**Changes:**

There were no significant changes to the website. However, there were some changes to the game’s mechanics, navigation bar and the bullet points of the list on the Accessibility webpage. The pictures in the game appear in fixed places on canvas, because it was hard to implement otherwise. However, it did not impact the game significantly.

After testing the website on different browsers, it was also necessary to change the fantasy font to sans-serif, because it appeared differently on Mozilla Firefox and Chrome.

In was necessary to correct the padding and position of the navigation bar, because it was overlapping with the logo in the medium-width screen version.

**Organisation:**

All of the files for the website are in one folder. Inside the folder containing all html files, there are separate sub-folders for css files, documentation files, images and javascript. This way they can be found easily. All URLs used are relative.

The navigation bar is quite straightforward and well-organised. Each button corresponds to a single page: Home, About us, News, Game, Contact us, Accessibility.

**Optimisation:**

To optimise the images, I have resized them before using them. They are not scaled down. The images used in the game were optimised.

The index.html file loads quickly.

**Security:**

The email from the email is not stored anywhere and there are not passwords and sensitive data used on the website. There is no tracking or personalisation on the website, which means it does not create any vulnerabilities. I do not use .innerHTML in Javascript, so there is no risk of Cross-Site Scripting.

**Debugging:**

For the debugging of all HTML and CSS files I used <https://validator.w3.org>. I have corrected the issues shown below in all of the relevant files. There were no issues with the CSS files.

Graphical user interface, text, application

Description automatically generated

**Testing:**

I have tested my website for different screen sizes and checked how it works in different browsers: Chrome, Mozilla Firefox and Tor Browser. There were some issues with the points of the unorganised list on the Accessibility webpage, the default option was different on Mozilla Firefox and Chrome. However, after specifying it in CSS, it worked in every browser.

Graphical user interface, text, application

Description automatically generatedThis is the test of the mobile version of the website. It works and looks the same way on all of the tested browsers. It is suitable for smartphones and small tablets. The breakpoint is at 767 pixels.

This is the test of the medium-width screen version that is suitable for tablets and small laptops. The issues with the navigation bar on the breakpoint have been corrected. It works well on all of the tested browsers. There is a tweakpoint at 1280 pixels that changes the layout of the navigation bar and some of the pages.

Graphical user interface, website

Description automatically generated

This is the test of the desktop version of the website suitable for laptops and larger screens. It has been tested on multiply browsers and does not have any issues.

Graphical user interface, application, website

Description automatically generated

The website was also tested in terms of accessibility. The colours are suitable for people with colour blindness and all of the images have text alternatives to support assistive technologies.