

Front-End UI/UX Mini Project

Photo Gallery Website

1. Title Page

- **Project Title:** Gameography — Video Game Screenshot Gallery
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- **Course:** UI/UX Design Fundamentals
- **Instructor Name:** Dr. Nagaveena
- **Institution:** Christ University
- **Date of Submission:** 25/09/2025

2. Abstract

This project involves designing and developing a visually appealing, responsive website called *Gameography*, dedicated to showcasing screenshots from popular video games such as Minecraft, GTA 6, and Mafia: Definitive Edition. Built using HTML5, CSS3, Bootstrap, and JavaScript (with jQuery), the site features an immersive hero section, interactive stacked image galleries, smooth transitions between sections, and a modal lightbox for viewing enlarged images.

The goal was to celebrate the artistic beauty of video game worlds by curating their visuals in a professional, scrollable gallery. The final output is a functional and stylish front-end platform that combines accessibility, responsiveness, and strong visual hierarchy, mimicking the feel of a digital photography showcase tailored for gaming content.

1.Objectives

- Create an immersive screenshot gallery website dedicated to video games.
- Use clean, semantic HTML5 for structure.
- Apply advanced CSS styling for cinematic visuals, gradients, and animations, and ensure accessibility and readability across devices
- Integrate JavaScript/jQuery for interactivity (section switching, modal image viewer).
- Build a modern hero section with dynamic background changes per game.

2. Scope of the Project

- **Included:**
 - Full front-end design of the gallery website.
 - Stacked collage-style screenshot layouts
 - Modal viewer for enlarged screenshots.
 - Section switching between games.
 - Responsive layouts for desktop, tablet, and mobile.
- **Excluded:**
 - No backend or database integration, no JavaScript.
 - No live database of screenshots.
 - No user-uploaded content.
- Designed for desktop, tablet, and mobile devices.
- Only pure HTML and CSS used (no frameworks or libraries).
- Media assets (images, videos) sourced from open/public resources.

3. Tools & Technologies Used

Tool/Technology	Purpose
HTML5	Markup and content structure
CSS3	Styling and layout management
Bootstrap 5	Responsive grid and UI components
JavaScript	Interactivity and animations
jQuery	Simplified DOM manipulation
VS Code	Code editor
Chrome DevTools	Testing and debugging

4. HTML Structure Overview

- Semantic tags: <header>, <main>, <section>, <footer>
- Sections: Navigation Bar, Hero, Galleries, Modal Viewer
- Bootstrap grid for layout alignment

5. CSS Styling Strategy

- Used external CSS file (style.css)
- Flexbox and Bootstrap for layouts
- Backdrop blur and transparency for navigation bar.
- Gradient overlays and shadows for depth.
- Collage-style stacked positioning with rotations for dynamic look.
- Media queries for responsive adjustments.

6. Key Features

Feature	Description
Hero Section	Title with retro <i>Press Start 2P</i> font, subtitle, blurred dynamic background
Navigation Bar	Section buttons (Minecraft, GTA 6, Mafia: DE) with active state highlighting
Stacked Galleries	Six screenshots per game, scattered with rotations and overlaps
Modal Viewer	Enlarged image view on click with darkened background
Smooth Transitions	Fade effects when switching sections and hero images
Responsive Design	Mobile-first design with stacked layout on smaller screens

7. Challenges Faced & Solutions

Challenge	Solution
Images overlapping too much or misaligned	Used CSS transforms with fixed rotation/translate rules
Modal not showing images correctly	Ensured gallery <code></code> tags used <code>src</code> instead of <code>data-src</code>
Section switching looked abrupt	Added fade-in/out transitions for smoother UX

8. Outcome

A fully functional, interactive, and responsive video game screenshot gallery website. The site effectively highlights the aesthetic beauty of games like Minecraft, GTA 6, and Mafia: DE, while offering an engaging user experience with modern design techniques.

9. Future Enhancements

- Add next/previous navigation inside the modal for browsing screenshots.
- Include a carousel feature for each gallery.
- Add filters (by game, theme, or environment).
- Implement a backend to allow community screenshot uploads
- Theme toggler (light/dark mode)

10. Sample Code

A. HTML Code

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Gameography</title>
  <!-- Bootstrap CSS -->
  <link href="https://cdn.jsdelivr.net/npm/bootstrap@5.3.0/dist/css/bootstrap.min.css" rel="stylesheet">
  <!-- Google Fonts: League Script and Lobster -->
  <link href="https://fonts.googleapis.com/css2?family=Press+Start+2P&display=swap" rel="stylesheet">
  <link href="https://fonts.googleapis.com/css2?family=Lobster&display=swap" rel="stylesheet">
  <link href="https://fonts.googleapis.com/css2?family=DM+Serif+Text:ital@0;1&family=JetBrains+Mono:ital,wght@0,100;1,100" rel="stylesheet">
  <!-- Custom CSS -->
  <link rel="stylesheet" href="styles.css">
</head>
<body>
  <!-- Navigation Bar -->
  <div class="navbar">
    <div class="nav-buttons">
      <button class="nav-btn" data-section="minecraft">Minecraft</button>
      <button class="nav-btn" data-section="gta6">GTA 6</button>
      <button class="nav-btn" data-section="mafia">Mafia: DE</button>
    </div>
    <div class="title">🎮</div>
  </div>

