**Milestone 3**

## Website:

## <http://a00928827.webege.com/G1/index.html>

**Pages completed and changes from Milestone 2:**

## Template (prototype)

-responsive; makes it more engaging.

-dropdown menus for better ease of use.

-allows for more intuitive design.

-overall design no longer has the transparent black block extend to the top of the page, we felt this design looked better.

## News

-there are no longer external links to news articles; we don’t want to needlessly rely on other websites for this.

-will display 5 news articles in a page instead of 4, allowing users to view more content.

## 

## Intro

-different background for a more appealing and appropriate look.

-tweaked layout for cleaner appearance.

-added intro paragraph for new players to help them understand the game better.

-lore is now typed over an image instead of beside it which helps to set the tone.

NOTE: There may be more than 3 gameplay sections in the final version.

## 

## Videos

-only contains cinematics from riot games; quality of their videos is good, and it makes organization much simpler, and allows for a more consistent viewing experience.

## 

## LCS

-responsive; makes page more engaging.

-additional links to social media for more information about the teams.

-added date founded; this is an important fact that people will want to know.

## 

## Champions (portal)

-responsive; makes page more engaging.

-added a description of each grouping of champions.

-added a hr element in-between grouping title and grouping content.

-NOTE: only “Annie” and “Jinx” pages are currently complete. On the final site all the

champion pages will be constructed on the fly based on database content.

-NOTE: placeholder image is 120x120 not 128x128 as it claims.

-Currently all champions not completed will have a placeholder page in their place.

## 

## Champion (individual)

-responsive; makes page more engaging.

-different background for each champion to differentiate pages.

-body is no longer split into discrete boxes as it causes issues with current template.

-role description has been removed as it’s redundant with the champion portal page.

-statistics header has been removed as it’s redundant and doesn’t improve readability.

## 

## Items

-no longer has item name or gold cost as this was unnecessary information

-filters aligned to the left for a simpler layout.

-planned to use JavaScript, PHP and database for on-hover pop-overs for item details and filters.

## Calculator

- right now we cannot select champions yet. We’ll implement an onclick event on the champion icon to bring up the list of all champions to choose from. Same with items. This will be done in the next milestone.

-changed layout to include enemy damage results and health pools for both champions, and it returns predication for duelling outcome, this extra information will be important to users.

-planned to use JavaScript, PHP and database for champion and item selection.

## Sign in

-centered modal instead of dropdown, we felt this method would be easier for users.

-currently using HTML5 functionality to validate.

No current outstanding issues with the website.