**2025 UCL Website Final Report**  
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**WDD 130 – Web Fundamentals**  
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**Introduction**

The subject of my website is the **2025 UEFA Champions League Final**, it is one of the most prestigious and widely followed sporting events in the world for Football (soccer). My site offers key details about the final match, including background on the competing teams, the venue, match times, travel guides, and ways for fans to view the game.

The website is designed for soccer fans who are planning to attend or watch the final. This includes international travelers, local supporters in Munich, and global viewers looking for streaming options and match-day information. It targets fans like me, who want a quick, clean, and reliable source of the Champions League final information in one place.

The website is here:  
**URL:** <https://eddikane.github.io/wdd130/wwr/ucl/index.html>

**Goals and Objectives**

The main goal of my project was to create a professional, visually appealing, and informative website focused on a real-world event, one I am quite interested in as a soccer fan. I aimed to help visitors quickly find what they need, whether that’s understanding who’s playing, when and where the game is happening, or how to watch it. Another objective was to practice and apply core skills in HTML and CSS that I’ve learned in this class, such as creating responsive layouts, working with media, and learning to use navigation effectively.

**Design Process**

When I was planning the design of my website, I wanted it to feel bold and energetic, just like the atmosphere of a Champions League final. I used strong, dark background images and large fonts to create a sense of drama and excitement. The homepage features a full-width hero image of a stadium at night to immediately grab the attention of users.

I started with a basic wireframe layout and gradually built out my pages using consistent design elements—such as the same fonts (Oswald and Roboto from Google Fonts), color scheme, and navigation menu—across all pages. As I worked on this idea over several weeks, I made several changes to try to improve the user experience, like refining spacing to avoid clutter.

One major design change was adjusting the original homepage structure to include an "About the Final" section front and center, rather than pushing it to a subpage. This made key information more accessible for first-time visitors. I also added small touches like social media icons and a clean footer to enhance credibility and interactivity, the water rafting website we had worked on earlier in the semester was really helpful to me for this.

**Conclusion**

Completing this website project taught me not just how to code, but how to think like a web designer. I’ve learned how layout, font choice, image selection, and structure all contribute to how a user experiences a site. I also gained practical experience working with HTML, external CSS, and file organization.

These skills will benefit me in many areas, from future school projects to professional opportunities. Whether I pursue web development, digital marketing, or any technology-related path, knowing how to build and manage a website is an asset. I feel more confident in my ability to communicate ideas online and create user-friendly content from scratch.