Firstly, I will start by explaining the ideas behind my design for the website of the company "FictiousGames" which creates young children's web-based games and puzzles. The design is mobile-first responsive and is made to be easily navigable and understandable, as well as informative to the adults who may want to check out the company's website before making their child play their games. The website also provides information and gives an idea of what the company's work is like to possible collaborators or job seekers. The website is colorful and interactive, with symbols accompanying text on buttons so that it gives an idea of how the company's games may be like.
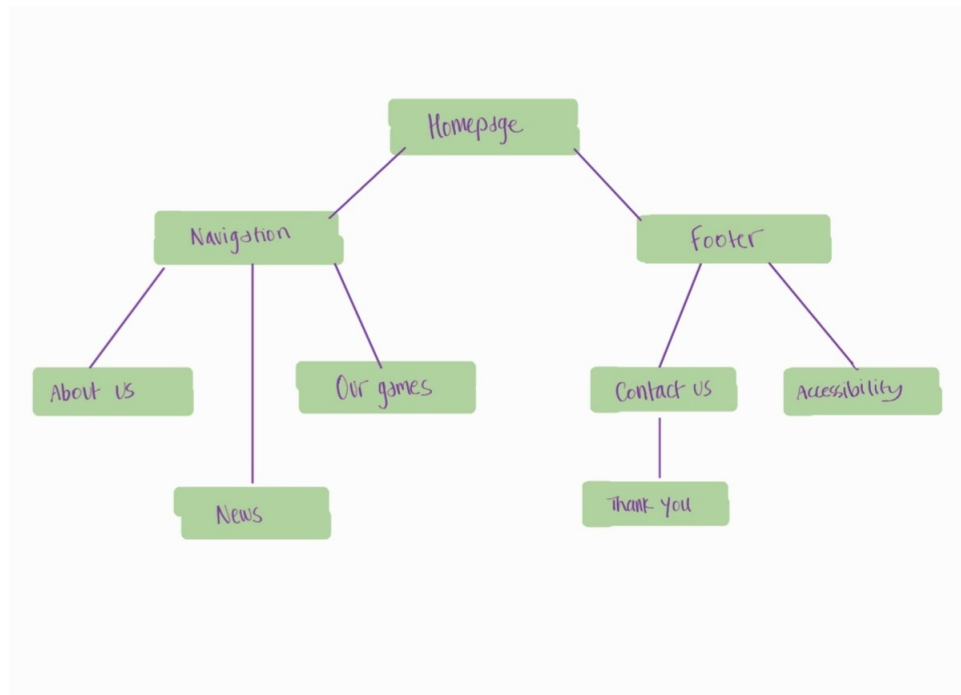

Figure 1.0 : site map.

The site map of the website is quite shallow. All pages are accessible from the homepage index.html. The "homepage", "about us", "news" and "our games" pages are linked in the navigation bar at the top of the page. The " accessibility" and "contact us" pages are linked in the footer. Figure 1.1 above shows the site map.

I will tackle web accessibility in many ways after consulting the website WC3 and the UK government website. For starters, there will be many headings and subheadings so that users using screen readers do not feel lost without the visual context. For non-decorative images, descriptive alternative text will be provided. I will also make sure to use good contrast between background and text, as well as easily readable, dyslexia-friendly fonts. As aforementioned, if there is enough time, symbols will be often used along with text to make the website accessible even to those with poor eyesight.The only place where images will not have alternative text is on the "our games" page where the user is asked to identify what is in the image. Adding alternative text defeats the entire purpose of the game. Unfortunately, I do not see a way a screen reader user could engage in this game. Access keys will also be used to facilitate navigation around the website. The accessibility statement will be generated using WC3 as well.

