URL:

My topic based website is built to give a base level understanding of Magic: the Gathering. My website to date has a how to play as the homepage as new players would need that most importantly.

The how to play starts off with a youtube video for visual learning while the rest of the main content is constructed for purely text based approaches to learning. The evolution started simply as the assignments through the week then evolved to try to fit as much content on that page as I could. This would be the most content heavy page as it is hardest to proceed without a grasp of how to play.

The next tab is about the company Wizards of the Coast and the games they produce to establish credibility with the company and introduce similar games to the reader. For example, fantasy games may not be well known and played but Dungeons and Dragons is popular enough to at least be recognized by name.

The third tab outlines some of the formats you can play using cards. It should be straightforward to any user and should give enough context to each format and which cards can be used with which format.

The next tab is the deck help page to give tools to help build decks if the user is interested in building decks for any given format. By given free resources to build decks, users should be able to build and test their decks before making large purchases.

The final tab is the lore of magic. This is not important to the gameplay but helps you understand the cards and storyline of Magic: the Gathering. It is last only because you do not need any knowledge of the lore of Magic: the Gathering to play the game.

This week's assignment brought the change of font as a medium for readability. This change will hopefully make the characters more readable. The only downside is that the how to

play section looks more daunting due to the inclusion of larger text. Thus more line breaks were added to give readers a "break" between sections of the text. For the future, I might add a contact me or link to the judge subsection to make sure all further questions about the game can be answered. An additional thought I had was to include a map to the nearest local game store but I do not know how to implement such a feature yet, nor do I know if I have to pay for such a feature. A final feature may be advertisements so that I might get some revenue (of course this means I would have to change some of the images so that I do not violate fair use.