

## **About**



"Games For Sale" ("Games4Sale") is designed to fulfill my General Web Technologies assignment. This website was designed, made and produced by Joel Goodchild (CIT213570, AIE Melbourne). It is intended for educational purposes only. I have used an assortment on HTML5, CSS3 and JavaScript techniques to create this site. For any further information, please contact joel.goodchild@hotmail.com.

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## **Navigation**



"Games For Sale" has relatively simple and responsive navigation, with every clickable link/image/pathway changing color, opacity or size when the cursor is hovering it. The website also has a consistent header and footer for easy navigation between all pages on the site, to ensure users can never get too lost. The "buy now" page is only accessible through the links on the homepage, and the consistent "preorder now" sidebar, present on every page to keep users up to date with upcoming games. Furthermore, as is present on most websites, the header logo links back to the home page to make it easy and familiar for most users.

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## **Purchasing**



All purchasing is done through a shared order page so that customers can choose any game from the available library to purchase. All buy now, preorder, game names and game art lead to the same ordering page to make the website easy to use, consistent and memorable for returning customers. Once arrived on the "buy now" page, customers are greeted with various text boxes and drop down menus to get all information necessary to pick and dispatch their order. Once all information has been entered an alert box displays the customers information for review, and then links them back to the home page to encourage more purchasing.

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