This is the way I tackle legal copyright issues. Firstly, I will use free downloadable fonts available on the internet that can be commercially used. As for images, I shall be using free stock photos that also allow commercial use from the website Pixabay , as well as my own photos . I have designed the logo myself on the mobile app ibis paint x. Figure 1.1 below shows the logo.
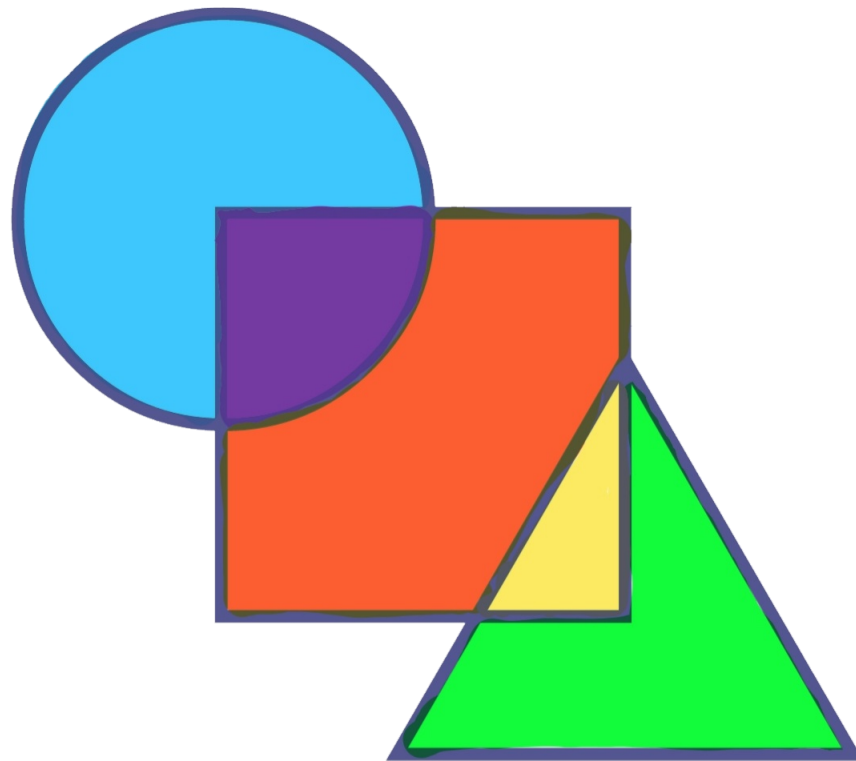
Figure 1.1: website logo.

