

Destiny 2 Guide, Project Report

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Introduction

The website I designed and created is a very incomplete guide for my favorite game, Destiny 2. While an actual complete guide would probably require over a hundred pages, I chose two specific topics in the game to cover: a raid and the classes. I liked the idea of creating something that I can go back to later on to improve and add on to. I wanted to create a website that new or returning Destiny players could use to learn all about the game. I have taught many people a lot about the game before so I am confident that I can make it easy to understand. My website can be found at <https://carsonjorg.github.io/wdd130/destiny2>.

Goals/Objectives

My hopes for this website are that I will eventually return to it with improved skills and better knowledge of both the game and coding. I want it to eventually encompass all of Destiny 2 instead of just 2 small parts. Currently, I hope it serves as a useful guide for the raid and highlights the three different classes you can play as. I want to go into more detail even with just these two topics, but that would require more than 12 pages to get as much information as I would want to tell.

Design Process

When I was creating the wireframes of my website pages, I wanted them to be simple and easy to navigate through. I designed them with the future in mind, so the website currently has a lot of dead links that will be implemented at a future date. I wanted the navigation bar to be visible at all times. So rather than having one on top, I opted for a side bar. I also wanted the side bar to expand when the user hovers their mouse over it. Since I don't know any Java Script yet, I found some code online and used it as my side navigation bar (currently there is a glitch where if you click a link on the side bar, the expanding function will invert. So it is default to open and will retract when you hover over it). The only real change I made was to the raid page: I gave it 4 columns instead of 3 because I liked the look better; however, it does revert to three if the screen gets too small.

Conclusion

While developing this website, I learned that I would rather work on the CSS and HTML at the same time rather than HTML first. I mainly used grid to align all of my content the way I wanted it. I really like how specific I could be with where things lie in the grid. I personally liked being able to manipulate the styles as the content was being written. However, for longer pages, like the raid guide I created where there was a lot of text, it was nice to have that already instead of having to come up with it on the spot. I learned a lot of new tricks with HTML and CSS, mostly to do with Visual Studio Code being an amazing text editor.