

## Changes

There were a few minor changes such as the logo and the menu button being just the word “menu” instead of a burger icon, as I thought the burger icon was unnecessary. Another change is that I did not include an extra breakpoint for very wide screens, as the home page image would be too big if it did take up 100% of a desktop screen width (i.e. the image’s height would be too tall).

The biggest change was the game page. Originally, I planned to have everything on a canvas, however I found it was easier to organise and code when only the images are displayed on the canvas and the text, form, buttons etc were displayed outside the canvas. Unfortunately, I did not manage to fully implement the game.

## Organisation

I put all the images and css into their own folders. In the images folder, there is another folder for the vector graphics for the game. I organised the files like this so all the files of the same type are grouped together. The html files are in the main folder as I did not feel the need to put them all together in another folder. I made separate CSS files for all the pages as well as a separate reset CSS file so the CSS files would not be too big and confusing.

For the menu, I put the most important items in the top main menu (Home, Founders, News, Game) and Contact and Accessibility went into the footer. This was to ensure that there was enough room for all the items. The order of the menu did not particularly matter, the only thing I made sure of was that the “Home” item was first since it is the most important page.

## Optimisation

Since my website is pretty simple in terms of images and animations, I did not have to worry too much about loading times. One thing that I did was use switch statements instead of if else statements for the JavaScript for the game when there were a lot of items. Something that I should have done was use more functions in the game JavaScript, as I ended up repeating massive blocks of code at one point, when a function would have cut the code down a lot.

# Security

The only pages with forms are the contact page and the game page. In the game page, the user is only asked to enter their name. In the contact page, the user is asked for their email address. There is a small data privacy statement on the page, which tells the user that their data is only being used to email the company and it will not be saved anywhere.

# Debugging

I used the Visual Studio debugging tool when coding the game. On the final version I did not get any errors or unexpected output.

# Testing

# Desktop

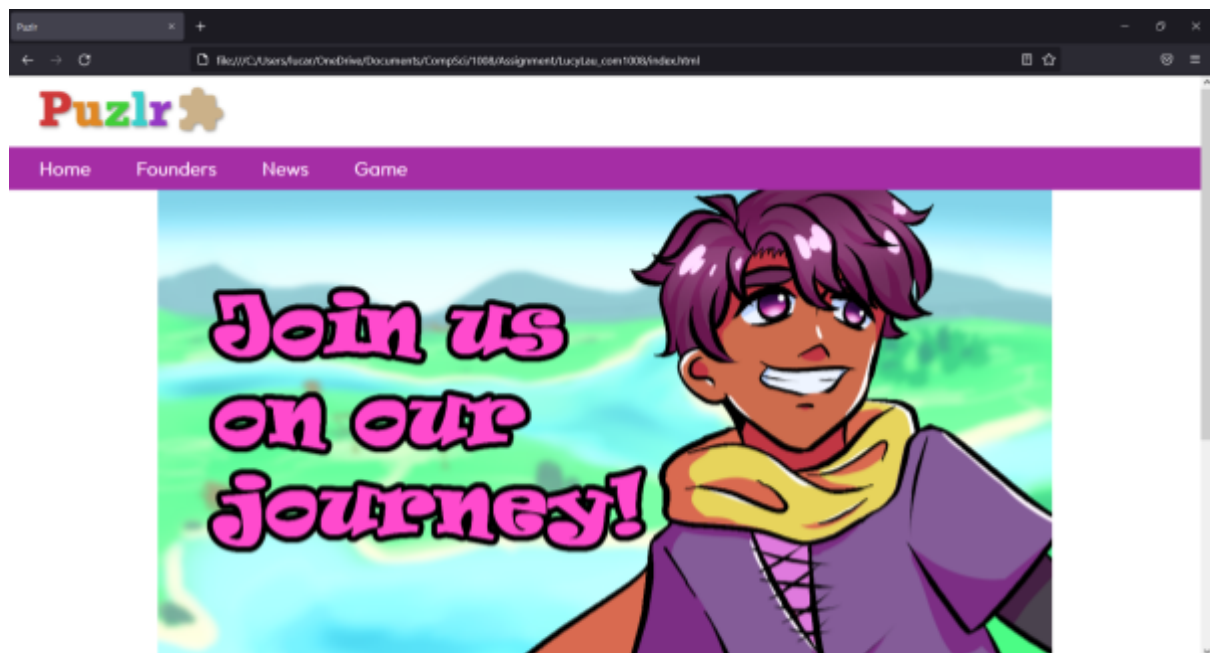


Figure 1. Firefox Home page on desktop.

