CSC 321 Midterm

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**Context**: Infographic

**Title:** Final Fantasy XIV Fishing and Battle Strategies

**Overview:** For this assignment, I will make a website that will hold guides on fishing in Final Fantasy XIV and guides, gear requirements, and patterns of high-end raids for the game. This will allow people more access to all the information they need for the end game. By making this, it should make entering into the raiding scene less daunting and make fishing less complicated.

**Order of outcomes: (Descending by importance)**

|  |  |  |
| --- | --- | --- |
| **Title** | **Description** | **Color** |
| Informative | Users should be able to see information that would help them in the game. |  |
| Navigation | The user should be able to find the information they are looking for quickly. |  |
| Interactivity | The website should have videos that give users a general idea of what they would need to do for each fight, even without reading. |  |
| Organized & clean UI | The UI should be modern and not overly cluttered to make the user not become overwhelmed |  |
| Accessibility | This website should be easy enough to understand that even people who are just starting the game can understand |  |
| Encourage users | The website should encourage users to check out things they usually wouldn’t to gain new experiences and have fun. |  |

**Features:**

**Essential sources for building:** [**https://ffxiv.pf-n.co**](https://ffxiv.pf-n.co)

1. **Overview(Home Page)**
   1. *Overview:* This page will give you an overview of what the entire project will cover to provide users with an understanding of what to expect from the website.
   2. *Outcome*
   3. Importance: Adding a welcoming home page can allow a user to be more open to what the website will be all about without being overwhelmed
   4. Important concepts
      1. HTML Links <https://www.w3schools.com/html/html_links.asp>
      2. HTML YouTube <https://www.w3schools.com/html/html_links.asp>
      3. CSS user-select <https://www.w3schools.com/cssref/css3_pr_user-select.php>
      4. HTML Images <https://www.w3schools.com/html/html_images.asp>
2. **About Final Fantasy 14**
   1. Overview: This page will allow users interested in joining the game to understand what it is all about and see if it might be for them. By having this, it can give users a chance to see what it is all about without being overwhelmed with data
   2. *Outcome*
   3. Importance: For people looking at this site for more information about the game, it can be essential to help them understand why they should continue to look into it.
   4. Important concepts
      1. HTML Links <https://www.w3schools.com/html/html_links.asp>
      2. HTML YouTube <https://www.w3schools.com/html/html_links.asp>
      3. CSS user-select <https://www.w3schools.com/cssref/css3_pr_user-select.php>
      4. HTML Images <https://www.w3schools.com/html/html_images.asp>
3. **General Fishing**
   1. Overview: Users should be able to go through a list and pull up specific fish. In this, they should be able to find the bait type, location, and level for optimal fishing.
   2. *Outcome*
   3. Importance: There are many fish in Final Fantasy XIV; lots of information is needed to catch them. As such, this is necessary.
   4. Four Important Concepts
      1. HTML URL Encode <https://www.w3schools.com/html/html_urlencode.asp>
      2. Search Bar <https://www.w3schools.com/howto/howto_css_searchbar.asp>
      3. HTML Images <https://www.w3schools.com/html/html_images.asp>
      4. Image Maps <https://www.w3schools.com/html/html_images_imagemap.asp>
4. **Indigo Route Ocean Fishing**
   1. Overview: Users should be able to pick from the different events on the Indigo Route and get a detailed view of what they should expect. In this, they should be able to see what type of bait, indicator, and point score corresponds to each fish found in the event.
   2. *Outcome*
   3. Importance: As the first ocean fishing you can do, it is easy to do all right but challenging to do well. As such, much information is needed to optimize what you need to do for it.
   4. Important Concepts
      1. HTML URL Encode <https://www.w3schools.com/html/html_urlencode.asp>