Below are design mockups of the website's Web pages. They range from figure 2.0 to 2.8. The first 3 figures show mobile design for all pages. The figure 2.3 to 2.7 show the design for the homepage , the about us page, the game page, the accessibility page and the contact us page for desktop. The news page will resemble the about us page, so I have not included it again. The last figure shows the form design . I have consulted several websites such as Google's search central to try and make my design suitable for both mobile and desktop.
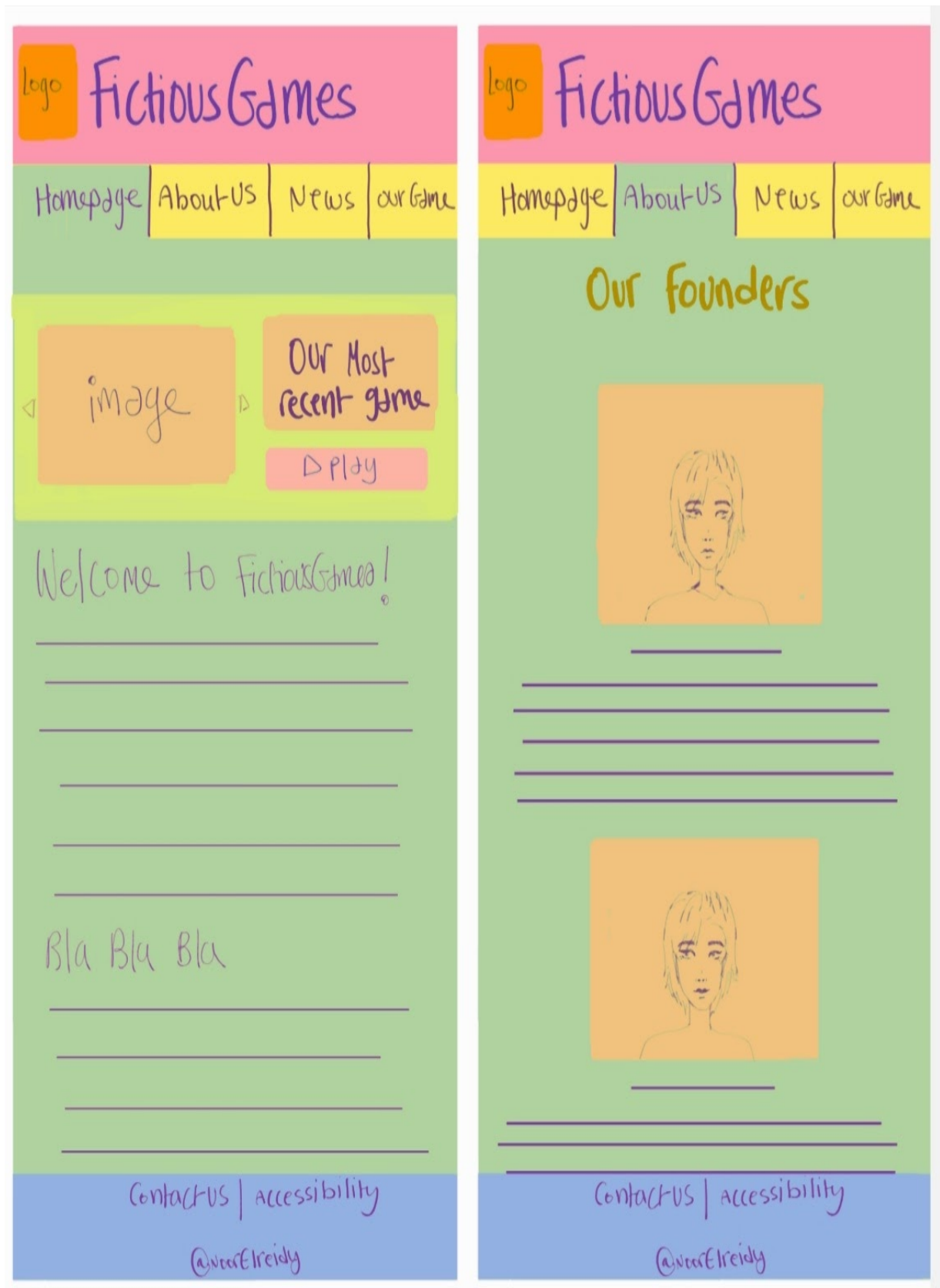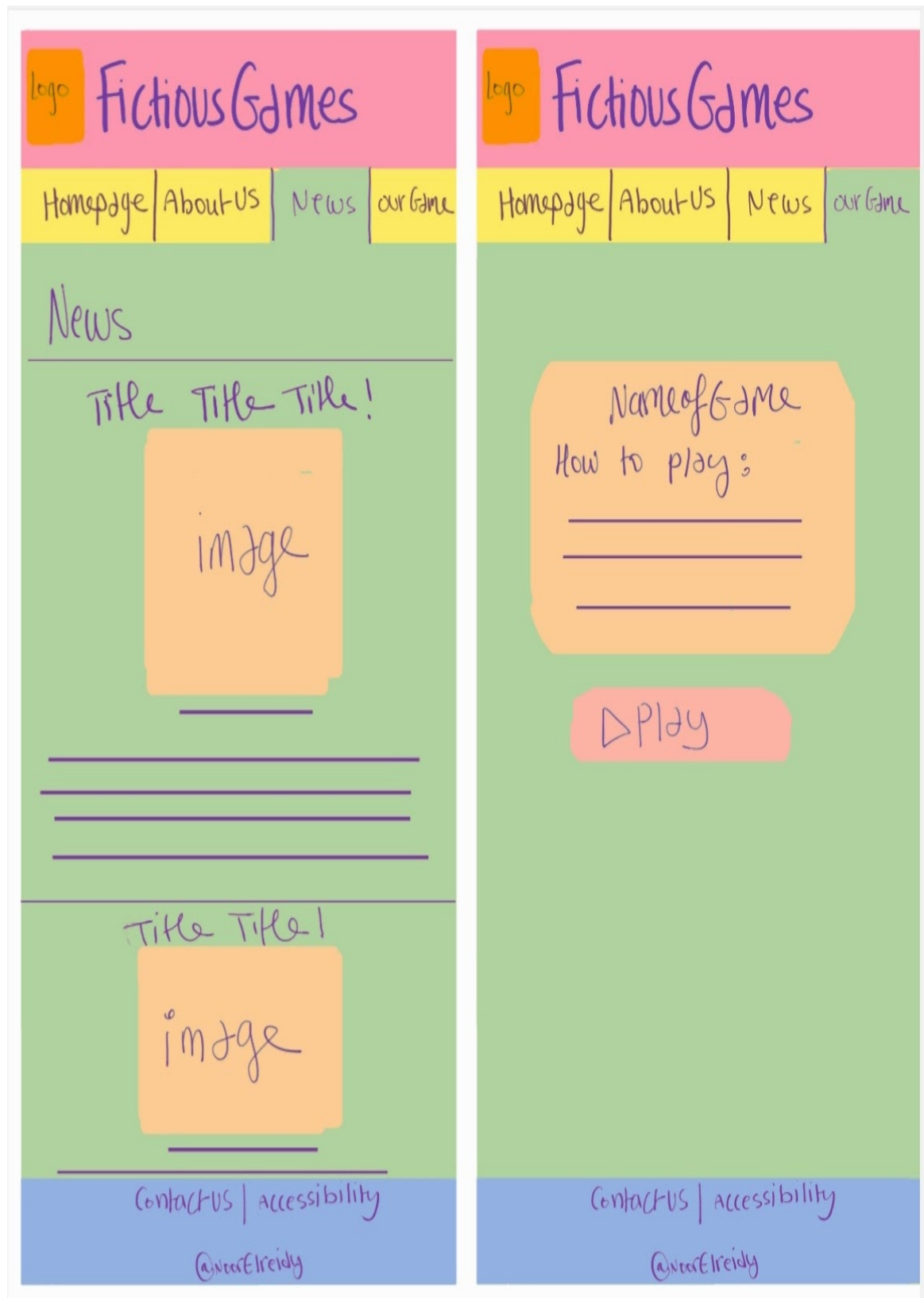
Fig. 2.0 : Homepage and about us page (mobile)