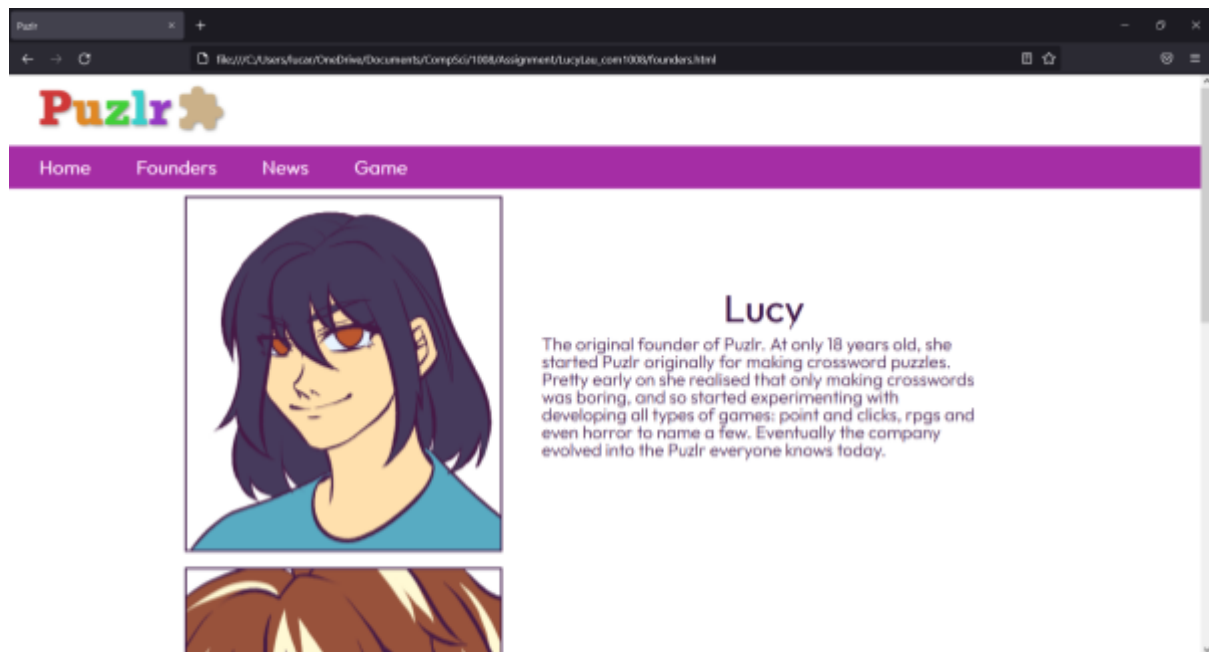


Figure 2. Firefox Founders page on desktop.

