

Introduction

My website will be created for the fake company “Puzlr” and will be colourful but not too overwhelming to look at. The website will be stylish and minimal, aimed more at parents and teachers rather than children but will have some fun elements to it such as animations and colours.

Site Map

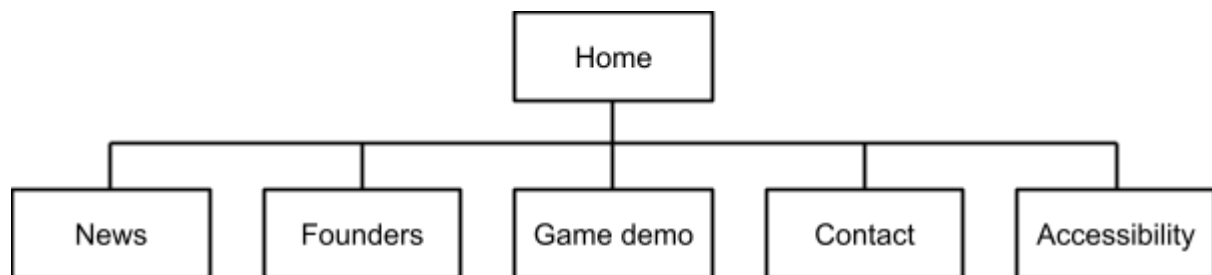


Figure 1. Site map.

The website will have 6 pages total and the structure will be very simple.

Accessibility

To address accessibility, I will follow WCAG’s four principles [1] closely to ensure my website is accessible. For example, I will make use of colour to ensure all text is distinguishable and readable even to people with visual impairments, provide text alternatives to images so they can be changed into other forms such as braille, have a simple layout that is easy to navigate for anyone and ensure that the animations are not too overwhelming. I will especially pay attention to the interactive game when demonstrating accessibility, as I feel like the game is the most prone to accessibility concerns.

Legal Issues

I will create the website as independently as I can. Where I use help (for example with implementing the menu system) I will make it explicitly clear in the planning using references and in comments in my code where I got help from.

My fake company name is one I made up and does not currently exist in the real world. I will make sure to include all relevant details in my “Contact” page [2] such as company name and address. In order to ensure I do not break copyright laws [2], I will create all images myself using paint software such as Clip Studio Paint.

There will be a small privacy statement on the “Contact” page [2], since the user will be submitting their own email address, to say that I will only be using their email address in order for them to contact this company and their email will not be stored.

Design Mock-ups

Mobile

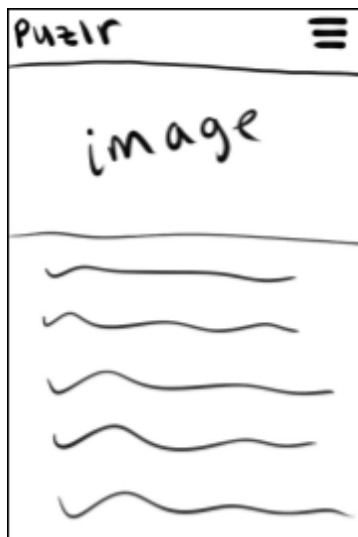


Figure 2. Rough sketch of mobile "Home" page.



Figure 3. More detailed design of "Home" page.



Figure 4. Improved colour scheme.



Figure 5. "Contact" page.

