

# Web Design

## Task 3

### DDN-4.2B. Game Art Stream

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## Introduction

The purpose of this document is to try to accurately explain how I built Yoneyama Mai's website. Given my limited knowledge of HTML and CSS languages, there may be some inaccuracies in the code or structure of the website. The aim of this document is not to explain HTML and CSS elements but rather how I made use of particular elements to build the structure of the website as closest to my original plan as possible.

## 1.0 Home Page / Index

### 1.1 Original plan – Home Page

In the original plan, I wanted to include a sliding image gallery, with buttons that the user could interact with in order to navigate between images. The user would also be able to play and pause the sliding images. Upon scrolling toward the bottom of the page, the user would be met with a collection of articles sorted by popularity.

Additionally, the navigation of the home page included a menu tab, a search bar, access to the user's profile as well as a shop page, and a button to access the shopping cart.

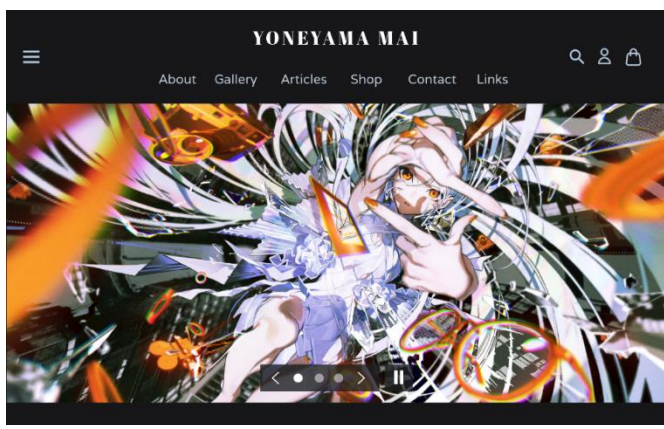


Figure 1 - Homepage Mock-up

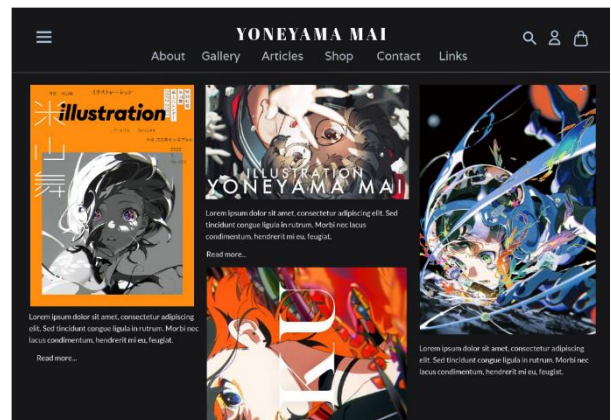


Figure 2 - Homepage Mock-up

## 1.2 Home Page

The final draft of the home page is somewhat of a stripped-down version of my original mock-up. I had underestimated the amount of work and knowledge required in order to create such a feat as an interactive sliding image. Therefore, I opted for a simpler alternative and one with a tutorial I could follow. To create the automatic sliding images displayed on the final website (Figure 3), I created a div with a class attribute that I titled “wrapper” (index.html: lines 47-54), this would group all the images I wanted to show on the page. Following the tutorial, I used the animation attribute and changed the value to 16 seconds (mai.css: lines 54-57), which means it will take a total of 16 seconds to change and display all the images I compiled into my code (Jana, 2022).

