary Timeline

Dates	Main Tasks
25 - 28 Oct	Research, setup, and planning
28 Oct - 3 Nov	HTML structure and content integration
25 Oct - 31 Oct	CSS layout, styling, and responsiveness
1 - 3 Nov	Testing and integration, finalize CSS
4 - 10 Nov	Final refinements and submission

# Git Repository Usage Guide

This section provides clear guidelines for all team members on how to correctly use the shared Git repository throughout the project. The goal is to maintain a well-organized, conflict-free workflow and ensure that everyone's work integrates smoothly.

## 1. Initial Setup

- Clone the repository only once at the beginning of the project using:

```
git clone <repository-url>
```

- Make sure your local repository is linked to the main branch (Development) before starting any work.
- Always pull the latest updates before making any changes:

```
git pull origin main
```

## 2. Folder and File Structure

- Do not rename or move shared folders (e.g., `css`, `images`, `html`) without group agreement.
- Place your HTML pages in your assigned topic folder only.
- Keep images optimized and appropriately named (e.g., `arcade_pong.png`, `hd_games.jpg`).

## 3. Workflow and Commits

- Before you start working each day, always run:

```
git pull origin main
```

to ensure you have the most recent version.

- Work on your assigned pages only. Do not modify others' files unless you have explicit permission.
- After making your changes, add and commit them with clear, descriptive messages:

```
git add .
```

```
git commit -m "Added content to 3D games page"
```

- Push your changes to the main branch:

```
git push origin main
```

- Keep commits small and frequent—avoid uploading many unrelated changes in one commit.

## 4. Collaboration Rules

- Communicate before making major structural changes.
- Only the CSS leaders are allowed to edit the CSS, any concern or suggestion should be communicated with them.
- If two people need to edit the same file, coordinate timing to avoid merge conflicts.
- Always respect the Git Leader's instructions on branching, merging, or conflict resolution.
- Notify the team immediately if you encounter merge issues or deleted files.

## 5. What NOT To Do

- Do **not** push to main without pulling first.
- Do **not** delete or rename folders used by others.
- Do **not** upload large media files (videos, high-res images) without compression.
- Do **not** commit with vague messages such as "update" or "fix stuff".
- Do **not** overwrite others' work - always check what changed with `git status` or `git diff`.

## 6. Good Practices

- Always double-check your changes in the browser before committing.
- Keep the code readable, properly indented, and commented when necessary.
- Use consistent naming conventions for files and IDs/classes in HTML and adapt the naming to the CSS framework when needed.
- Regularly back up your local progress in a separate folder, just in case.

- Ask Aayush (or Niki or Kyle) if you are unsure about a command or merge situation.
- If you experience any issues with the Git repository, immediately contact Aayush, the Git Leader

## 7. Git Command Reference

Below are the main Git commands everyone should know:

<code>git clone &lt;url&gt;</code>	Clone the repository to your computer
<code>git pull origin main</code>	Download the latest updates from main branch
<code>git add .</code>	Stage all modified files for commit
<code>git commit -m "message"</code>	Save your changes locally with a message
<code>git push origin main</code>	Upload committed changes to GitHub
<code>git status</code>	Check which files have been changed
<code>git log</code>	View recent commit history

Following these guidelines ensures a smooth workflow and prevents technical issues during the development of the *History of Video Games* website.



# Team Rules and Timeframe Guidelines

This section outlines the general rules, deadlines, and expectations for all team members. Following these ensures smooth progress, consistent quality, and equal contribution from every participant.

## 1. Project Timeline

- The project is divided into clear stages to keep everyone on track:
  1. **Planning and Setup (Oct 25-28)** - Define topics, assign roles, set up Git repository, and organize folders.
  2. **Content Creation (Oct 25-31)** -Research, write, and design topic pages (HTML/CSS).
  3. **Integration and Testing (Nov 1-5)** - Combine pages, test for visual consistency, fix broken links or layout issues.
  4. **Final Review and Submission (Nov 6-10)** - Complete documentation, ensure GitHub and final files are clean, and prepare presentation.
- Deadlines for each stage must be respected. If you cannot meet a deadline, inform your Niki or Kyle as soon as possible.
- Progress will be reviewed daily by Niki or Kyle to track completion and identify any problems early.