Fig. 2.1 : news and game page (mobile)

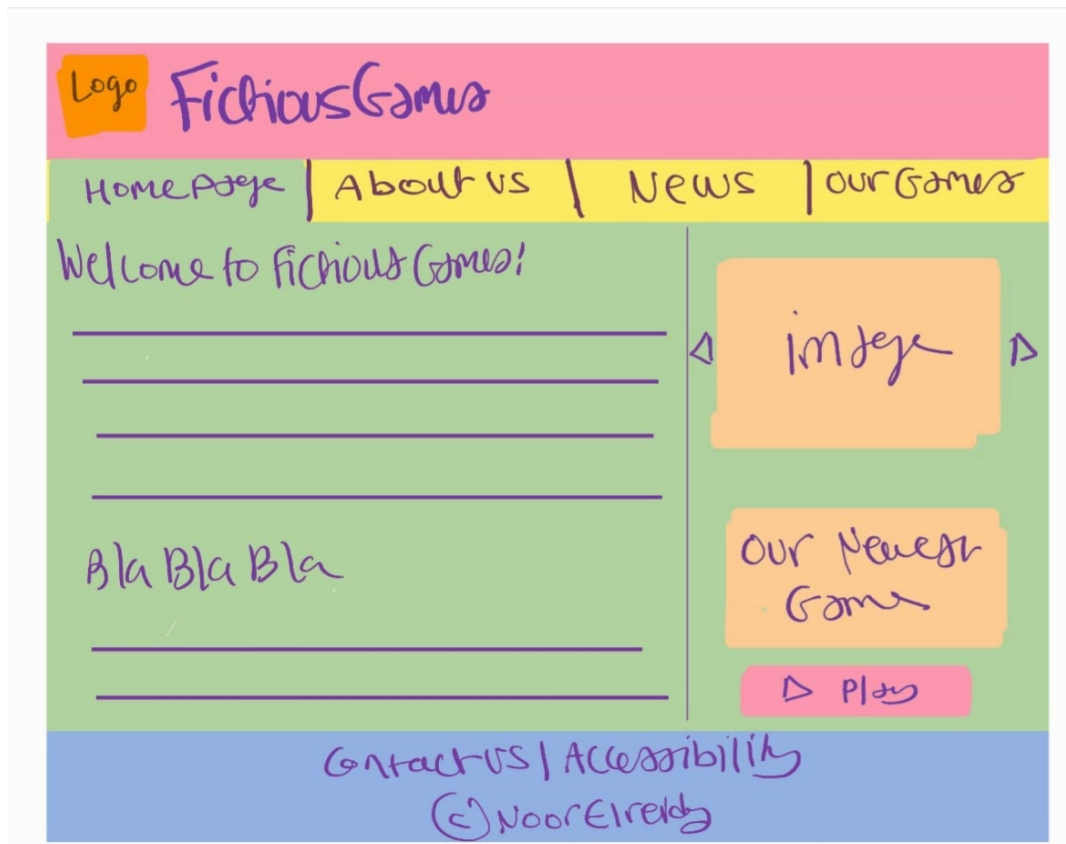*Fig. 2.2 : contact us and accessibility pages (mobile)*
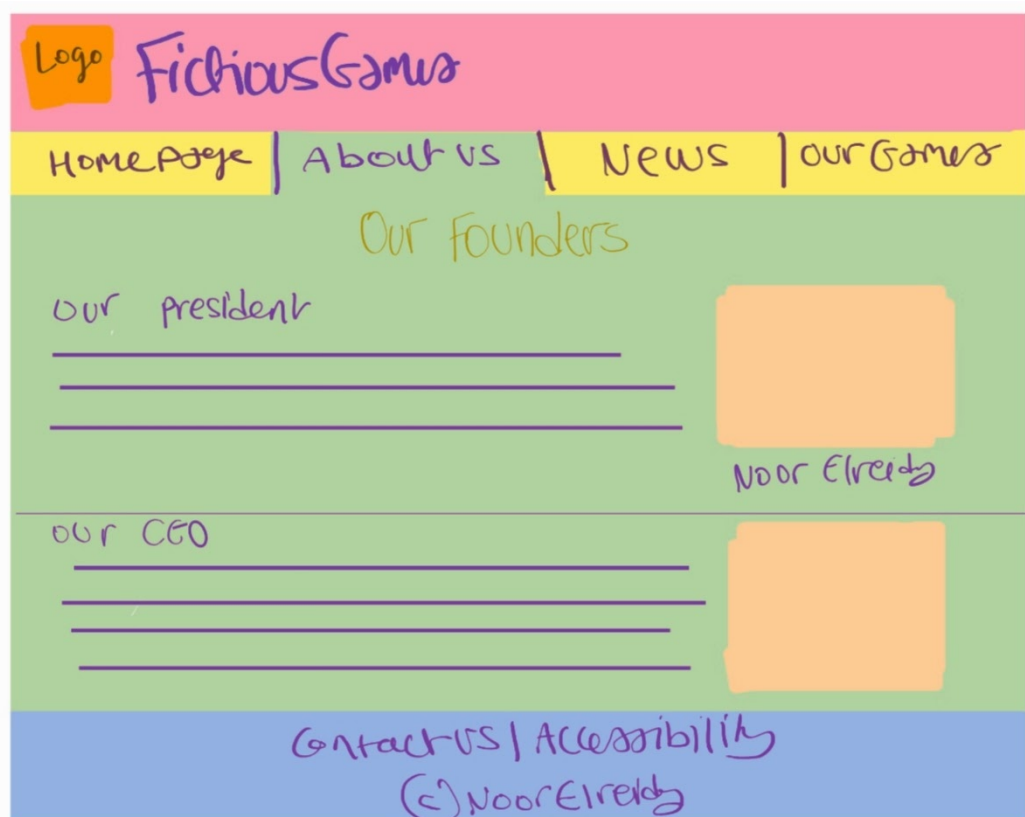
Fig. 2.3 : Homepage (desktop)

