

**Rationale:** I designed a biography website, with the end of the website showcasing the game I have been working on as I learned more in the course. I had planned to create a Jeopardy style game since the beginning of the course, as I figured it would be easier than coding the entire thing in Java, which I have done in the past. All three pages do not have footers, this is because I felt that a footer would be out of place for the content in the website. My goal for this website was to create a website about me, with an intro page that leads you to the biography page, or straight to my game that I created, with expandability if I wanted to. I chose variations of the colours yellow and blue, as it is the colour scheme of the game Jeopardy, and also because they blend well together. I chose this style of website because I knew that it would be difficult even before starting, but I wanted to test my own problem solving strategies with programming. The blue I chose for the background is close to a navy blue, I used this because I didn't want the background to pop out or be too bright, so that the actual content would pop out more. I used a mellow yellow for the content's background due to the fact that the base 'yellow' colour in css was very bright, and was not similar to the actual game, so I used a different one that wasn't as bright, but still pops enough to be noticeable. I decided on black borders for all of the content, as it transitions very well with the blue background that I used and also creates a clear separation between the background and the content. For the content, I would space every bit out evenly to be organized, I wanted to make sure that everything didn't look messy. A problem I did run into was the fact that when the page shrinks, only the pictures would stay in place, and the buttons and text would compress and make the website look messy. I tried using fixed positions on the texts as well, but it wouldn't help. For the Jeopardy game, there are 5 rows, similar to the actual game, but I couldn't figure out how to get the titles above the buttons without the buttons becoming unorganized. The first column is questions about this course, the second being questions about me, third being questions about the university, fourth being questions about Canada, and the fifth being random questions. When you press one of the buttons, there will be a slight delay for you to read the question, then a prompt will pop up to take your answer, when you input your answer, and if it is correct, the amount on the button you pressed will be added at the bottom of the game, but if it's wrong, the amount of money will not change. Each page has ways to navigate through any page, on the intro page there is an option to skip the about me page and go straight to the game, and on the game page, you can go back to the about me page, or go right back to the intro page.