**Web Technology  
Assignment 1**

**4.1**

The game that we are going to implement is Draughts.

**4.2**

First example: <https://www.247checkers.com/>

The homepage immediately shows that this webpage is a very non-cluttered and self-explanatory interactive implementation of draughts.

Large buttons that give you the options between 1 or 2 players, and a very easy to understand options screen lets the user easily start a simple game of draughts with no thought process at all.

The rest of the webpage contains a small amount of text with information and a couple tips, which doesn’t take the user a lot of time to read.

The style of the webpage is pretty simple, and by mainly using the colours black, white and green, it fits the theme of a game like draughts a lot.

Overall, this is a solid example of a very well laid-out HTML implementation of draughts.

Second example: <https://cardgames.io/checkers/>

While the style of this implementation of draughts is definitely less appealing, it still achieves having a very simple and self-explanatory user interface.

The game does not even require any setting up, the user can immediately play, without any hassle. Any settings that the player does want to change, are still available when looking at the different tabs above the game.

Underneath the game itself is a short explanation of the game draughts, which probably a lot of people don’t even bother reading, as they probably already understand how the game works if they entered this page.

This page however does contain big advertisements that cover up a lot of the rest of the screen, which can be annoying to some people.

Again, this implementation is also a good example of how a draughts webpage should look, no clutter, very simple and self-explanatory interface, and even a way to play online.

Third example: [https://www.mathsisfun.com/games/checkers-2.html](https://www.mathsisfun.com/games/checkers-2.html%20%20%20)

Probably the worst of the three examples, which doesn’t mean it’s bad, the other implementations mentioned here just score better on the different aspects of a well-designed draughts webpage.

The style of the game is not very appealing, the playing board consists of very pale and metallic-like colours, instead of the simple white and brown wood types of board, which other implementations mostly use.

When first entering the page, you are greeted with an pretty simple options screen, which you must confirm, before being able to start a game. A noticeable missing option is being able to disable the ‘must jump when able to’ rule, which most other implementations do have.

Another small issue that not everyone may have a problem with, is the fact that you can’t see your available movements when clicking on one of your pieces, this implementation instead uses a click-and-drag type of moving your piece, which allows the player to move the tile around the entire board, while still only being able to place it on a couple of tiles.

In conclusion, this implementation is not bad, it still achieves being a very simple and self-explanatory implementation of droughts, and the web design principles are mostly followed. It just doesn’t score well on some aspects compared to the other implementations.

**4.3**

First example:

Positive:

* Only implementation that uses sound and music, which fit very well.
* Large, appealing playing screen.
* Compact, but still very effective options screen.

Negative:

* Large webpage which is mostly filled with links to different games, which may waste web resources.
* No online option
* Small font for text on the webpage

Second example:

Positive:

* Online option
* Very extensive options screen
* Appealing textures and smooth animations

Negative:

* Big distracting advertisements at both sides of the page
* Large body of text underneath playing screen which most players don’t even bother reading
* Rest of the page has a less appealing style

Third example:

Positive:

* Only implementation that has the option to resize the playing board
* Has a history component, which show you what piece was placed where
* Non-cluttered webpage

Negative:

* Unappealing colours for the playing board
* No online option
* Does not show what movements are available for a piece