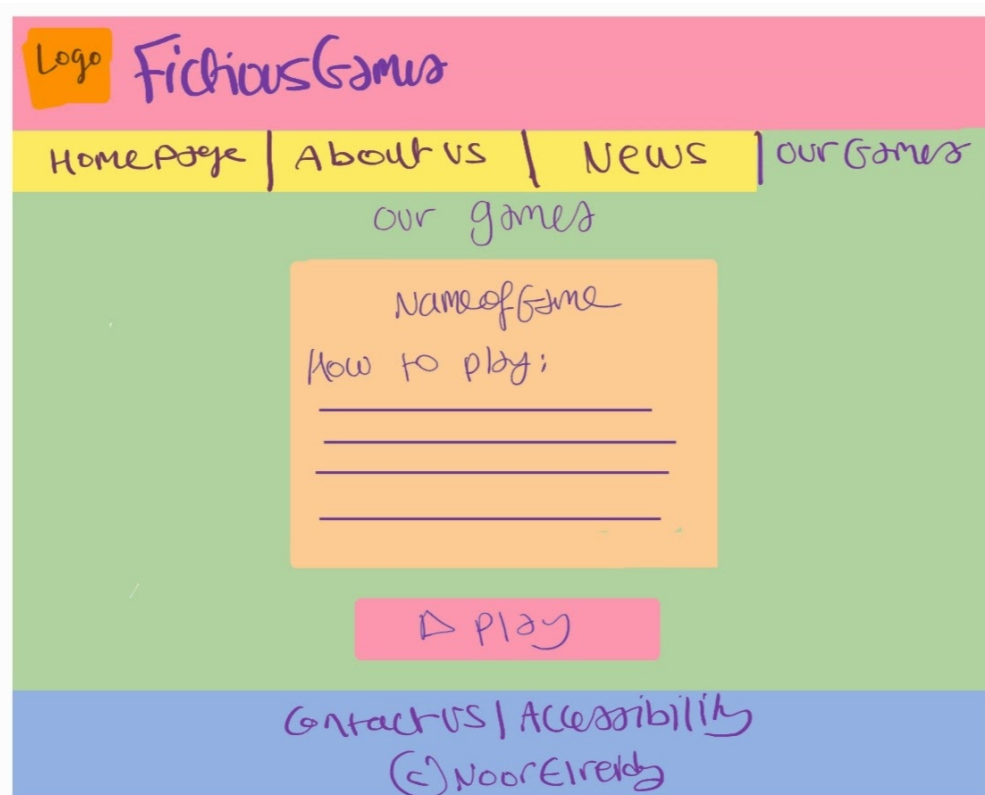*Fig. 2.4 : about us page (desktop)*

Fig. 2.5 : game page (desktop)
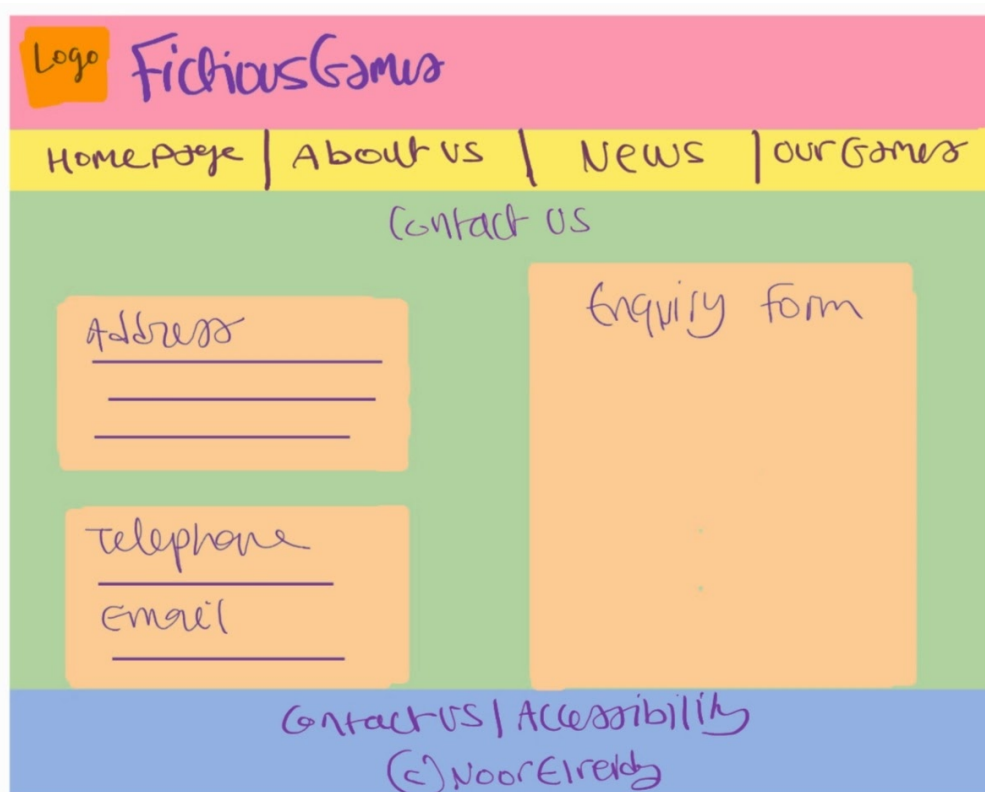
Fig. 2.6 : contact us page (desktop)
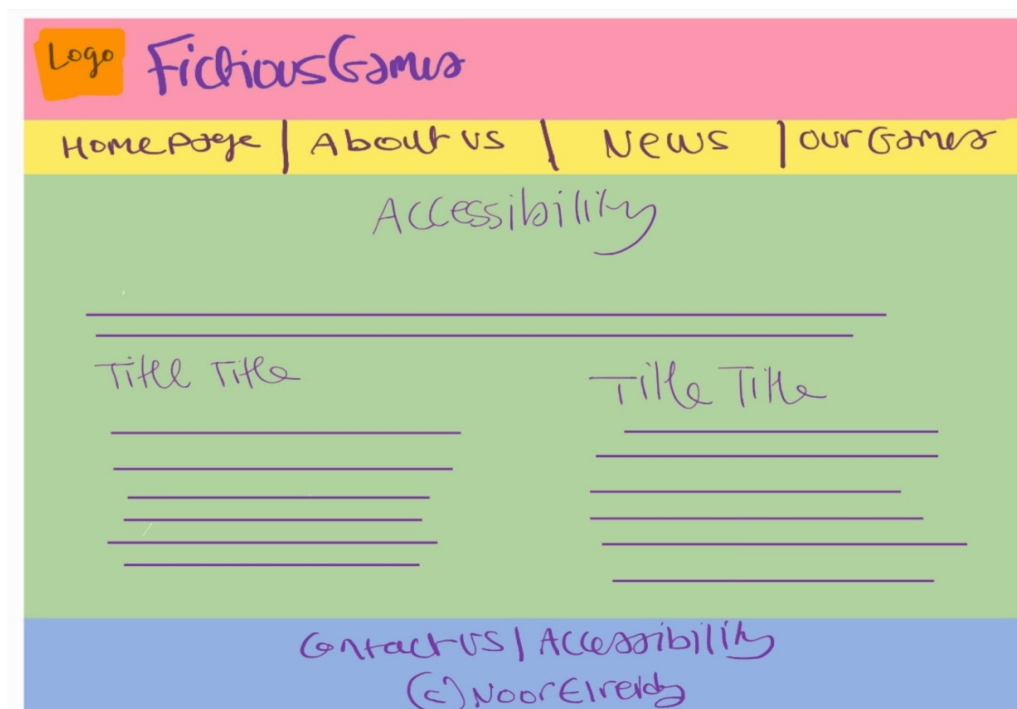
Fig. 2.7 : accessibility page (desktop)

Figure 2.8 : form

In my stylesheet, There will be 1 breakpoints for desktop computers. I considered adding one for tablets, but I found that tablets are quite close in dimensions to desktop computers, so what looks good on a desktop will look good on a tablet. There will also be 1 tweak point for landscape view on mobile phones and portrait view on tablets at the same time since their width is similar. The large difference in design will be for the desktop breakpoint. The tweakpoint will not that significantly differ from the original mobile design . Breakpoints and tweakpoints will be at the very end of the stylesheet. I have acquired the dimensions from the website w3schools. The breakpoint for desktop computers and tablets will be at a minimum of 768px according to the website. I have also concluded that the best tweakpoint value would be at a minimum of 500px .For desktop computers, the homepage and the about us page will have its elements laid out horizontally instead of vertically. The news pages will have images floated to the right and centered with the news on its left. The rest of the pages will just be centered.

