

BATTLEFIELD

SEMESTER-PROJECT 24/25
TAMAS LIPTAK

[LINK TO REPO](#)

Sprint Goals

The following goals were set:

- ✓ Completion of home page, locker and store for desktop view
- ✓ Integration of GSAP animations for the desktop version

Additional Progress beyond Sprint goals:

- ✓ All pages optimized for resolutions up to 1440p
- ✓ Game-specific pages completed
- ✓ Maintained core design elements, while making sure each one feels different and genuine
- ✓ Implemented Local Storage

Difficulties

The most difficult part was sourcing high quality assets and keeping all the design elements same across all pages. I used `body.theme-...` tags, which allowed for dynamic CSS styling and helped the visual feel to match the featured game.

Smooth transitions between pages were another major focus. Adding moving elements on every page switch, using a short black fade-in to enhance performance on older or slower devices.

Creating the header video was also a project in itself, finding right clips that makes users give a cinematic experience and showing off multiple Battlefield games all within less than a minute. The video being barely under 15Mb and still having 1080p resolution makes loading almost instant using all devices, even on slower networks.

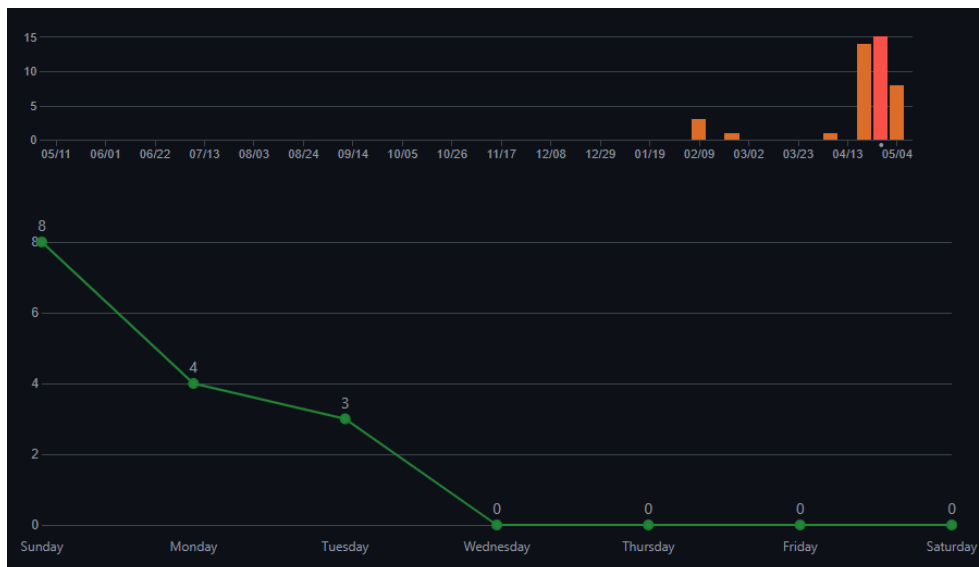
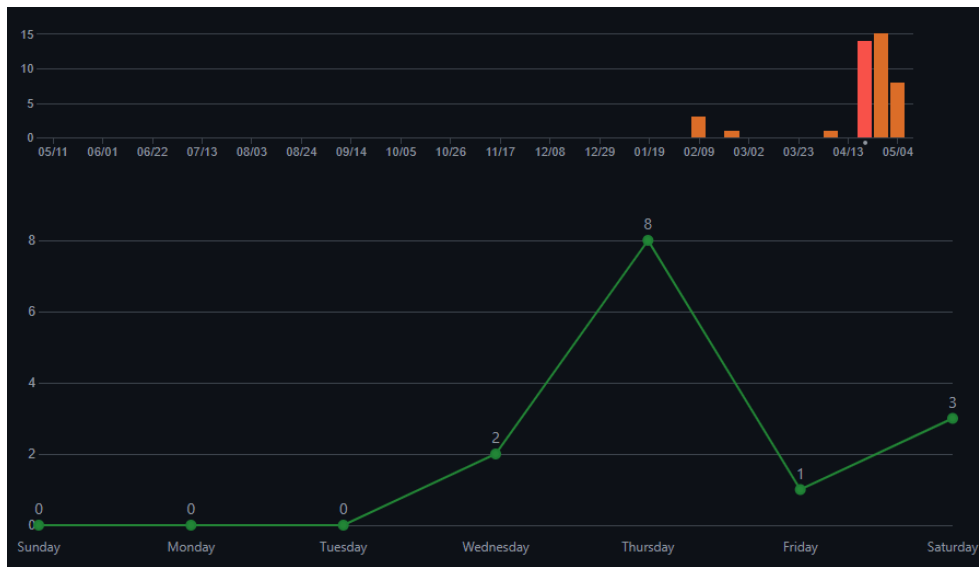
Current State

The website is approximately 80% complete.

Next Goals

- Resolve existing bugs
- Upwards screen resolution compatibility (4k)
- Make the Locker page fully responsive

Commits



Code Frequency

