Board Game Reviewers

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Web Fundamentals – WDD 130

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* Introduce the subject of your website.

The purpose of this website is to combine an easy place to go for game recommendations with my passion for playing and sharing the games that I love. I did not want this to turn into another game review site as there are plenty of those. While there certainly will be some of that on the site I want the focus to be around sharing my passion.

* Explain who the audience of your website is.

Everyone looking for a recommendation is welcome here. I have had the pleasure of recommending games to people from ages 12-80 and wish to continue doing so.

* Include the URL for your completed Web Site.

https://jtroffschool.github.io/wdd130/bgr/index.html

* Explain what you hope to accomplish with this website.

Games are meant to be shared so that we might all have fun together. I want to reach as many people as I can. I want to cultivate somewhere where everyone can share together. Board Game Reviewers aims to bring all together in fun and adventure. I hope others will want to share their own recommendations.

Overall, I would say that my family has some pretty diverse likes and beliefs but one of the things that can bring us together is games. Our interests in games can differ but I want to create a one size fits all so to speak. I want everyone that comes to my site to be able to find something that will interest them and that they will want to try.

* Describe any major design changes you made to your website as you were completing the development process. (i.e. does your web site look and work the same as when you first envisioned it?)

There were not any major changes to the design as I went through the development process. I did have to change around my wireframe a little bit because as things started to come together I did not like the look of where things were, but I did not need to remove nor add anything major. I did change the font for my headers since my wife did not like the one that I had initially selected, and I made some other minor tweaks, like putting borders or changing the colors around, but nothing major.

* Describe what you learned from completing this project and contemplate how these skills may help you in the future.

Honestly, most of this class was a review as I had already done a web development class but in that class we did all our assignments on our resumes. It was a very different experience creating an actual website and I have to say that the design was really what was the hardest for me. I did not know about wireframes before, so it was cool to learn about those. It also gave me an appreciation for people that design websites for a living.

As far as putting these skills to use I currently work as a QA Engineer, and I believe that having a better understanding of the development and design for websites that I am testing will make me a better tester. I work on both manual and automation testing for various websites. For automation I must interact with various elements on the page so that I can get the computer to do what I want. Having a better understanding of the HTML for any given page will help as I interact and look for the best selectors to use. QA Engineers are also in the business of getting into the mindsets of everyone involved. From developers and designers to the end user. Knowing how things work better behind the scenes will help me get into the mindset of the developers/designers and having a better understanding of designing will help ensure that the end user has a better experience.