A. Overview (1 Page)

Briefly describe your product website in a way anyone can understand.

- What does your site do?

- What pages or features did you build?

- What's the core message, purpose or experience you designed for users?

My website is to reflect a Fantasy Football Assistant Product designed to make the game easier, clever and more enjoyable for new users especially beginners who often feel stressed or overwhelmed by this game. Fantasy football has many statistics, scoring systems and weekly decisions that can be a lot for new players to understand or learn while trying to incorporate this into their busy daily lives. Many new players struggle to understand how fantasy points are calculated or how to evaluate a player's performance. The main goal of the site was to simply and boil down the experience for new users. The site includes several core features that guide players step by step. The homepage introduces the purpose of the tools and sets the tone for the site. There is a football that users can drag around the screen. One of the main features on the site is the fantasy points calculator, where users can enter passing, rushing, receiving, and touchdown stats to instantly see a player's fantasy score. A calculator like this helps users visualize how points are calculated and how yards and touchdowns affect a player's points. There is also a form from which users enter their name and answer a question about how difficult they find fantasy football. This allows the site to feel more personalized and interactive for the user even if they are at different levels. Overall the core message of my website is that fantasy football can be and should be played by anyone who is interested in it. A busy life or a lack of time or football

knowledge should not make someone scared of playing fantasy football. The site teaches how to draft and how scoring works focusing on clarity, ease of use and helping users feel more prepared to manage their team.

B. Coding Approach & Technical Decisions (1-2 Pages)

Explain how you built your site and why you coded things the way you did. Consider addressing:

- How you organized your HTML, CSS and JavaScript files

- Reusable patterns you built (styles, functions, etc.)

- Why you chose certain layouts, styles or JS techniques

- Any decisions you made to simplify, optimize or improve your code

I built my site by separating the structure, styling and behavior into the three main parts, HTML code, CSS styling and JavaScript for functionality. The HTML I organized the content into clear sections such as a form where the user enters their name and difficult level and one of the tools like the fantasy points calculator. The elements consist of labels, inputs, and buttons so the page is easy to read. For styling, I created a separated CSS file and reused the same patterns across the site for a clean and simple layout. I built a card style for important sections like the stats calculator, giving it the off white background, rounded corners and correct sizing to improve the overall appearance of the page and highlight the interactive feature. For the JavaScript I used event listeners so the site can guide users and make the functionality of many features like the football,

calculator and lineup screen. Overall, I tried keeping the simple, readable and easy to update as we weekly were changing the site.

C. Course Concepts Integration (1 Page)

Describe how you applied concepts from class throughout your site. You may include examples from:

- Design (SDLC planning, site map, wireframes)

- HTML (semantic structure, content)

- CSS (visual hierarchy, layout systems, responsive design)

- JavaScript (dynamic updates, interactive features, event listeners, form handling)

- Accessibility (alt text, color contrast, keyboard-friendly navigation)

- Usability & UX (clear navigation, consistent structure, thoughtful content)

Through the development of my site by following many concepts from class and lab related to the planning, design and coding to have the best user experience. I began with planning my site and outlining it with wire frames. When I began the actualling coding first was the HTML which was using semantic structures so the content was organized and readable. For styling I applied CSS principles for a consistent layout keeping an orange, off white theme that almost reminds me of a creamsicle. The JavaScript was key for the interactive features of the site. The fantasy calculator updates dynamically based on the stats from the player object demonstrating the use of DOM and user triggered events.

D. Challenges & Problem-Solving (1 Page)

Walk through the most significant challenges you faced while building or improving your site. For each challenge, explain:

- What the problem was

- What you tried

- How you ultimately solved or improved it

- What you learned from the process

At first a challenge I had was structuring my HTML, CSS and Javascript so the website stayed clean and easy to maintain for the following weeks. The different pages had small but noticeable visual changes and I fixed this by using reusable patterns and CSS to keep it consistent across the site. I was also trying to find a good theme and visual layout that had good color contrast but also visually appealing. I decided on the orange and offwhite color theme which turned out very well. Another issue I had was when creating the draggable football on the home screen at first the styling did not work on the hosted site but did in the preview which was frustrating since this meant I would only know if it worked after I reuploaded the file to the server. It took a few attempts but ultimately added the CSS in the html code instead of using an external stylesheet and this solved that issue but now the football was dragging but delayed which was not clean and smooth. I took a look at the logic behind it and changed some inputs which were offsetting the movement of the football and it was fixed. For the styling issue the sizing was not working causing the football to cover the entire screen when it is meant to be small. This taught me about loading issues and how that can impact the entire site.

E. Strengths & Areas For Improvement (1 Page)

Reflect honestly on your final site:

- What part of your project are you most proud of? Why?

- What part feels weaker or needs more work?

- If you had more time, what would you continue improving? Recommend realistic ideas for moving your site forward.

Looking back on the final site, the part I am most proud of is the fantasy point calculator. It represents a combination of everything we learned in HTML, CSS and JavaScript Logic. It's also key to visualizing and learning how the scoring works in fantasy football. One of the parts that feels weaker overall I could have added more tools besides the fantasy points calculator and the start/sit recommendations. As well as added some type of form validator with Javascript. If I were to continue improving I would focus on more features, more pages and a better form. I should also have added a contacts page where users can ask questions. Another feature would be to use an external API to get realtime stats for the games. I was looking into this prior and there is an ESPN API that is free to use on GitHub that allows you to get the stats for games and players.