**GameStatTracker**



<https://github.com/x23212047/Project>

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* **Executive Summary**

**Website is a comprehensive platform designed to address the evolving landscape of gaming by providing flexible and remote work solutions. In response to the changing dynamics of the professional world, our website aims to facilitate seamless management for end users.**

* **Project Work**

Adapted an approach to distribute tasks effectively. I took on the task solely.

* **Design Process**

Designing a friendly easy to use manual input system for users to track and monitor game time.Homepage provides a welcoming introduction to the GameStatTracker platorm.

The AddGame page is simply for users to enter their game information.

Viewstat page is a compile array of stats.

* **Testing & Responsiveness**

Website Responsiveness:

I ensured the website is responsive across various devices, providing an optimal user experience on desktops, tablets, and mobile devices.

JavaScript Implementation:

JavaScript was employed for form validation, dynamic content updates, and implementing a mini-game for user engagement.

Optimization and SEO

The website has been optimized for performance, and SEO best practices have been implemented to enhance its visibility on search engines.

Deployment

The website is not fully deployed as not enough space via GitHub instead i have uploaded the repository making the source open.

* **Conclusion**

The project was a alomst a success, and I effectively implemented the start of the website. Challenges were overcome through testing and problem-solving. The website looks visually pleasing, future enhancements may include additional features and further refinement of the user interface.

* **References**

[Online]   
Available at: <https://cssnectar.com/>  
[Accessed 1 December 2023].