

User Experience and the Web - Website Pixel Post

Module Code: IS51041A Interactive Website

Module Leader: Akshi Kumar

Students: Ryan Bradshaw(33751409), Bradley Jones(33769934), Fernanda Amador Mauri(33823245), Alberto Santos Alcala(

Website URL: <https://zombonline.github.io/WebsiteProject/>

Introduction

Welcome to Pixel Post, a community website hub for gaming. In our site, users can read unbiased game reviews, stay updated with the latest industry news, and experience upcoming titles firsthand through interactive game demos. Our user-friendly platform is designed for gamers, by gamers, fostering community engagement and celebrating the dynamic world of video games.

Key Features

With our user-friendly design, we have created great ease of navigation throughout the whole site. We have also included a contact us form to allow users to get help when needed.

Pixel Post has a very unique feature that will allow users to play select game demos on our site. Caloop is the one game that we have hosted on our site for users to enjoy. Our games review pages also have videos and images of the games that we include on our website.

Technologies Used

To begin, we made use of a web application called Moqups, which makes it easy to wireframe and design the website. Once we had a first look of the website, Visual Studio Code was the tool chosen by our group to build our web. Then we also used Sourcetree, which is a graphical user interface desktop client that simplifies how we interact with Git repositories. Git Hub was our main repository. We also rely on other tools as Krita (Image editor) and Paint 3D.

Lessons Learned

We learned that thorough project planning is essential. It helped us identify potential challenges, allowing us to address issues proactively and stick to our timelines. Our ability to adapt to changing requirements or unexpected challenges was crucial. Being flexible allowed us to overcome obstacles and ultimately ensured the success of our project.

We realized that comprehensive documentation is not just a formality; it's essential. It aided in understanding our codebase, making maintenance and future development much more straightforward.

Lastly, maintaining clear and consistent communication among team members was crucial for success. It prevented misunderstandings and promoted a collaborative environment.

Future Enhancements

I think we could benefit from adding in a way to view other users' game ratings and backlog lists, also a messaging system to allow users to chat about games they have played, are playing or plan to play could be good.

Peer Evaluation

Ryan: Bradley (5/5), Alberto (5/5), Fernanda (5/5).

Bradley: Ryan (5/5), Alberto (5/5), Fernanda (5/5) 🙌🙌🙌🙌🙌

Fernanda: Bradley (5/5), Ryan (5/5), Alberto (5/5).

Alberto: Bradley (5/5), Fernanda (5/5), Ryan (5/5)