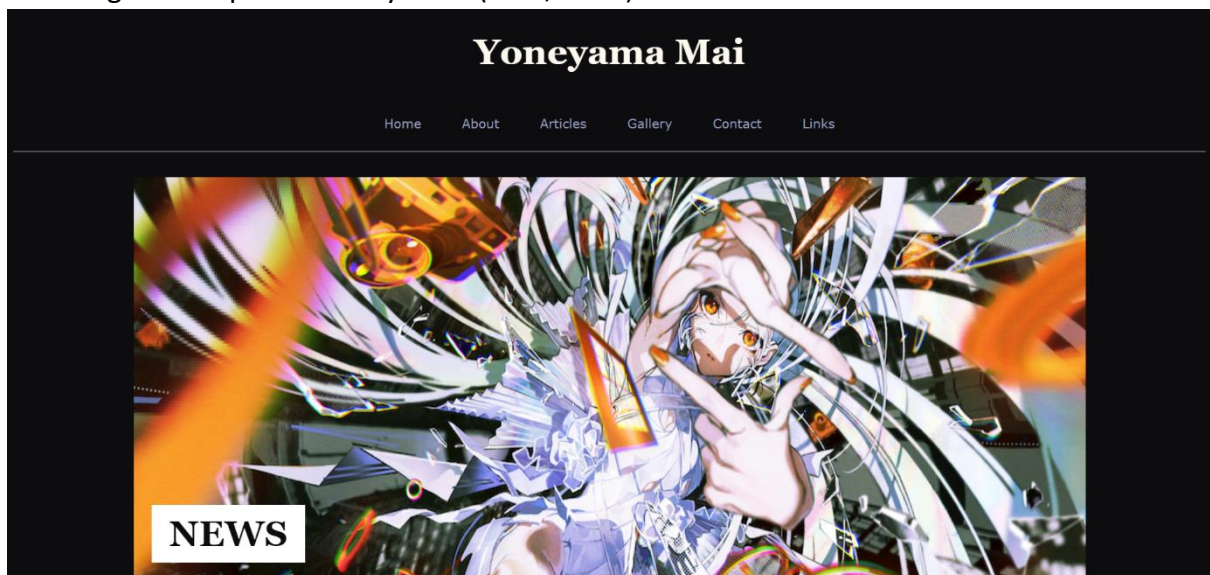


Figure 3 - Yoneyama Mai Home Page

In order for the images to Autoplay, I made use of @keyframes (mai.css: lines 63-87), the guide followed roughly explained the calculations behind how the images were able to switch as intended. The axes of the images were already determined, as well as the total width of the slider which will take 16 seconds to cross (Jana, 2022).

Moving on to the articles section, I managed to distribute the images as displayed with the help of the grid system which we had worked on during the lectures (grid.css: lines 1-53). Using the same grid base as we were instructed, I divided the columns into 4 (index.html: lines 76-131) and added a 0.5 margin (mai.css: lines 114-118) to create a more organized look (Figure 4).



Figure 4 - Articles

The footer of the page is very simple, with nothing but a divider and the &copy; element (index.html: lines 134-138). Similarly, the navigation bar is kept consistent throughout every one of the website's pages. Once again, the navigation bar was created with heavy reference to the code created during our lecture (index.html: lines 16-44).

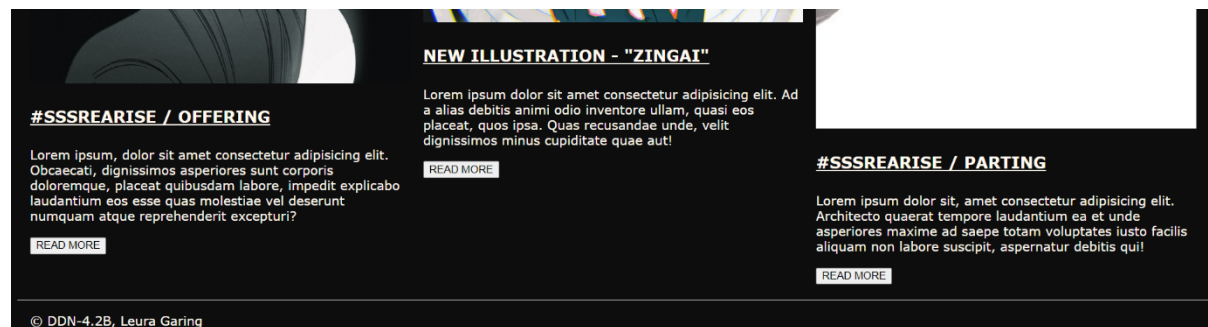


Figure 5 - Home Page Footer

The task required that we created at least one article or blog post on our websites. For Yoneyama Mai's website, the blog post can be accessed by clicking on any of the "read more" buttons which are located under numerous articles on both the home page and the articles page (Figure 5, 6).