      2. Search Bar <https://www.w3schools.com/howto/howto_css_searchbar.asp>
      3. HTML Images <https://www.w3schools.com/html/html_images.asp>
      4. Image Maps <https://www.w3schools.com/html/html_images_imagemap.asp>
5. **Ruby Route Ocean Fishing**
   1. Overview: Users should be able to pick from the different events on the Ruby Route and get a detailed view of what they should expect. In this, they should be able to see what type of bait, indicator, and point score corresponds to each fish found in the event.
   2. *Outcome*
   3. Importance: In Kugane, users will need higher levels for this route, and often more knowledge will be required to do well.
   4. Important Concepts
      1. HTML URL Encode <https://www.w3schools.com/html/html_urlencode.asp>
      2. Search Bar <https://www.w3schools.com/howto/howto_css_searchbar.asp>
      3. HTML Images <https://www.w3schools.com/html/html_images.asp>
      4. Image Maps <https://www.w3schools.com/html/html_images_imagemap.asp>
6. **Gatherer Guides**
   1. Overview: Users should be able to pull up different maps that list items in the area and search for items found by gathering. Each item should have a level of expectation and some everyday use cases for it.
   2. *Outcome*
   3. Importance: With so many items in the game to collect, having an area where you can find what you need to do to get each thing can help make the process more enjoyable.
   4. Important Concepts
      1. HTML URL Encode <https://www.w3schools.com/html/html_urlencode.asp>
      2. Search Bar <https://www.w3schools.com/howto/howto_css_searchbar.asp>
      3. HTML Images <https://www.w3schools.com/html/html_images.asp>
      4. Image Maps <https://www.w3schools.com/html/html_images_imagemap.asp>
7. **Normal Raid Guides**
   1. Overview: Users should be able to watch videos explaining what one might expect to see in a fight and what movements each boss has, as well as indicators, counters, and items dropped from the fight. Being a tier for casuals, often very little planning will be needed; however, knowing the move sets can help make the experience more enjoyable.
   2. *Outcome*
   3. Importance: This tier will need a lot less than the rest, and as such, it can be a lot shorter, so you can have an enjoyable experience; however, it can be good to know what to do.
   4. Important Concepts
      1. HTML YouTube <https://www.w3schools.com/html/html_youtube.asp>
      2. Search Bar <https://www.w3schools.com/howto/howto_css_searchbar.asp>
      3. HTML Images <https://www.w3schools.com/html/html_images.asp>
      4. Browser Support <https://www.w3schools.com/tags/ref_html_browsersupport.asp>
8. **Extreme Raid Guides**
   1. Overview: Users should be able to watch videos explaining what one might expect to see in a fight and what movements each boss has, as well as indicators, counters, and items dropped from the fight. Being a ground between high-end raiders and casual, this tier needs in-depth guides but will often be shorter than that of Ultimate Raids.
   2. *Outcome*
   3. Importance: This guide gives users a better chance at the fight by giving a deep guide, but not too deep to turn away the casuals interested in getting into the scene.
   4. Important Concepts
      1. HTML YouTube <https://www.w3schools.com/html/html_youtube.asp>
      2. Search Bar <https://www.w3schools.com/howto/howto_css_searchbar.asp>
      3. HTML Images <https://www.w3schools.com/html/html_images.asp>
      4. Browser Support <https://www.w3schools.com/tags/ref_html_browsersupport.asp>
9. **Ultimate Raid Guides**
   1. Overview: Users should be able to watch videos explaining what one might expect to see in a fight and what movements each boss has, as well as indicators, counters, and items dropped from the fight. Being the most complex tier of fights, large amounts of prep are often needed for this; as such, the guides will often be more prolonged.
   2. *Outcome*
   3. Importance: Ultimate Raids are the most complex tier of final fantasy, and as such, they will often need a lot more information on what needs to be done. Giving a user this can give them more of a chance at the challenge.
   4. Important Concepts
      1. HTML YouTube <https://www.w3schools.com/html/html_youtube.asp>
