

Module: Web Design & Development 1

Lecturer: Ben Walsh

Submission Date: 28. April 2016

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1.1 Who are our users?

The purpose of our website is to support mainstream of fans in retro console gaming through images and text. Our target audience are users of old gaming consoles and generally people who likes games and history. The main goal of this website is to generate interest in retro gaming.

1.2 Content

Our homepage has 5 main departments, "Sega", "Atari", "Nintendo", "Commodore", "PlayStation" and additional "Games". "Games" comprises database which consist list of games. On "Games" page users able to "Add" games and "Delete" games. Navigation bar structured as a dropdown menu for each department. Each dropdown has 4 pages.

Each department page gives a short history of gaming console. We have a contact page which helps the user to ask question and we also have a social media buttons for Content Marketing: "Share", "Pinterest", "Instagram", and "Facebook".

1.3 Prototype

A prototype of "Retro Gaming Consoles" allowed us to explore ideas and show creativity behind the overall concept. By making a prototype we can show potential fields for fans and users which can be limitlessly expanded by collecting more data about gaming community. Create more traffic by encourage users of Social Media to return on "Retro Gaming Consoles" to view updates, latest news, meetings, features, competitions and meetings.

1.4 Contribution

Aleksei Harlasov:

1. Idea of "Retro Gaming Consoles".
2. Design and pages structure of "Retro Gaming Consoles".
3. HTML and CSS.
4. Application.java
5. Information content.

Greg Jachtoma:

1. Database.
2. Additional design.
3. Application.java
4. Debugging.
5. Documentation.