CraftersParadise

Adam Schwartz

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<https://bunkoadam.github.io/wdd130/crafters_paradise/index.html>

**My website**

The subject of my website is Minecraft. It’s a game that has you breaking blocks and then being able to place them. It’s the ultimate sandbox game. The site has a home page, a tips and tricks page, a gallery page, and a contact us page. It’s a one stop place for everything Minecraft, at least it will eventually be. The audience of my website are people who play Minecraft of all different experience levels. There’s tips for beginners all the way to the gallery where eventually good builders will be able to upload their builds onto it and people can see it and interact with the creator of it.

**Goals and Objectives**

My goal with this site is to be the place where people want to go for anything Minecraft info related. I want it to be a safe place where people of all levels in the game can come and learn something new or hang out and enjoy their time on the site.

**Design Process**

I came up with the idea for my site because I like Minecraft and I figured I should do something I would actually be somewhat passionate about so I would be motivated to do it as well as continue to develop it further in the future if I wanted to. I had some big plans but I decided on the main pages I wanted to have. My home page which was required anyway, and then I for sure wanted a gallery section to see cool builds that people have made, and then I finally decided on my last page which ended up being a tips and tricks page that gives tips and tricks about the game.

**Conclusion**

In conclusion, I learned a LOT from this project and I had a lot of fun with it too. I think these skills will definitely help me in the future. I want to become very well rounded in software development and just computers in general so having some html under my belt even if it is very bare minimum, I think helps me in my goal to become that. I just think it’s pretty cool I can make a website if I want now, even if it’s simple.