**HTML FILE**

Added the ‘Game Design’ section of the homepage and added dummy project placeholders.

Overall, added image and the caption in the ‘project’ divs.

Added the Section Header (should be set to what is on the typography guide).

Added the footer and ‘Back to top’ link. Dimensions/colors/etc of the footer can be adjusted.

**CSS**

Updated the image link for header to match directory but doesn’t show up still. See below for directory.

Added css for img and a. Might add a class for the project image and class for the ‘Back to top’ anchor in HTML and move code for the class so it doesn’t affect every image/link.

Added appropriate css for Section Head and Image Caption to reflect typography guide.

Implemented @media with size of 480 so that projects now have width of 100%-31px (or however much the 31px is decided to eventually be).

Implemented CSS for the footer divs. Color, and height are all dummy values and can be changed to whatever is desired for final product. The div containing the link back to top has its margins set so it lines up with the projects.

**TO-DOS/PROBLEMS**

Image for header doesn’t show up.

Still need to fix resizing issues. Projects are either getting cut off or overflowing on the right hand side.

White space between the ‘Design Works’ and ‘Game Design’ section. This is due to setting adding CSS code ‘clear: left’ which clears any preexisting floats (I think). If code is commented out, if the last row of ‘Design Works’ isn’t filled, ‘Game Design’ starts at wherever you get left off. Ex. Largest screen = 3 thumbnails per row (say position index of 0, 1, and 2). If last row of ‘Design Works’ only has 2 thumbnails (ending on index 1), then the first thumbnail for ‘Game Design’ starts at index 2 as oppose to 0.

Will need to eventually update ‘designWorkBackground’ and ‘gameDesignBackground’ CSS to cover the contents inside so the project doesn’t overflow vertically.

Fix positioning of footer so it doesn’t cut off the last project in ‘Game Design’