Report Title

**Catch The Insect Game Website Development**

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**Introduction**

For this web development assignment, I collaborated with a group member to create a fully responsive personal portfolio website using HTML, CSS, JavaScript, and Bootstrap. Our website showcases a game theme, demonstrating our understanding of the technologies. We assigned roles, with one member focusing on HTML/CSS and the other on JavaScript/Bootstrap, while collaborating on the project.

**Development Process**

We began by planning the website's structure and design. We decided on a simple yet visually appealing layout, with five sections: Home, About, Projects, Contact, and a bonus feature, Games. We created separate HTML files for each section, using semantic elements such as **<header>**, **<nav>**, **<main>**, and **<footer>**.

For the CSS, we created a custom stylesheet to enhance typography and layout. We used Bootstrap's grid system to layout the content on the About page and cards to display projects on the Projects page. We also utilized Bootstrap's navbar component for the navigation links on the Home page.

For JavaScript, we implemented form validation on the Contact page and a filter feature on the Projects page to sort projects. We also added a dark/light mode toggle as a bonus feature.

**Challenges and Solutions**

One of the challenges we faced was ensuring the website's responsiveness across different devices and screen sizes. We overcame this by using Bootstrap's responsive design classes and media queries in our CSS.

Another challenge was implementing the filter feature on the Projects page. We solved this by using JavaScript to dynamically update the project list based on the user's selection.

**Technical Specifications**

* HTML: We used semantic elements to structure our HTML files, making the website more accessible and easier to maintain.
* CSS: Our custom stylesheet enhanced the website's typography and layout, making it visually appealing.
* JavaScript: We implemented form validation and interactive features, such as the filter feature and dark/light mode toggle.
* Bootstrap: We utilized Bootstrap classes for layout and responsiveness, ensuring the website adapts to different devices and screen sizes.

**Conclusion**

In conclusion, we successfully created a fully responsive game-themed website using HTML, CSS, JavaScript, and Bootstrap. We demonstrated our understanding of the technologies and collaborated effectively to overcome challenges. We are proud of our final product and believe it showcases our skills in web development.

**Submission**

We have hosted our website on GitHub Pages and submitted a link to the website along with a ZIP file of our project containing all files. This report details our development process, challenges faced, and how we overcame them.