

## **Documentation for Website Development**

### **Goal**

To create a responsive single-page website for *Harvest Moon: Friends of Mineral Town* that introduces the game to people who have not played it in their childhood, showcasing its charm as a retro game.

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### **Plan**

#### **1. Content and Structure**

- Organize the webpage into sections: Home, Gameplay, Characters, Bachelorettes, About, and Contact.

#### **2. Design and Development**

- Use HTML for structure and CSS for styling.
- Apply responsive design techniques with media queries to ensure compatibility with different screen sizes.

#### **3. Testing**

- Use the Inspect tool in the browser to test responsiveness on various screen sizes and ensure a consistent user experience.
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