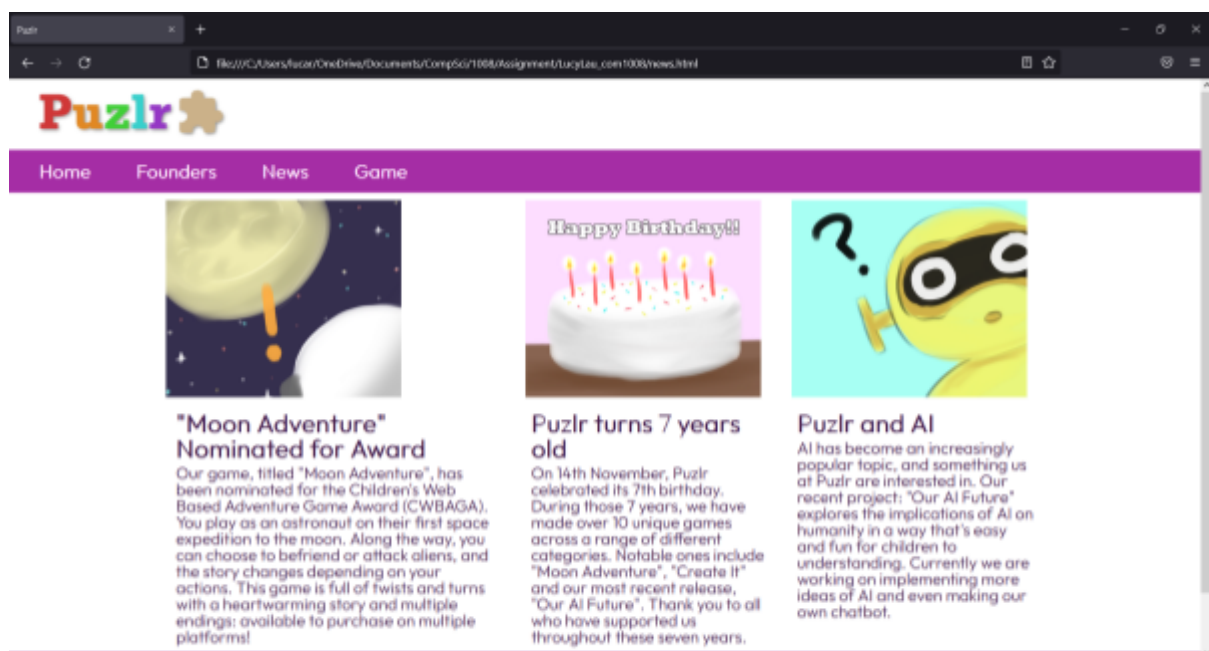


Figure 3. Firefox News page on desktop.

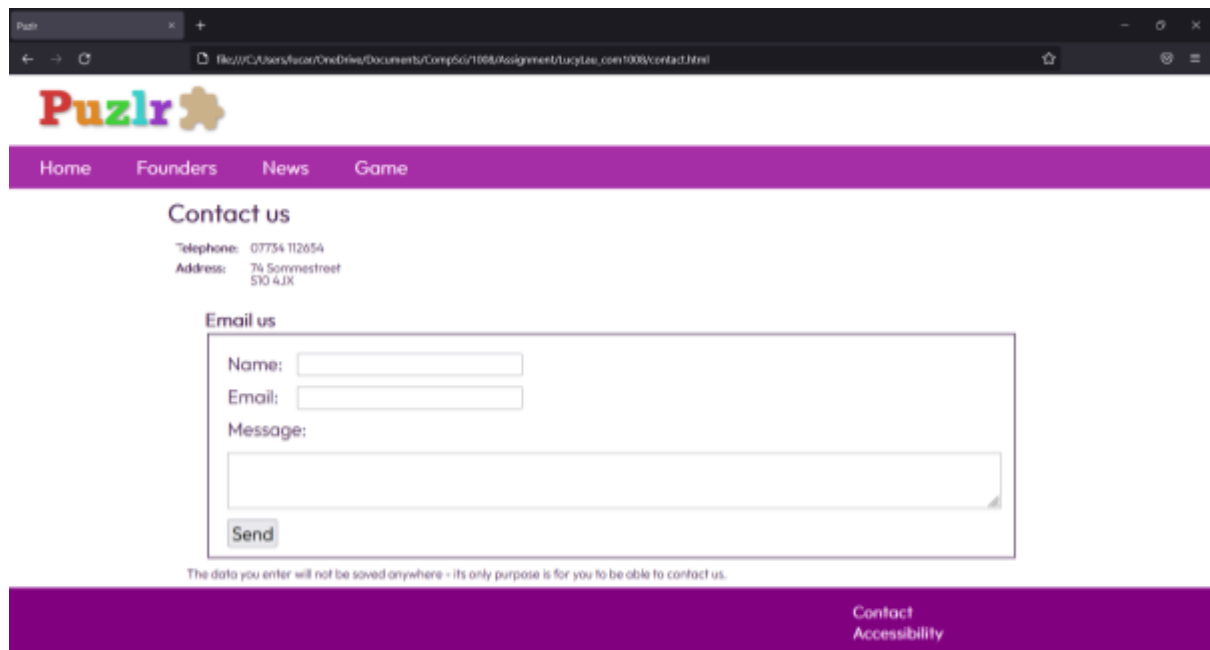


Figure 4. Contact page on desktop.