Desktop

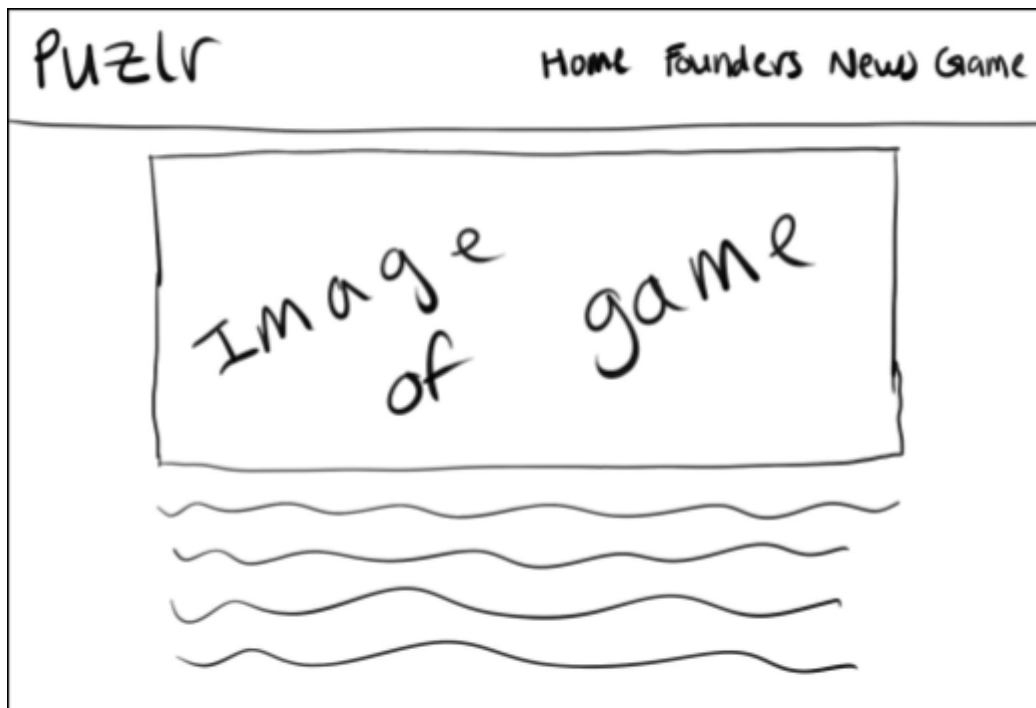


Figure 6. Rough sketch of desktop "Home" page.



Figure 7. More detailed design of "Home" page.



Figure 8. Improved colour scheme.

Puzlr [HOME](#) [FOUNDERS](#) [NEWS](#) [GAME](#)

Contact us

Telephone: 1234567890
Address: 123 Somestreet
S10 4JH

Email us

Name Email

Message

[CONTACT](#)
[ACCESSIBILITY](#)

Figure 9. "Contact" page.

Explanation

According to Google, 94% of people with smartphones search for information on them in the USA [3], therefore I will make my website mobile friendly. Also, there are lots of different screen sizes, even for desktops, so I will make my website responsive in order to display properly on different devices.

The content on mobile and desktop should be exactly the same, the only difference being the layout. On mobile, elements will tend to take up more % of the width than desktop.

The dimensions of the mobile designs are 660x1000px and the dimensions of the desktop designs are 1600x1080px. For the home page, the first thing the user will see is an image of one of the games the company has made since it is a game company. There will be a description of the company as a whole and what they do below the image. The logo will lead back to the homepage [4].

The links to the “Contact” and “Accessibility” pages will be on the website’s footer because these pages are the least important and this creates more space for the other items in the main menu at the top. I changed the colour scheme from a blue-grey to a dark purple because I think it looks less dull.

At a large desktop width (wider than about 1024px), the image will take up about 80% of the whole page width (figure 7) and less than 1024px the image will take up 100% of the page width (figure 8). This decision was influenced by “Responsive Design with CSS3 Media Queries” [5].

The “Home”, “Founders”, “News” and “Accessibility” pages will look similar to each other, consisting of only text and maybe some images.

Menu system

For my menu system, on the desktop display it is a simple horizontal list. Since there are only 4 items in the top menu, it will remain like this no matter the width whilst in desktop view. On mobile, I plan to use responsive design since the menu will not be able to fit all 4 items horizontally like on desktop. I plan to implement a “Menu overlay” [6].

The “Contact” and “Accessibility” items will be in the footer to create more space for the desktop style menu, and I think these pages will be less frequently accessed.

Canvas and JavaScript demo

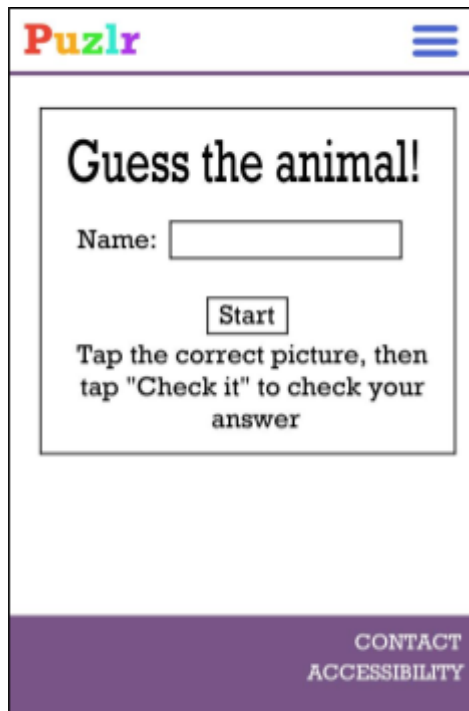


Figure 10. Mobile game start.

