Develop Coding: Assignment



Student Name: Daniel Monaghan

1. IT, in this project, played an important role in planning that kept the project on track. Using Trello I planned the individual pieces of the project and using visual studio code I used Emmet Snippets to speed up my work on the project and saving time across these past few days.
2. Whilst working on the legend of Zelda website I had encountered challenges that, although I was familiar with, gave me some stumbling blocks and hurdles along the way. Flexbox is new feature of CSS that I am less familiar with and I found this difficult to work with but a pleasure after an adjustment period.   
   I chose a colour scheme using an online tool to colour match a picture of the protagonist of the game, Link, this choice was a huge benefit to the project as the whole site looks “on-brand”. Using CSS variables in the project helped keep my colour work consistent.
3. As part of the styling for the content of the website, I hunted down the fonts for the game from resources like <https://zeldauniverse.net/media/fonts/> and adobe fonts.  
   these fonts are used in an educational setting for non-commercial purposes.