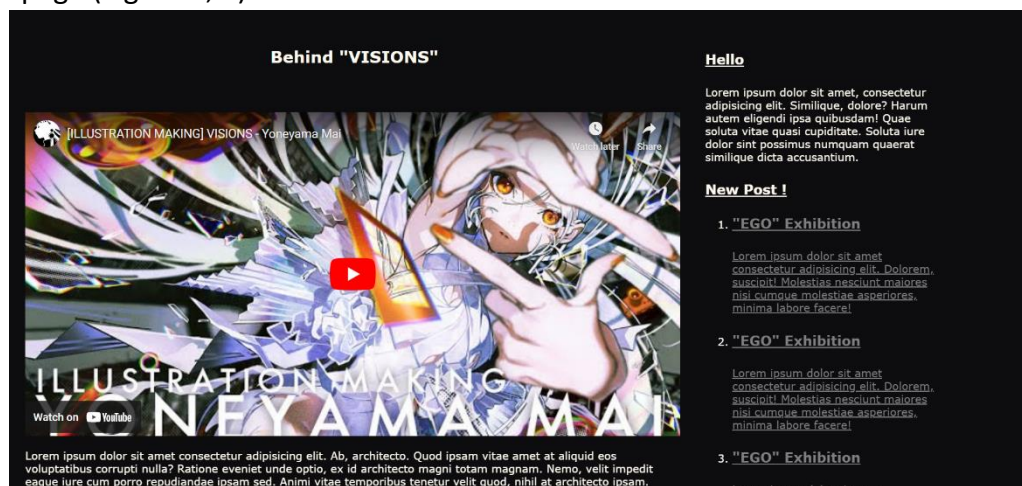


Figure 6 - Articles Page

In this article page, I also embedded a YouTube video by using the “iframe element” (articles.html: lines 53-55) to make the page a little more interesting. Following the lecturer’s code, I incorporated the trending posts at the side of the page by making use of the column, div, and aside elements (articles.html: lines 94-156). The posts in the sidebar also redirect the user to the blog post page.

## 2.0 Blog Post

The blog post follows a very similar structure to the other articles on the website, once again making use of the grid system, I structured the page into one column for everything to be centered (mai.css: lines 114-118). Additionally, I made use of the “datetime” attribute to simulate a real blog post (post.html: lines 56-60) underneath the image. The rest of the page only contains headings and paragraphs as not want to overwhelm the user with too much information. At the bottom of the post, I also included a button that is linked back to the main articles page (post.html: lines 82-84).



Figure 7 - Yoneyama Mai Blog Post

## 3.0 About Page

I originally wanted to include a FAQ within the about page, however, due to functionality issues, I was not sure how to go about adding more code to this page. The code makes it somewhat evident that I struggled with this page as I was unsure of how to format the image and make it fit side by side with the text. For this, I had to make use of the code provided by the lecturers and referred to some guides online (W3docs, n.d.).





**4.0 Gallery & Portfolio** The gallery page is very self-explanatory, I copied the code seen in the home page articles section and simply removed any text to highlight Yoneyama Mai's art alone (gallery.html: lines 46-76). I felt that this simple layout and arrangement of images were pleasing to the eye and displayed her work perfectly. As with most of the pages on the website, I wanted to make sure that her work stood out, hence the structure of the website may be too simple and unimpressive.

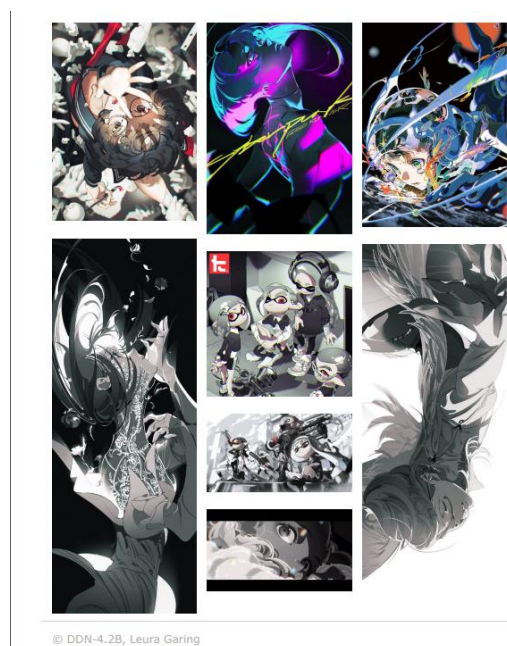


Figure 8 - Yoneyama Mai Gallery Printed version.

