**About me**

I started programming on the 20th Sep 2021, with a training company called "Code Nation". I chose this course *(3 week Boot camp in Python, HTML & CSS)*, as I have been told in the past that programming & design would be something I'd be good at. I think people have said this, due to the fact I have always been resourceful & a quick learner, being able to take things apart and put them back together, or with my general ability at programming simple commands & designing complex Excel sheets with formulas built upon more formulas with several inputs.

Regarding the course & my final project to build a working website, I chose to build a quick reference guide for the video game “Sea of Thieves”, I wanted to do this, as I play it myself with several other people and noticed the lack of quick access information on the internet. There are a lot of good reference websites for the game, but they are full of too much description text & pointless jargon that players just don’t need to filter through, due to players normally only needing the information while playing, due to this being a MMO (Massive multiplayer online game), these games can not be paused, thus stopping a player from being able to move away from the game, knowing that they are safe. This means that time is an important factor within the game & shouldn’t be wasted, having to scroll through pagers of information. A clean-cut quick reference guide with a search bar for quick access, that leads to simple text, either explaining the location of a place *(this being the most searched for item within the game)*

I hope you find this website insightful & helpful (*it still is a work in progress)*

**Contact Details**

Please feel free to contact me, regarding my website project.

A picture containing text

Description automatically generated[(31) Antony Borji | LinkedIn](https://www.linkedin.com/in/antony-borji-a56050105/)

**Planned Extra Content**

* Fully clickable island links with full island details
* Search Bar to allow quick reference selection

I will be improving this website constantly as a development tracker for my work, adding new features, as I go ahead

**Sloop**

Max Crew Size: 2

Cannons: 2 (1 on each side)

Cannon Ball location: Top Deck

**Brig**

Max Crew Size: 3

Cannons: 4 (2 on each side)

Cannon Ball location: 1st Deck

**Galleon**

Max Crew Size: 2

Cannons: 6 (3 on each side)

Cannon Ball location: 1st Deck