The navigation system used is the "do nothing" approach as stated on the website called "Adventures in responsive navigation" .The navigation bar will have only four items so there should not be a problem having them as a horizontal bar on a small mobile phone. Since the company Is likely to follow the same design principles within their website and their games, I chose the easiest and most intuitive option to showcase how easily children could interact with the games.
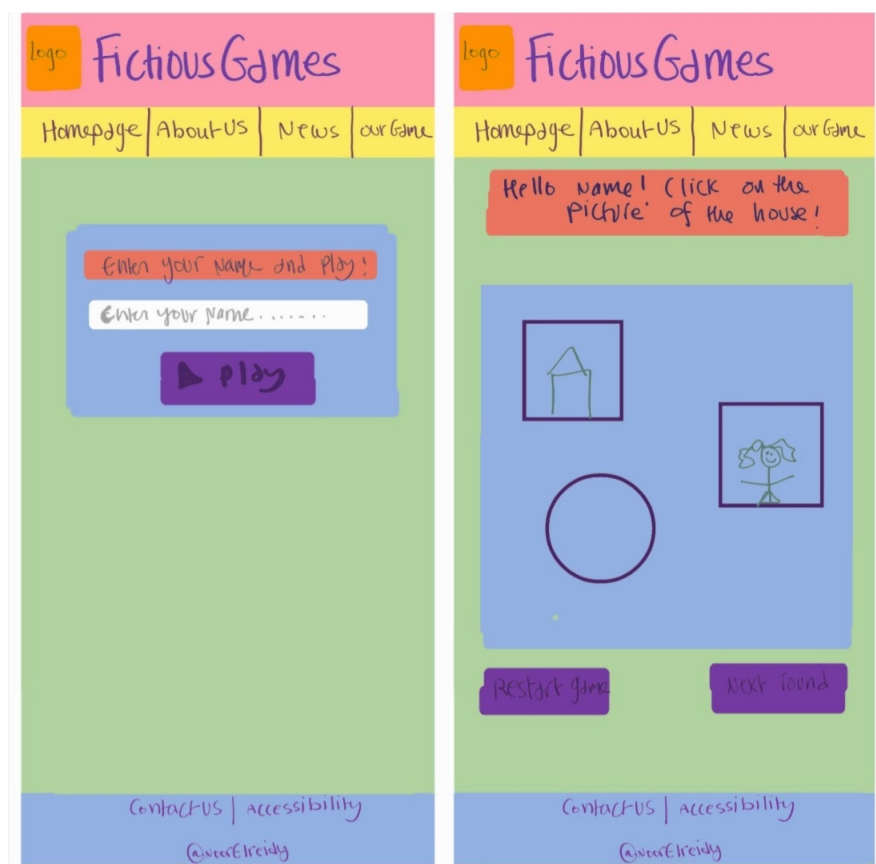

Figure 3.0 : game

Figure 3.0 above shows the design for the game webpage on a mobile phone. The design for desktop will be almost the same. The user will be asked to enter their name and press play. Once they do, the canvas will appear and the textbox they typed their name in will disappear. The game will be designed using canvas and javascript. The 4 images to be used will be taken from the website Pixabay which provides free licensed stock photos. The images to be used will be of a yacht (Paulbr75, 2014) , a girl (Wellington, 2017) , a house (Pexels, 2015) and a duck (boaphotostudio, 2018) . The shapes to be drawn will be a square and a circle. The canvas will be resizable using css so it will be easily accessible through both mobile and desktop devices. Unfortunately, this page will not be accessible to the blind or those with poor vision. The game entirely depends on players visually identifying pictures .

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Pexels .*House* (2015) [photograph]. Available at: https://pixabay.com/photos/house-architecture-front-yard-1836070/ . (Accessed: 23 Nov 2021).