## 5.0 Contact Page

I am aware that the contact page is built somewhat oddly, given that I used the same code used for the newsletter with some minor changes to the placeholder text. Otherwise, the

text fields function the same way as they do in the newsletter- located on the links page, and with the same “mailto” attributes (contact.html: lines 44-78). This explains why the “Send your request” text field adds the text in a single line only. As for the styling, I added

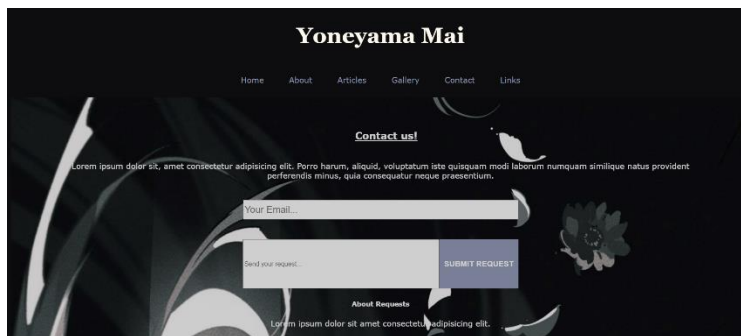


Figure 9 - Contact Page

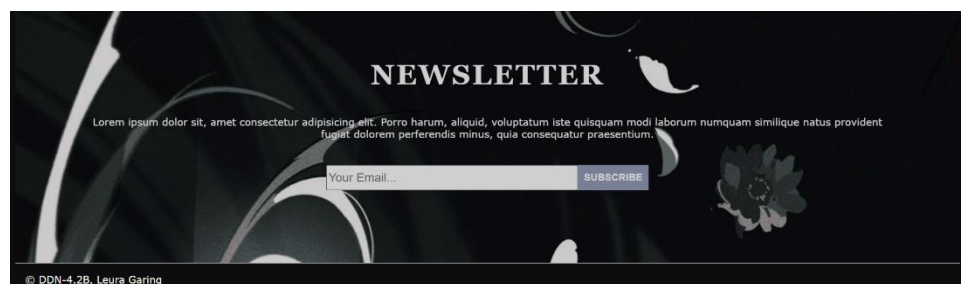


Figure 10 - Newsletter Section

an image to the background by using CSS and turned the opacity down to 80% so as not to obstruct the text (mai.css: lines 173-177).

## 6.0 Links Page

The links page is very straightforward, I simply wanted to add a place for all of Yoneyama Mai's active social media pages, and a newsletter section underneath it. I find it very useful when artists include all of their links in a neat little section, so I figured I could include it as well. The newsletter section was created with the help of inspecting kelogsloops' website (Kelogsloops, n.d.). For this page, I also took some inspiration from TVCHANY's website (TVCHANY, n.d.), but excluded the icons. As much as I wanted to include more icons and other aesthetic elements, I was unfortunately not able to as it kept colliding with the vertical divider I added to separate the links (links.html: lines 54-71; mai.css: 139-154). I was able to add this vertical divider by following an online guide (W3schools, n.d.).

## Internet Services

### E-Commerce

As mentioned previously, I initially wanted to add a shop to Yoneyama Mai's website. I believe granting the ability for users to purchase artworks and merchandise directly from the website, would benefit the artist greatly. Through this shop, the artist can process orders, accept payments, manage shipping, and provide customer service (INTUIT mailchimp, 2021).

