* I would say I probably spent about 12-16 hours finishing the assignment. Most of it was copying and pasting content for games into separate files as my original code had them all on a single page. I also spent a lot of time testing different options, such as a contact form or different styles, and ensuring things worked.
* The easiest was my page content as much of it was done already.
* The longest part was applying Bootstrap grids to pre-existing content. I also had difficulty trying to figure out where else I could use Mustache, such as my nav bar. Unfortunately, my JavaScript is not extensive enough without a lot more time dedicated to figuring it out.

One piece of feedback I originally received from my Wireframes was from Ling Chen. He liked when I incorporated a contact form into my About/Contact page as it was more user friendly. Unfortunately, I ended up not including it as after trying it out and looking online it was not satisfactory without including PHP into the site as well. I could have added one that just redirected to an email client but that felt redundant and I had some troubles styling it. As such I included my email with an embedded link and a contact button (although the button is nonfunctional, just for looks).

Ling also mentioned that he enjoyed the look of my first Game Reviews wireframe as opposed to the alternative. My final list design is the first one but I did not include game images for a few reasons including concerns with image sizes. I also ended dup not including directly if I recommended it as it might deter people from clicking in and seeing the reasons why or why not.

That is all the feedback I received to apply unfortunately. I did not receive any from the heuristic evaluations as far as I know, and the assignment did not state that we had to send them to each other. Furthermore, the contact form and review list look were the only responses I got on the post. Otherwise, I was told that people liked how everything was organized and laid out and that my navigation was easy to use. I think it helped that I had things designed beforehand and intentionally kept pages simply laid out.