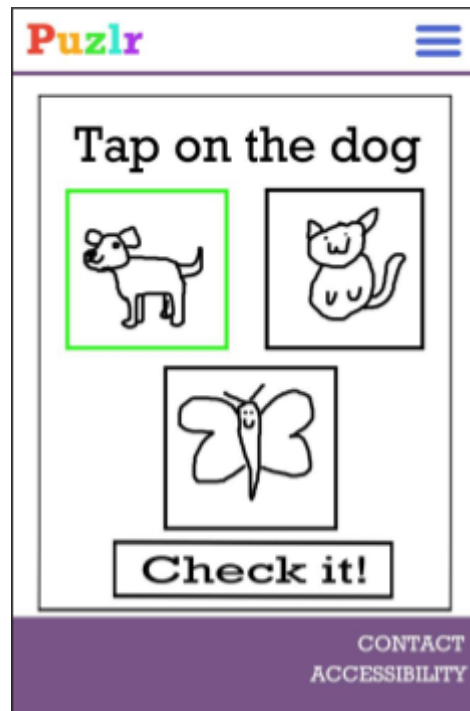


Figure 11. Mobile game main.



Figure 12. Desktop game start.

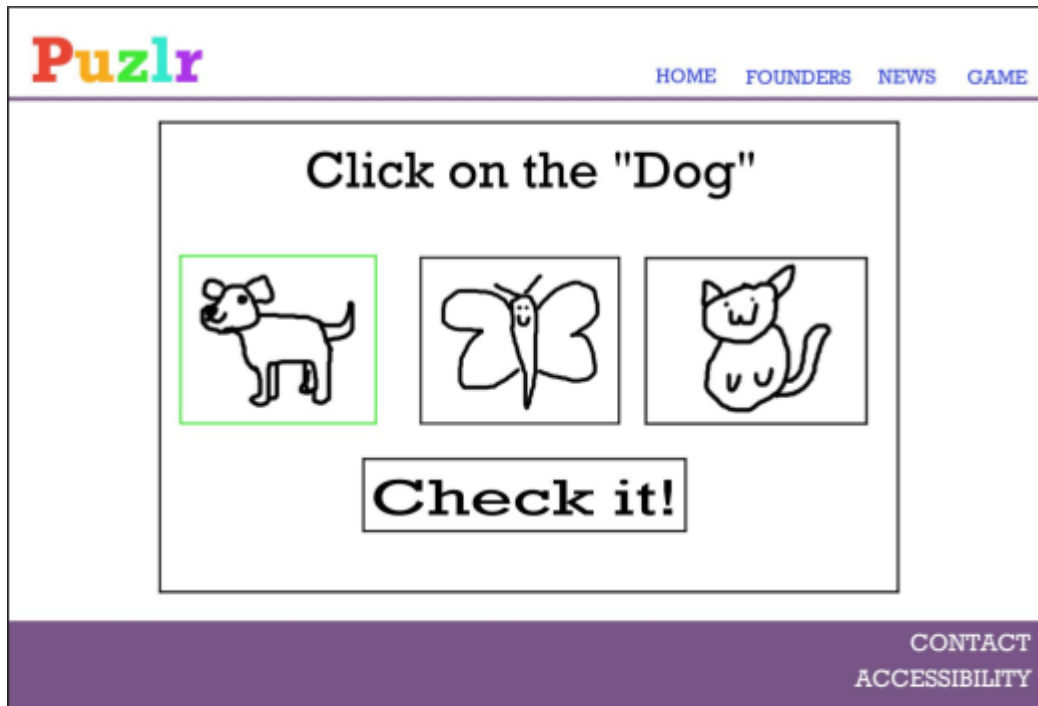


Figure 13. Desktop game main.

For the game page, I went with a pretty simple design. There will be a start screen where the user has to enter their name, then they will be taken to the main game screen. The pictures will be smaller on mobile than desktop. I will make the buttons big enough so they are easily selected and the user won't select the wrong thing by accident. The whole game will be on a canvas.

Since the game is non-text based, text alternatives will be provided for each image [1], and I will make the images as distinguishable [1] from each other as possible by using colours and keeping them simple.

Bibliography

[1] W3C, "How to Meet WCAG (Quick Reference)"

<https://www.w3.org/WAI/WCAG21/quickref/> (Accessed: November 10, 2021)

[2] S.Hallam, "Website legal requirements: laws and regulations in the UK (2018)"

Hallam

<https://www.hallaminternet.com/internet-marketing-and-the-law-legal-issues-affecting-you-and-your-website/> (Accessed: November 23, 2021)

[3] Google, "Get started with mobile-friendliness" Google Search Central

<https://developers.google.com/search/mobile-sites/get-started> (Accessed: November 23, 2021)

[4] J.Gove, "What Makes a Good Mobile Site?" Web Fundamentals

<https://developers.google.com/web/fundamentals/design-and-ux/principles> (Accessed: November 23, 2021)

[5] A.Silkalns, "Responsive Design with CSS3 Media Queries" Web Designer Wall.

<https://webdesignerwall.com/tutorials/responsive-design-with-css3-media-queries> (Accessed: November 14, 2021)

[6] E.Arbe, "Adventures in Responsive Navigation"

<https://responsivenavigation.net/index.html> (Accessed: November 23, 2021)