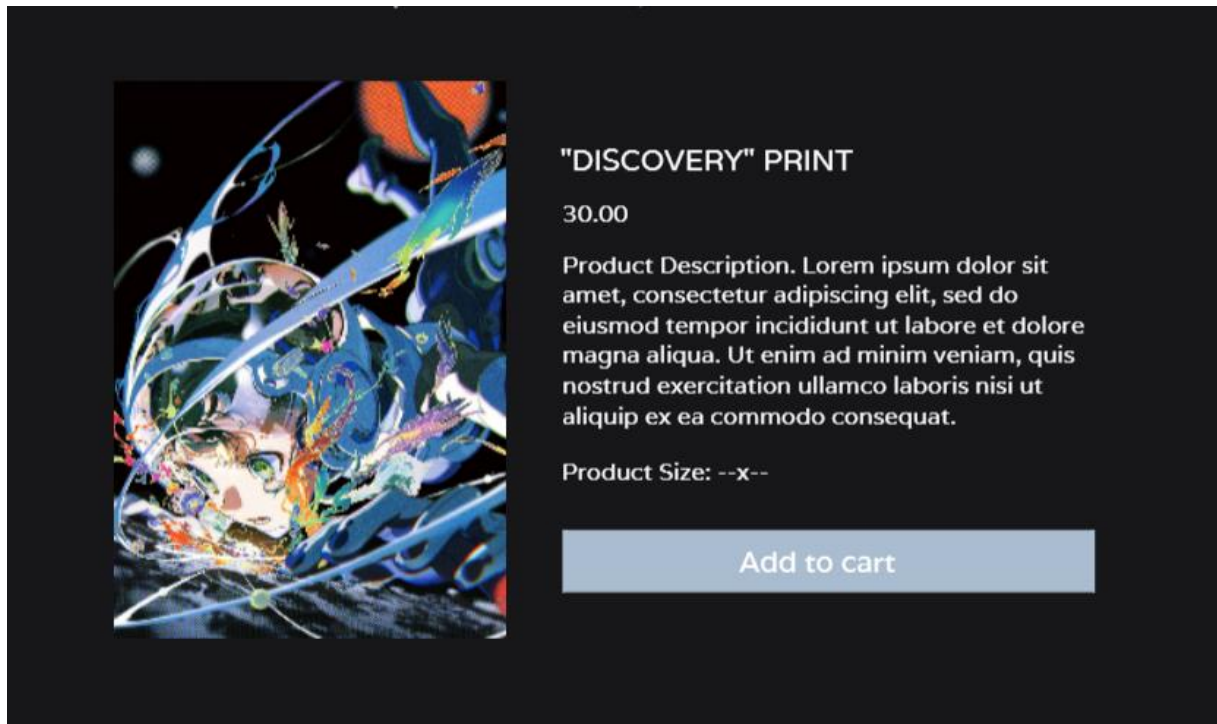


Figure 11 - Product Page Mockup

### Communication Services

I also created a mock-up for a chat service, where Yoneyama Mai or her representative, can communicate with any queries within the website in real-time. This would work well alongside the e-commerce service if they were ever to be added.

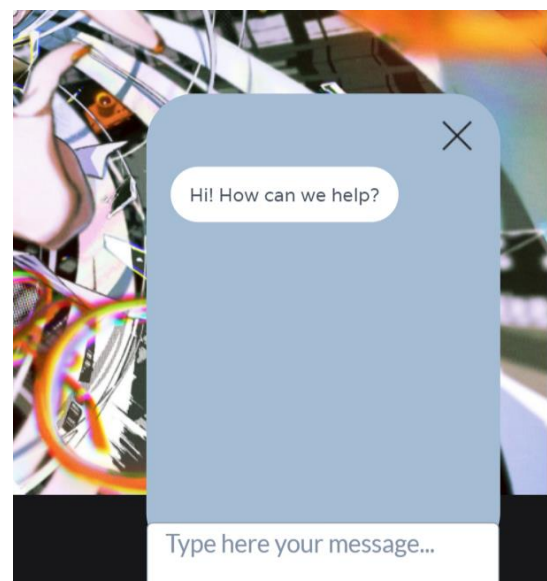


Figure 12 - Live Chat Service Mock-up

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