# **Web-Based Navigation App Documentation**

## **Overview**

The **Web-Based Navigation App** is a responsive web application where a player can navigate using **touch controls** optimized for mobile browsers. The app offers smooth navigation across different screen sizes and provides a seamless user experience. It is hosted on **GitHub Pages** for easy access.  
  
**Features**

* **Touch-based controls** for player movement (optimized for mobile).
* **Responsive design** that adapts to various screen sizes.
* Web deployment on **GitHub Pages**.
* **Cross-platform support**: Works on desktop and mobile browsers.

**Tech Stack**

* **HTML5 / CSS3 / JavaScript**
* **Framework/Library** (if applicable): [e.g., Three.js, Phaser.js, etc.]
* **Deployment:** GitHub Pages
* **Browser Compatibility:** Chrome, Safari, Firefox, Edge

## **Controls**

* **Swipe gestures**: Move the player.
* **Tap**: Interact with elements (if implemented).
* **Responsive behavior**: Layout adjusts dynamically for mobile and desktop views.