**Introduction:**

The main idea for my website is to make the users feel that the website is easy to use, has high readability and is very intuitive. The most important factors to consider are font size, font family, colour contrasts, letter spacing, line height and layout. It has to be working well for both mobile and wider screen sizes. It needs to be implemented in a way that supports assistive technologies. It is also important for the website to have a consistent design.

For the font, I will only use two different font families, so the visual design is not distracting and disorienting. The fonts I will use are sans-serif and fantasy, which are easy to read. The font size, letter spacing, and line height are also going to be adjusted so that all text elements are easily visible and look attractive.

For the colours I will mostly use dark yellow, white and black, which are in good contrast and are suitable for a game development company.

**Site map:**

HOME

Home About us News Game Contact Us Accessibility

The index.html file is used for the homepage of this website. The other pages can be accessed through the navigation bar. The logo can be clicked to go to the homepage.

**Accessibility:**

For accessibility, I will create text alternatives for all non-text elements, so that they work well with the assistive technologies. The website is going to perform in good colour contrast. And it will be easy to browse. The structure of the website is very straightforward and intuitive.

**Legal issue:**

For the website I am going to use a mix of my own pictures and stock images with no copyright. The favicon for the website was drawn by me. All the text on the website and the code is also going to be written by me. The company’s logo is created using Adobe Spark, which can be used for commercial purposes provided that everything else on the website also respects copyright. The name of the company is unique and does not create any legal issues. The images used in the game are drawn by me in Paint 3D or using canvas.

On the website there are going to be three stock images, used for the news page. The sources are:

1. <https://www.pexels.com/pl-pl/zdjecie/widok-z-gory-zdjecie-ludzi-w-poblizu-drewnianego-stolu-3183150/>
2. <https://pexels.com/pl-pl/zdjecie/jasny-mezczyzna-ludzie-kobieta-6963061/>
3. <https://pexels.com/pl-pl/zdjecie/mezczyzna-para-milosc-ludzie-7330910/>

The authors are:

1. fauxels from Pexels
2. Mikhail Nilov from Pexels
3. MART PRODUCTION from Pexels

**Design mock-ups:**

The website is going to have one breakpoint and one tweakpoint. There are three versions of the website. For the mobile, the layout is more vertical than horizontal and there is a drop-down menu bar. The medium and large width screen version are similar to each other. They use a different type of menu than the desktop version. The layout of the elements in these two versions is slightly different for the convenience.

A picture containing text

Description automatically generatedThis is the design for the mobile version.

About us, Contact us and Accessibility pages are going to have similar structure to the News page.

All of the pages have a drop-down menu bar and a vertical layout

**Diagram

Description automatically generated**For the medium-width screen size the Homepage have the text in 3 columns instead of 1. The layout of News, Game and Contact us pages is vertical. The logo is moved to the left and there is a standard horizontal menu.

**A picture containing text, whiteboard

Description automatically generated**

The desktop version is slightly different from the medium-width screen size version. The news on the News page are displayed horizontally. The canvas is also moved to the right, because it is easier to use on a horizontal screen. The layout of the accessibility page is the same, because it only contains text.

**Menu system:**

The menu system is different for the mobile and desktop. For the mobile I am going to use a drop-down navigation bar that include all the pages other than the currently opened one. It is suitable for a vertical use and does not take much space. After the user clicks on the menu, it will show the links to all the other pages. The homepage can also be accessed by clicking the company’s logo. The meu bars are fixed.

For the desktop I am going to use a standard horizontal menu that includes links to all of the pages.

**Canvas and JavaScript demos:**

The game is suitable for both mobile and desktop. There are text alternatives for the images used in the game. Three random pictures are displayed in random places.

A picture containing text

Description automatically generated