GameShop HTML CSS And Javascript Project

The aim of the project was to create a single-page video game ecommerce website landing page utilising various javascript functions. I created a form to allow users to sign up for membership for even more discounts. The html was split into three sections: header, main and footer section. The main section of the html file was split into different section tags.

Javascript allowed me to create a much more responsive navigation bar in the header section. I created an account with font-awesome to gain access to different icons. For mobile devices, I displayed the ul tag to the left of the screen and would open and close with two icons from fontAwesome.

For the home section, I created container called buttons which contained five span tags in the form of a circle. Each tag contained a data-source with a different image of a game. Each time a user would choose a circle, the span that corresponds to that circle would be the active class. I created a javascript function to assign the active class to a span tag, while removing the active class from a previous span tag. This allowed to display five different images upon user input.

One issue I experienced was using javascript to validate the two forms used in my project. I decided to create an array which would store various messages to be displayed. However, I ran into an issue where error messages would be displayed whether or not the user entered the required information.

Another issue I experienced was when attempting to create a slider for the games using the scrollLeft javascript function. I created two buttons (nextButton and previousButton) which would scroll right and left, respectively. In the css file I declared the overflow and horizontal scrollbar to be hidden.

A screenshot of a computer

Description automatically generated with medium confidence

Wireframe of desktop site

A screenshot of a cell phone

Description automatically generated with medium confidence

Wireframe showcasing the navigation bar fixed to the left of a mobile screen.