  <div class="hero" id="hero-section">
    
    
    
  </div>
```

Title, Tags, Navbar and Hero Definition

```
<!-- Gallery Sections -->
<div class="gallery-container">
  <!-- Minecraft Section -->
  <div class="gallery-section" id="minecraft-section" data-section="minecraft">
    
    <h1 class="gallery-title">Minecraft Gallery</h1>
    <div class="stacked-gallery">
      
      
      
      
      
      
    </div>
  </div>

  <!-- GTA 6 Section -->
  <div class="gallery-section" id="gta6-section" data-section="gta6">
    
    <h1 class="gallery-title">GTA 6 Gallery</h1>
    <div class="stacked-gallery">
      
      
      
      
      
      
    </div>
  </div>
```

Gallery Section Definition

```

<!-- Modal -->
<div class="modal fade" id="imageModal" tabindex="-1" aria-labelledby="imageModalLabel" aria-hidden="true">
  <div class="modal-dialog modal-lg modal-dialog-centered">
    <div class="modal-content">
      <div class="modal-body position-relative">
        <span class="close-btn" data-bs-dismiss="modal">&times;</span>
        <img src="" class="modal-img" id="modalImage" alt="Large Image">
      </div>
    </div>
  </div>
</div>

<!-- Bootstrap JS and jQuery -->
<script src="https://cdn.jsdelivr.net/npm/jquery@3.6.0/dist/jquery.min.js"></script>
<script src="https://cdn.jsdelivr.net/npm/bootstrap@5.3.0/dist/js/bootstrap.bundle.min.js"></script>
<!-- Custom JS -->
<script src="script.js"></script>
</body>
</html>

```

Modal Image Viewer, Bootstrap, JS and jQuery Definition

B. CSS Code

```

body {
  Click to collapse the range. ~: #000000;
  font-family: 'Roboto', sans-serif;
  color: #ffffff;
  margin: 0;
  padding: 0;
  overflow-x: hidden;
}

.navbar {
  position: fixed;
  top: 0;
  width: 100%;
  background: rgba(0, 0, 0, 0.7);
  backdrop-filter: blur(10px);
  padding: 10px 20px;
  z-index: 1000;
  display: flex;
  justify-content: space-between;
  align-items: center;
}

.navbar .nav-buttons {
  display: flex;
}

.navbar .nav-btn {
  background: rgba(255, 255, 255, 0.1);
  border: 1px solid #ffffff;
  border-radius: 20px;
  padding: 8px 20px;
  margin: 0 5px;
}

```

```

.stacked-img {
  position: absolute;
  width: 300px;
  height: 400px;
  object-fit: cover;
  border-radius: 20px;
  cursor: pointer;
  border: 2px solid rgba(255, 255, 255, 0.2);
  box-shadow: 0 4px 8px rgba(0, 0, 0, 0.3);
  transition:
    transform 0.5s cubic-bezier(0.18,0.89,0.32,1.28),
    opacity 0.86s,
    box-shadow 0.3s,
    opacity: 0;
  opacity: 1;
}