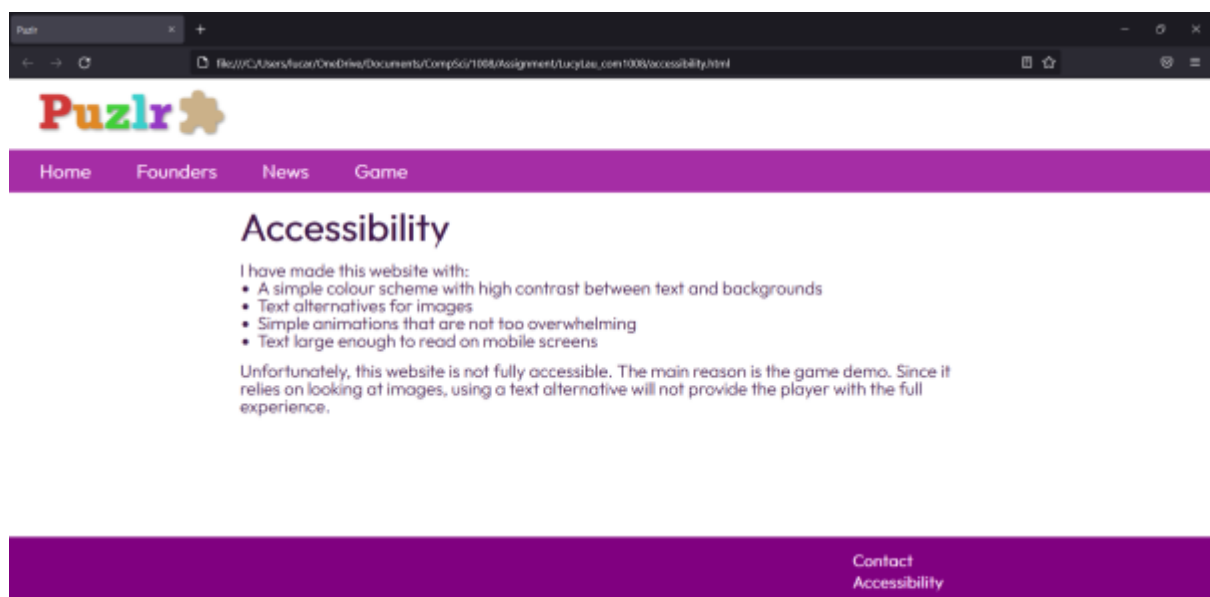


Figure 5. Accessibility page

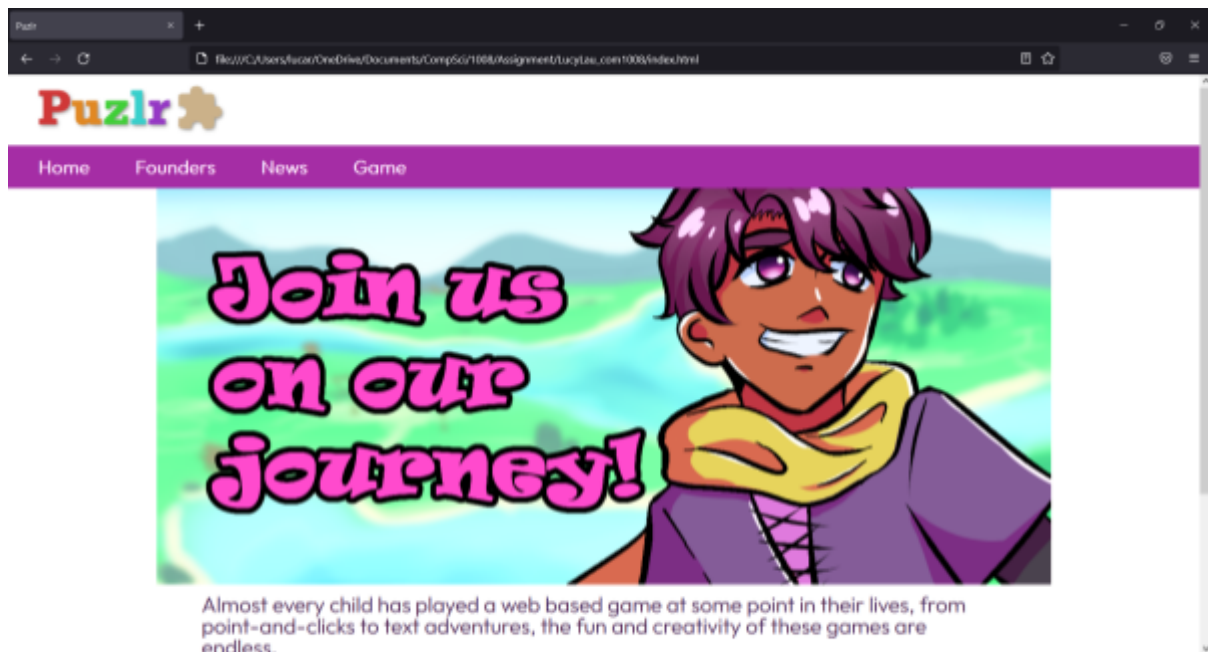


Figure 6. Home page image changed.

