

# The Brief

## Deployment to Browser

After the success of your text based game, the client has requested that it be moved to browser, so the game can reach a larger audience.

Create a 1-page website which will showcase your game in, and provide the player with the following information:

- } A blurb / outline of the story
- } An outline of development
- } What went well in development
- } What you would do differently next time

The team's name or team members' names must be somewhere on the website.

The client has provided a number of wireframes and colour themes for you to base your design on. You are free to design your own from scratch, but if you do, you must create a wireframe.

Create a Replit of your game – this can be [embedded into your website](#).

Any images used must be royalty-free. (We recommend <https://unsplash.com/>) A folder of images has been supplied, please refer to the credits.txt file.

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## Stretch Goals!

} Using a suitable tag, create a navigation bar allowing users to jump to important parts of your page (e.g.: About, Play, Reviews etc.)

} Using pseudo classes, ensure your links change colour (at least) when hovered over, and when clicked

} Your game was rated 8/10 by IGN, 9/10 by GAME, and 8.5/10 by GamesRadar – display this great news on your website!

} Using an appropriate element, display a “quote” from each team member about their favourite aspect of the game

} Add a shadow effect to your page heading