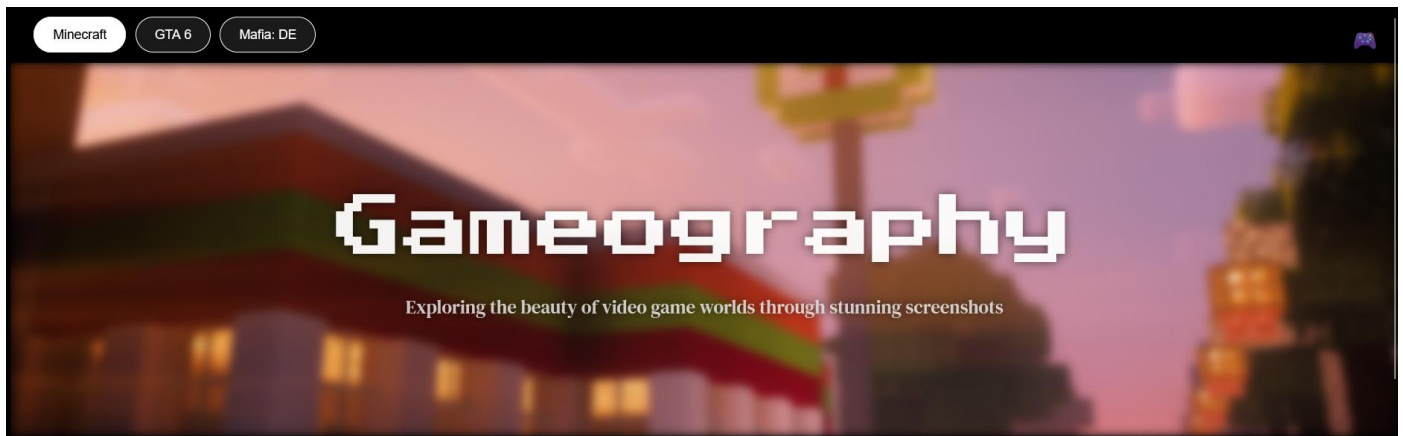
.stacked-img:hover {
  opacity: 0.65;
}

.stacked-img.active {
  box-shadow: 0 0 20px rgba(255, 255, 255, 0.5);
}

/* Random positioning with tilts */
.stacked-img:nth-child(1) { top: 5%; left: 5%; transform: rotate(-2deg); }
.stacked-img:nth-child(2) { top: 25%; left: 50%; transform: rotate(1deg); }
.stacked-img:nth-child(3) { top: 40%; left: 15%; transform: rotate(3deg); }
.stacked-img:nth-child(4) { top: 55%; left: 60%; transform: rotate(-1deg); }
.stacked-img:nth-child(5) { top: 70%; left: 25%; transform: rotate(2deg); }
.stacked-img:nth-child(6) { top: 85%; left: 45%; transform: rotate(-3deg); }

```

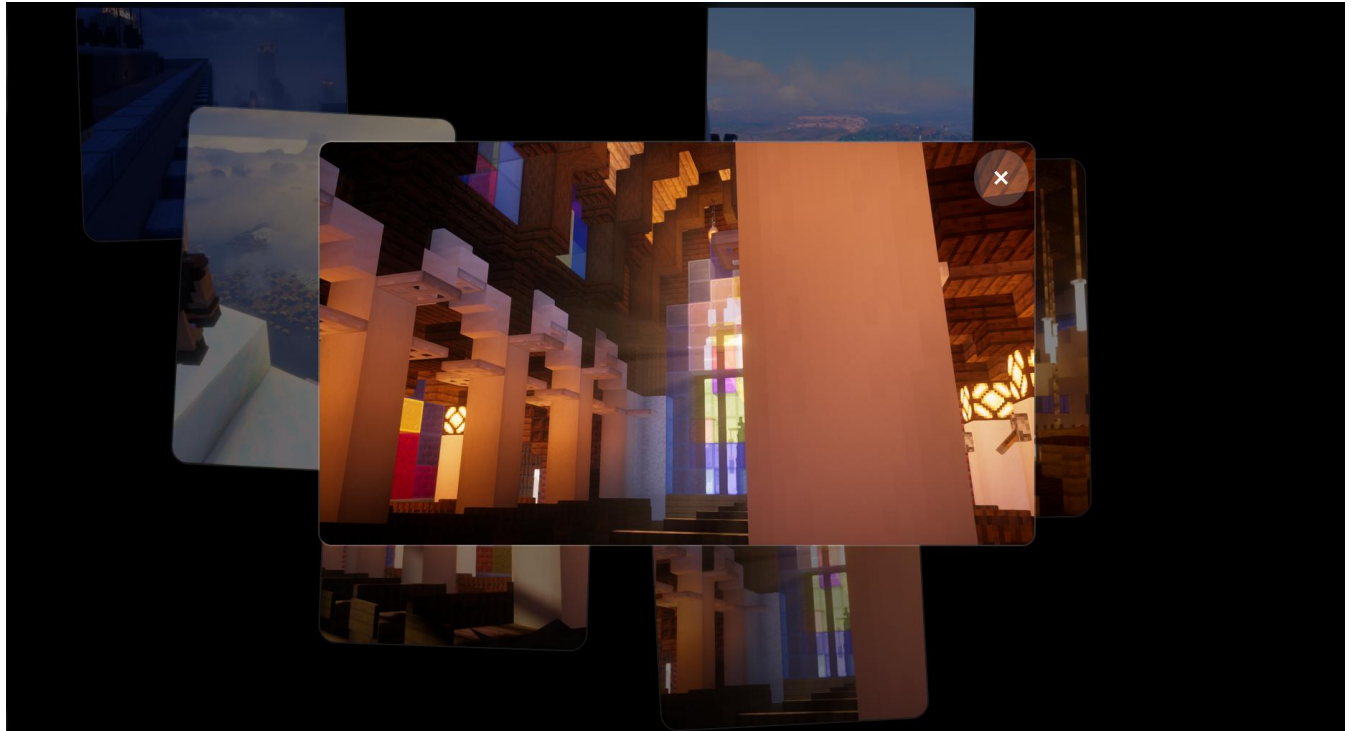
11. Screenshots of Final Output



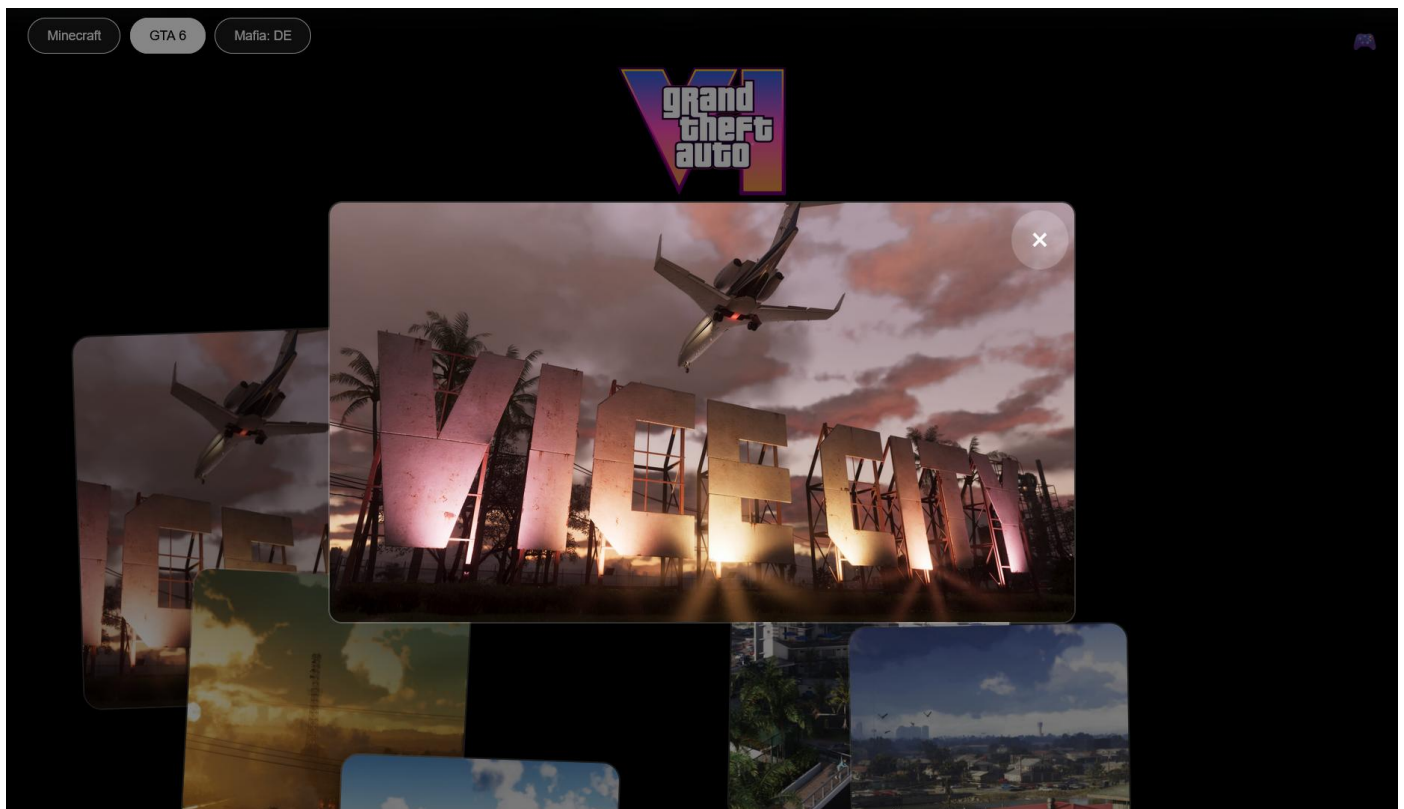
Main Title Section (Hero Section)



Minecraft Section



Modal Image Viewer



GTA 6 Section with Modal Image Viewer

12. Conclusion

This project successfully delivered a visually rich and responsive video game screenshot gallery website using HTML, CSS, Bootstrap, JavaScript, and jQuery. The combination of stacked collage galleries, modal interactivity, and smooth transitions creates an engaging showcase of artistry within modern video games. This project also strengthened my understanding of responsive design, front-end interactivity, and UI/UX best practices in a creative, game-oriented context.

13. References

- L&T LMS: <https://learn.lntedutech.com/Landing/MyCourse>
- W3Schools: HTML, CSS, JavaScript Reference
- MDN Web Docs: CSS Flexbox & Grid Guides
- Bootstrap Documentation
- Google Fonts
- Rockstar Games Website: <https://rockstargames.com/VI>
- Minecraft
- Mafia: Definitive Edition