Style Guide for the HTML page:

1. Color Scheme:

- Background color: Use a neutral and professional palette of blues and grey.
- Nav bar color: rgba(158, 183, 236, 0.075) (light blueish grey but fades to background)
- Active link color: aqua to stand out.

2. Typography:

- Font: Times New Roman
- Colour: White for text, Aqua for links

3. Layout:

- Header:
 - Banner image: Mountain peaks
 - Text: "Peak Training Academy" title and "Hit Your Peak" slogan
- Navigation:
 - A horizontal nav bar with links displaying "About Us", "Featured Games", and "About the Founder" as well as signup and login.
 - "Featured Games" dropdown menu with links to the games we mainly cater to.
- Body:
 - Blurb about who the company is and descriptions of the games.

4. Style:

- A class "text" that I can used for all text elements, including headings and paragraphs.
- The dropdown class is used for the dropdown menu.

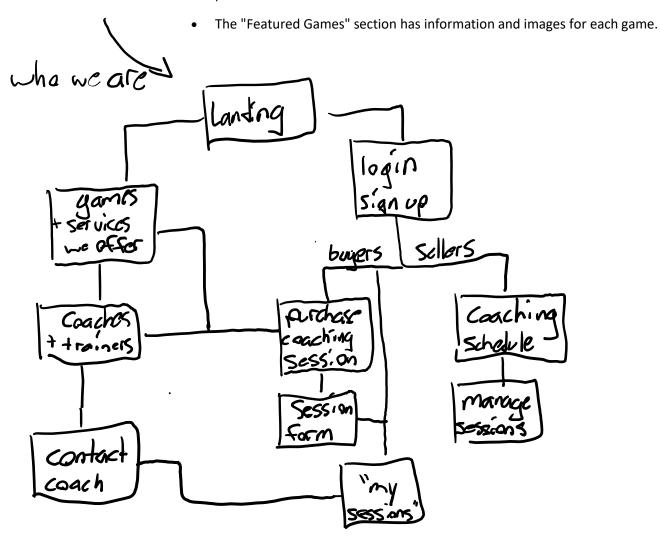
5. Content:

- Header:
 - Banner image of the mountain peaks
 - Text reads "Peak Training Academy" and "Hit Your Peak".
- Navigation:
 - Links to section ids "About Us", "Featured Games", and "About the Founder".
 - Links to other html files for signup, games, etc

• "Featured Games" will dropdown to "Rocket League", "Fortnite", "Overwatch 2", and "Rainbow Six Siege".

• Body:

• The "Who We Are" section has two paragraphs of text explaining the platform and its features.



^{*}Updated for Lab 6*

A page about my company - index.html

A bio page for at least one employee/creator that is massaged to the website – aboutme.html ("About the Founder" in nav)

A page about a product or service that you provide through the website – index.html has info about who we are as well as a description of some games. The links of these games will link to a page about the game as well as unique features of my website.

As of Lab 6, Rocket League links to its own page with a dynamic gallery of car designs from in game.

The rest of the games (for now) link to their game website. The Rocket League page itself has a link to their website.

A page where a client can purchase or can order said products or services – "find a coach" and "become a coach" links in index nav.

As of Lab 6, I have an html file for each of these that acts as an "under construction" page (underconstruction.html).

When finding a coach, the page will prompt players to enter mandatory information such as the game they want to play, and optional information such as their last name. Their rank will be a question too, but I am not sure yet if that will be mandatory or not.

A page where a client can register login credentials – Have an "account" drop down that links to two similar pages: login and sign up.

As of Lab 6, signup.html contains a form with javascript that asks users for their name, email, and gamertag. It also has a multiple choice section for users to answer how they heard about my page.

Login.html and mgmtlogin.html are still under construction.

A page where an employee can modify the what products and/or services are available – either a separate management dropdown, or another option in the account dropdown title management or employee login

And a landing page which may be one of the above pages – index.html

For Prof: Where to find the Lab 6 Dynamic aspects.

Image cycling through sources: index.html (Next to who we are as I already have each game image beside their description.

Dynamic image gallery: rocketleague.html (Also accessible via the link on index.html "Rocket League". The gallery shows various car designs that players can recreate in game. Might show specifics later on to make it easier for them but not a top priority as this point in time.)