## 2. Team Conduct and Communication

- Be respectful and cooperative - every member's input is valuable.
- Communicate regularly through the Whatsapp groups.
- Update your topic leader when a major task is completed or if you need help.
- Attend scheduled meetings and contribute actively.
- Avoid last-minute work that may disrupt others' progress.

## 3. Roles and Responsibilities

- **Group Leaders:** Oversee all progress, ensure communication, and keep track of timeframes.

- **CSS Leaders:** Manage the styling and maintain a consistent visual theme. Approve or correct CSS edits made by others.
- **Git Leader:** Maintains repository organization, helps resolve merge conflicts, and ensures everyone follows Git rules.
- **Topic Leaders:** Coordinate their section's content and guide members in writing, media selection, and formatting.
- **Members:** Complete assigned pages or elements on time, communicate progress, and review feedback before submission.

#### 4. Work Submission and Review Process

- Each team member must push the changes they made once they finished working for the time being.
- The Git Leader and Group Leaders will check for:
  - \* Proper folder placement and naming conventions.
  - \* Correct CSS links and working images.
  - \* Clear and functional HTML structure.
- Major layout or design changes must be communicated and approved by the CSS and Group Leaders before editing.

#### 5. General Rules

- Meet all deadlines - consistent small progress is better than rushed last-minute work.
- Save backup copies of your local work regularly.
- Avoid overlapping edits without coordination.
- Always test your work in a browser before pushing to Git.
- Maintain respectful communication at all times.
- Keep your section visually and thematically consistent with the rest of the site.
- Be open to feedback - the goal is collaboration, not competition.

## **6. Accountability and Support**

- Everyone is responsible for their assigned tasks.
- If you face issues (technical or scheduling), inform your Topic Leader early so adjustments can be made.
- Consistent inactivity or missed deadlines without communication will be addressed privately by the Group Leaders. If you have any problems, other things to do, etc and you cannot make something on time, communicate it as soon as possible so we can figure out a solution.

Adhering to these timeframe and teamwork guidelines ensures that the project runs efficiently, that responsibilities are shared fairly, and that the final website reflects the collective effort of all contributors.

## Project Timeline Overview

The following table outlines the planned schedule, key objectives, and responsible roles for each stage of the website project. All members are expected to adhere to these timeframes and coordinate with their respective leaders to ensure consistent progress.

<b>Timeframe</b>	<b>Main Tasks and Objectives</b>	<b>Responsible Roles</b>
<b>25 - 28 October</b>	<ul style="list-style-type: none"> <li>– Set up Git repository and folder structure.</li> <li>– Assign topics, roles, and responsibilities.</li> <li>– Begin general research for all topics.</li> </ul>	Group Leaders, Git Leader, All Members
<b>28 October - 3 November</b>	<ul style="list-style-type: none"> <li>– Write and build HTML structures for each assigned topic page.</li> <li>– Add text, images, and initial layout elements.</li> <li>– Coordinate shared components (navigation, headers, footers).</li> </ul>	Topic Leaders, Members, CSS Leaders
<b>25 - 31 October (overlapping)</b>	<ul style="list-style-type: none"> <li>– Define CSS variables (colors, fonts, general styling).</li> <li>– Create consistent layouts for all pages.</li> <li>– Begin responsive design testing.</li> </ul>	CSS Leaders, Topic Leaders
<b>1 - 3 November</b>	<ul style="list-style-type: none"> <li>– Integrate all sections and pages.</li> <li>– Test navigation, links, and media.</li> <li>– Fix layout and design inconsistencies.</li> </ul>	Git Leader, CSS Leaders, Group Leaders
<b>4 - 10 November</b>	<ul style="list-style-type: none"> <li>– Conduct final reviews and refinements.</li> <li>– Ensure mobile compatibility and visual polish.</li> <li>– Complete documentation and prepare submission.</li> </ul>	All Members, Group Leaders

Each member is expected to communicate progress within the timesheet excel. Missing a deadline without prior notice should be avoided to maintain coordination and workflow.