      2. Search Bar <https://www.w3schools.com/howto/howto_css_searchbar.asp>
      3. HTML Images <https://www.w3schools.com/html/html_images.asp>
      4. Browser Support <https://www.w3schools.com/tags/ref_html_browsersupport.asp>
10. **Class Guides**
    1. Overview: Users should be able to get a complete list of all the game classes and search for specific ones. Each class should show the user role, move sets by level, best-in-slot armor, and best raid food.
    2. *Outcome*
    3. Importance: Classes can be hard to learn, and tooltips can only do so much. By adding this, I allow users to learn a class more comprehensively.
    4. Important Concepts
       1. HTML YouTube <https://www.w3schools.com/html/html_youtube.asp>
       2. Search Bar <https://www.w3schools.com/howto/howto_css_searchbar.asp>
       3. HTML Images <https://www.w3schools.com/html/html_images.asp>
       4. Browser Support <https://www.w3schools.com/tags/ref_html_browsersupport.asp>
11. **Leveling Guides**
    1. Overview: Users should be able to get a complete description of what leveling experience should be expected for each class. It should show questlines with a short description of what reward there is. Users should also be able to search for each class.
    2. *Outcome*
    3. Importance: This is a large part of the game and can be very tedious if you don’t have an effective method.
    4. Important Concepts
       1. HTML YouTube <https://www.w3schools.com/html/html_youtube.asp>
       2. Search Bar <https://www.w3schools.com/howto/howto_css_searchbar.asp>
       3. HTML Images <https://www.w3schools.com/html/html_images.asp>
       4. Browser Support <https://www.w3schools.com/tags/ref_html_browsersupport.asp>
12. **Categories**
    1. Overview: Each category will have a separate section, allowing users not to be overwhelmed by a never-ending wall of text. Doing this will make the website more comfortable for the user.
    2. *Outcome*
    3. Importance: This will allow users to be not overwhelmed with information and have better navigation
    4. Important concepts
       1. How To – Tree View <https://www.w3schools.com/howto/howto_js_treeview.asp>
13. **Playable videos**
    1. Overview: Adding videos will allow users to more easily understand the information by being given examples they can see. Adding this will give users more of a chance at the challenge ahead.
    2. *Outcome*
    3. Importance: This is necessary to allow users to quickly pick up what they need to do and do so with more effectiveness.
    4. Important Concepts
       1. HTML YouTube <https://www.w3schools.com/html/html_youtube.asp>
14. **Search**
    1. Overview: A Search bar should allow users to navigate between each element easily. By adding this, I will be improving the usability of my app and making it more accessible to the average person.
    2. *Outcome*
    3. Importance: This is important to let users be able to get from place to place on your website quickly. Often, users prefer not to find everything themselves; instead, it is better to guide them.
    4. Important Concepts
       1. How To – side navigation <https://www.w3schools.com/howto/howto_js_sidenav.asp>
       2. How to – Responsive Navbar with dropdown <https://www.w3schools.com/howto/howto_js_responsive_navbar_dropdown.asp>
       3. How To – Tree View <https://www.w3schools.com/howto/howto_js_treeview.asp>
       4. How To – Hide Scroll Bar <https://www.w3schools.com/howto/howto_css_hide_scrollbars.asp>
15. **More Resources**
    1. Overview: This should have a list of resources for users if they want to know more, as well as links to the community hub, online store, and where to purchase the game.
    2. *Outcome*
    3. Importance: If a user were to come to this site out of interest in the scene, they might get turned away if I didn’t give them an easy way to access the game. By doing this, I am supporting growth in the community.
    4. Important Concepts
       1. HTML Links <https://www.w3schools.com/html/html_links.asp>

**Feature Appraisal:**

All the features above will be used to make up an excellent website for text and video guides. …

**Link to Sample Project with README.TXT:** <https://github.com/DiegoPatterson/XIV-Guides>

**Testing Browsers:** Chrome, Microsoft Edge, Opera GX