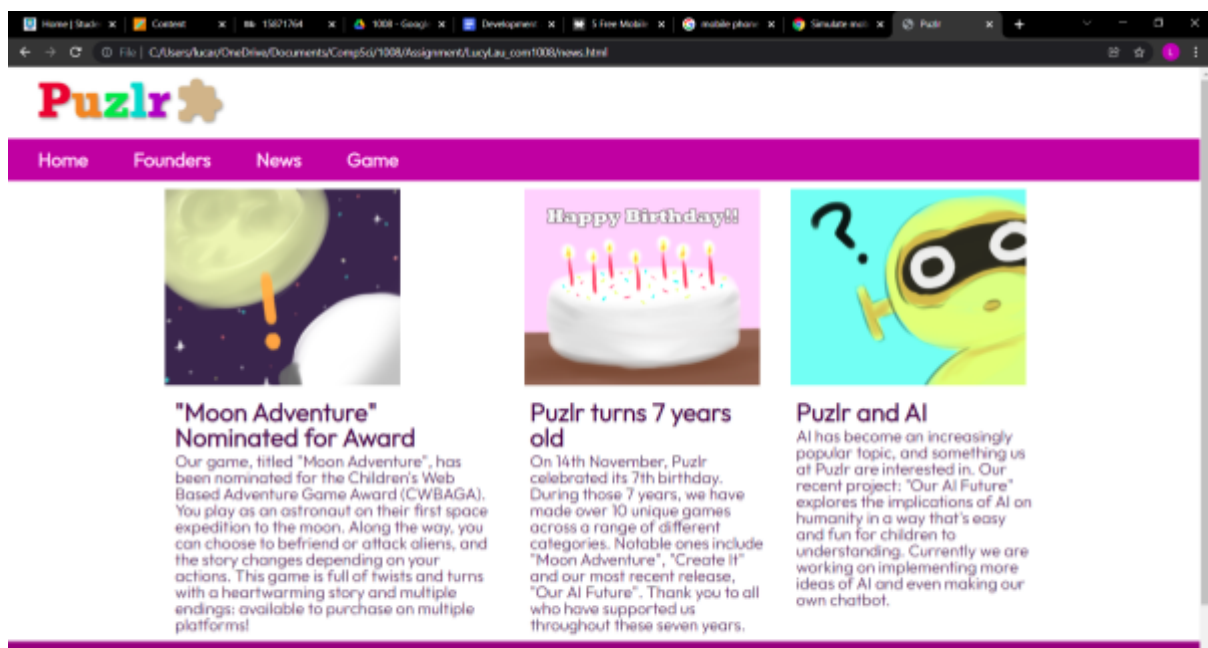


Figure 7. Chrome News page (colours are different).

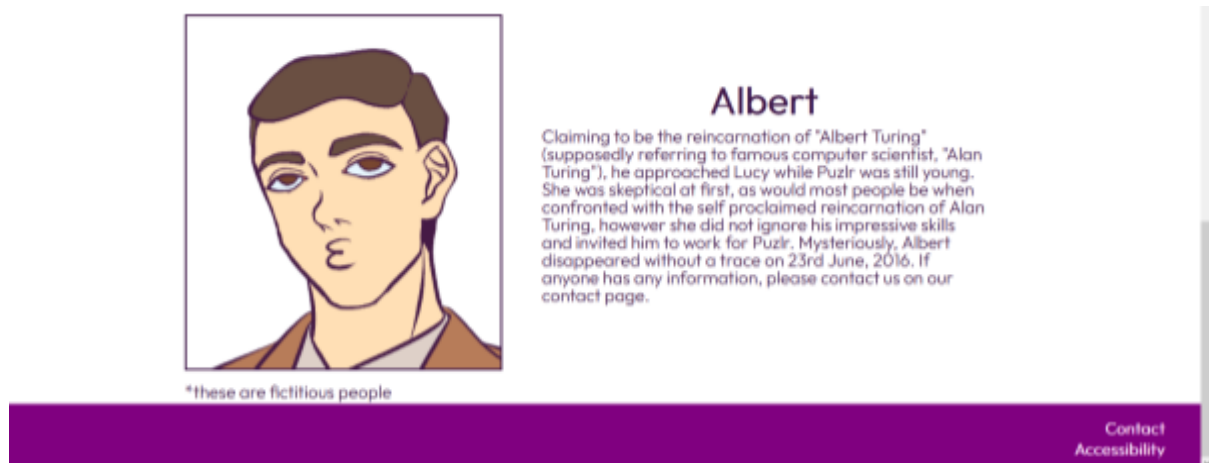


Figure 8. Changed footer so text aligns right.

The website behaves fine on Mozilla, and it was the main browser I used throughout the development. I changed the home page image to be thinner as it was taking up too much space, and noticed there was too much space to the right of the footer text so I changed that too.

On Chrome, the website looked almost the same, however the colours were changed slightly. The colours appeared more red and vibrant.

## Mobile

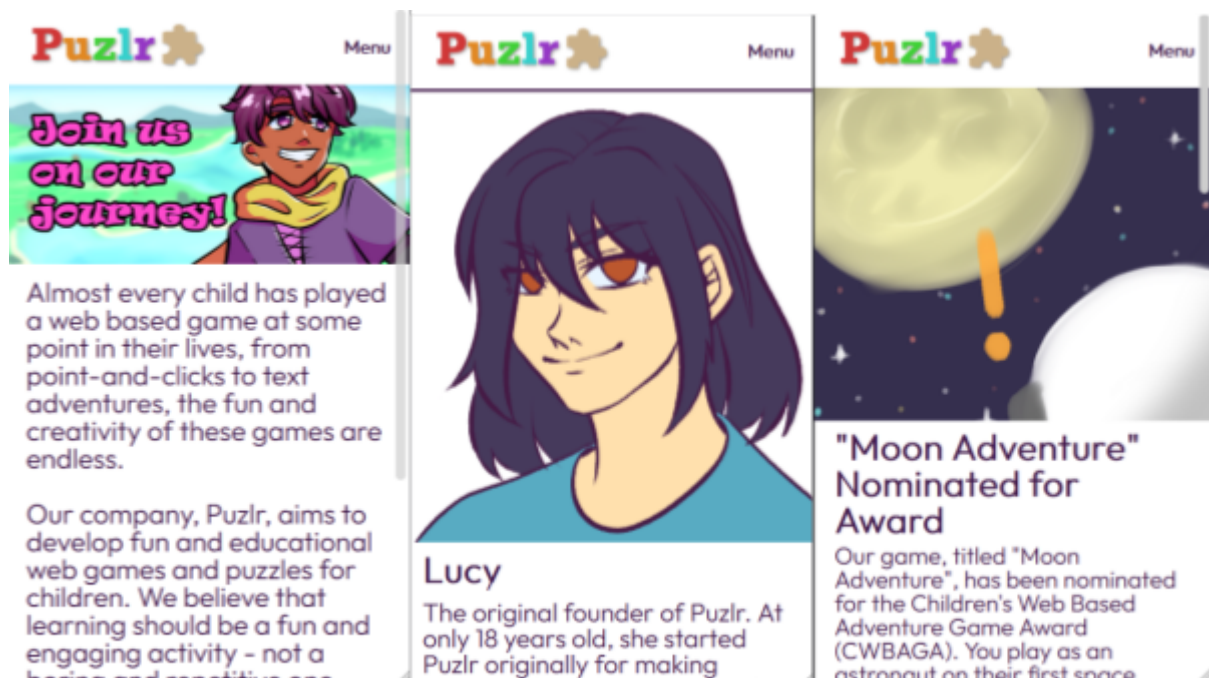


Figure 9. Home, founders and news page for mobile

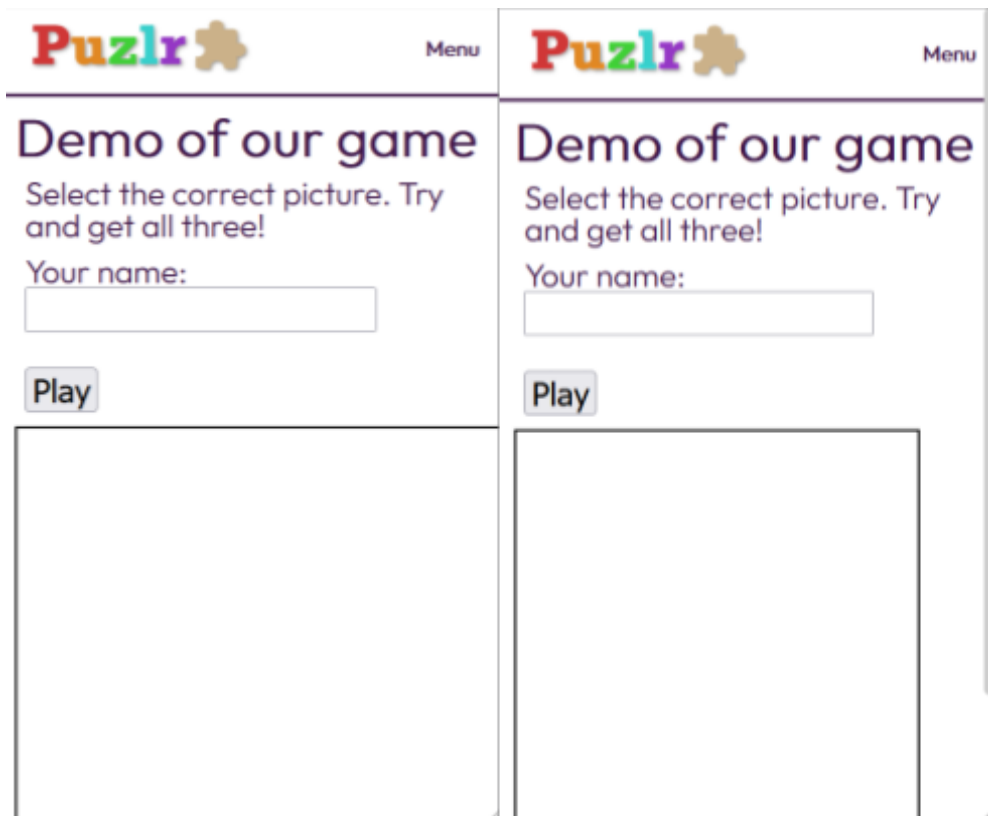


Figure 10. Game page on mobile (before/after canvas size change).

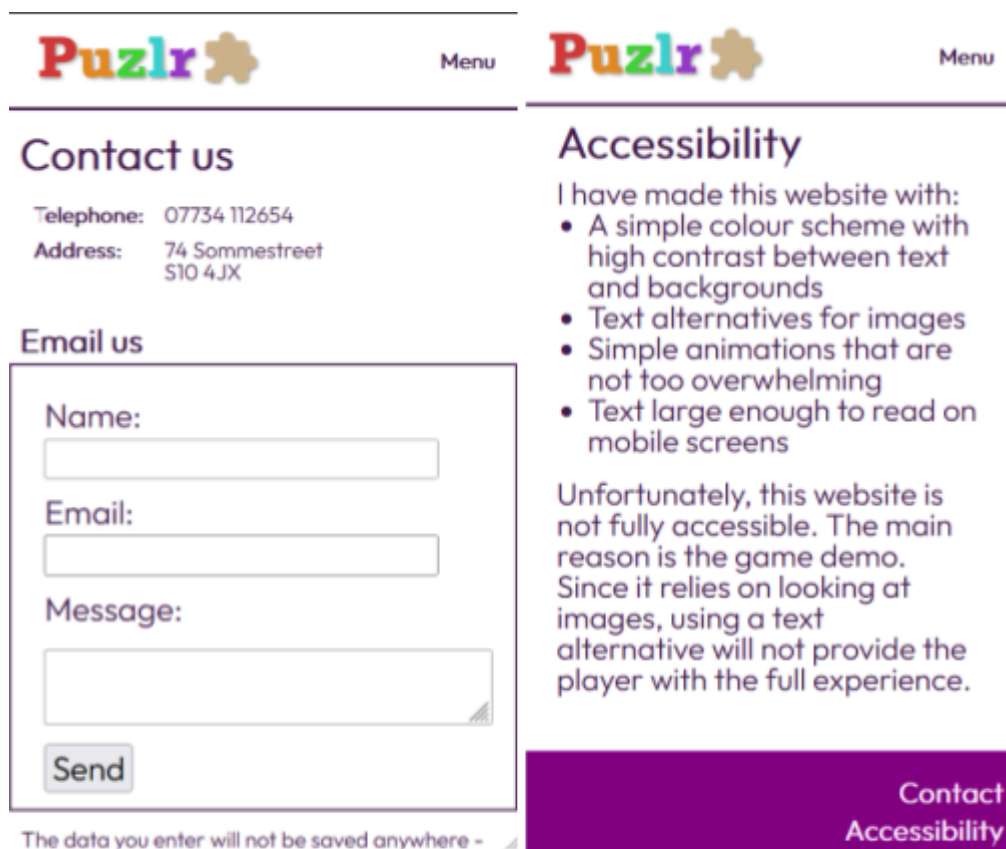


Figure 11. Contact and Accessibility pages.



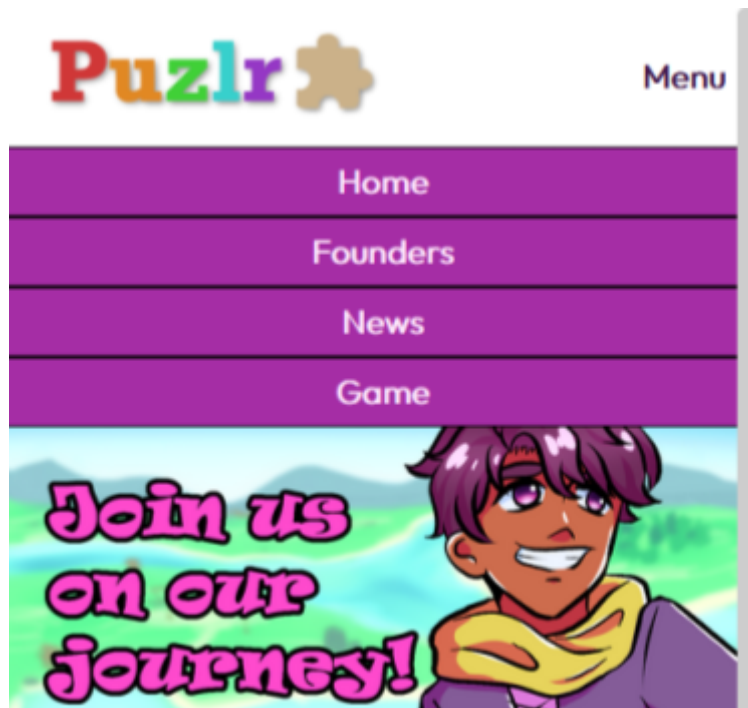


Figure 12. Menu on mobile.

I used Firefox's Responsive Design Mode for these. On the game page, the canvas was too wide so I changed it from 400x400 to 300x300.

## Accessibility testing

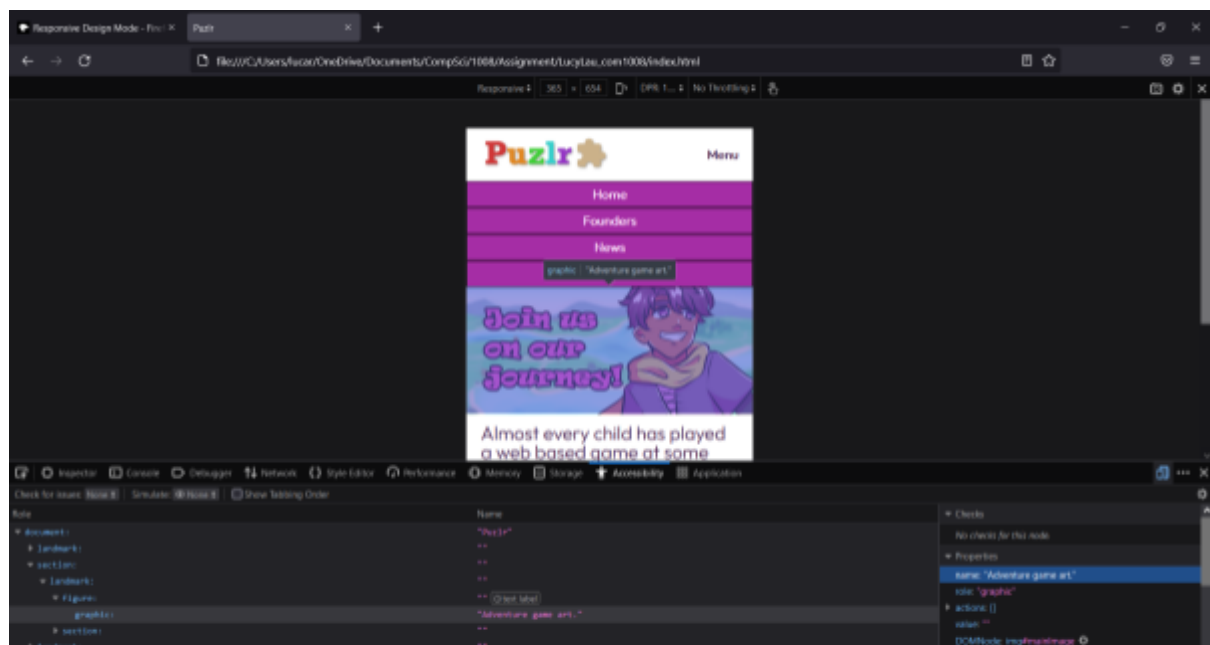


Figure 13. Alt text test.

All images had alt text except for the game images.