

Context of the Application / Source of Inspiration

The application is based on the menu design from the 2011 game, Dark Souls. The design of the menu system, while not being a strong point of the game, was something I had attempted to recreate before prior to the course using other tools. The application contains multiple menus, including a main menu which all others link to. The main menu is used to move to other sub-menus, which are used to fulfil the functions required by the user to begin playing the game.

7. Bootstrap Classes Overridden in CSS

.btn

The bootstrap btn class was overridden for all buttons, to remove their background. This allowed the ::before selector to adjust the background separately for each type of button.

.btn-primary

The bootstrap btn-primary class was designated to be the buttons that are used for the menu page. They have a linear-gradient background when hovered, which while different to the inspiration, looked better.

.btn-secondary

The btn-secondary class was designated as the button to be used for selections in the scroll-menus. Along side its parent containers, the button was adjusted to allow the borders to stick out the sides to stick with inspiration.

.btn-cancel

The btn-cancel class was used for the sub menu at the top of the screen, and is used to cancel to the main page. The background uses a radial-gradient when hovered, as it supposed to be a circular button.

.btn-info

Btn-info was used for many inputs in the menus, and not exclusively buttons. It is used to add a light border, and when hovering the background is a solid orange.

.form-range

The form-range class was modified to have a border similar to btn-info, as well as modifying the thumb. The thumb was modified to be a straight shape with a height matching the range, giving it a boxy appearance. The styling for form-range only works on select browsers, and does not work on Google Chrome or mobile browsers.

8. Bootstrap Defaults for Overall Layout

Fonts

The default font was changed for the document, instead of using the sans-serif font that bootstrap incorporates, EB Garamond was used. This better suited the them as well as matching the font in the original inspiration.

10. Overridden Bootstrap Animations

Button transitions

The transitions for buttons was modified from the bootstrap defaults. By default, buttons have a transition of 0.15 seconds, or 150 ms. This was overridden to a difference of 100ms, which was fast enough to account for fast movements.

14. Screenshot of W3C Validation

HTML

Nu Html Checker
This tool is an ongoing experiment in better HTML checking, and its behavior remains subject to change.
Showing results for <https://www.cool-as-ice-tea.com/DSMenu>

Checker Input
Show source outline image report [Options...](#)
Check by address
[Check](#)

Document checking completed. No errors or warnings to show.
Used the HTML parser. Externally specified character encoding was UTF-8.
Total execution time 422 milliseconds

[About this checker](#) • [Report an issue](#) • Version: 21.5.25

CSS

W3C The W3C CSS Validation Service
W3C CSS Validator results for styles.css (CSS level 3 + SVG)

Jump to: [Validated CSS](#)

W3C CSS Validator results for styles.css (CSS level 3 + SVG)
Congratulations! No Error Found.
This document validates as [CSS level 3 + SVG](#).
To show your readers that you've taken the care to create an interoperable Web page, you may display this icon on any page that validates. Here is the XHTML you could use to add this icon to your Web page.

```
<p>
  <a href="http://ligne.w3.org/css-validator/check/referer">
    
  </a>
</p>
```

```
<p>
  <a href="http://ligne.w3.org/css-validator/check/referer">
    
  </a>
</p>
```

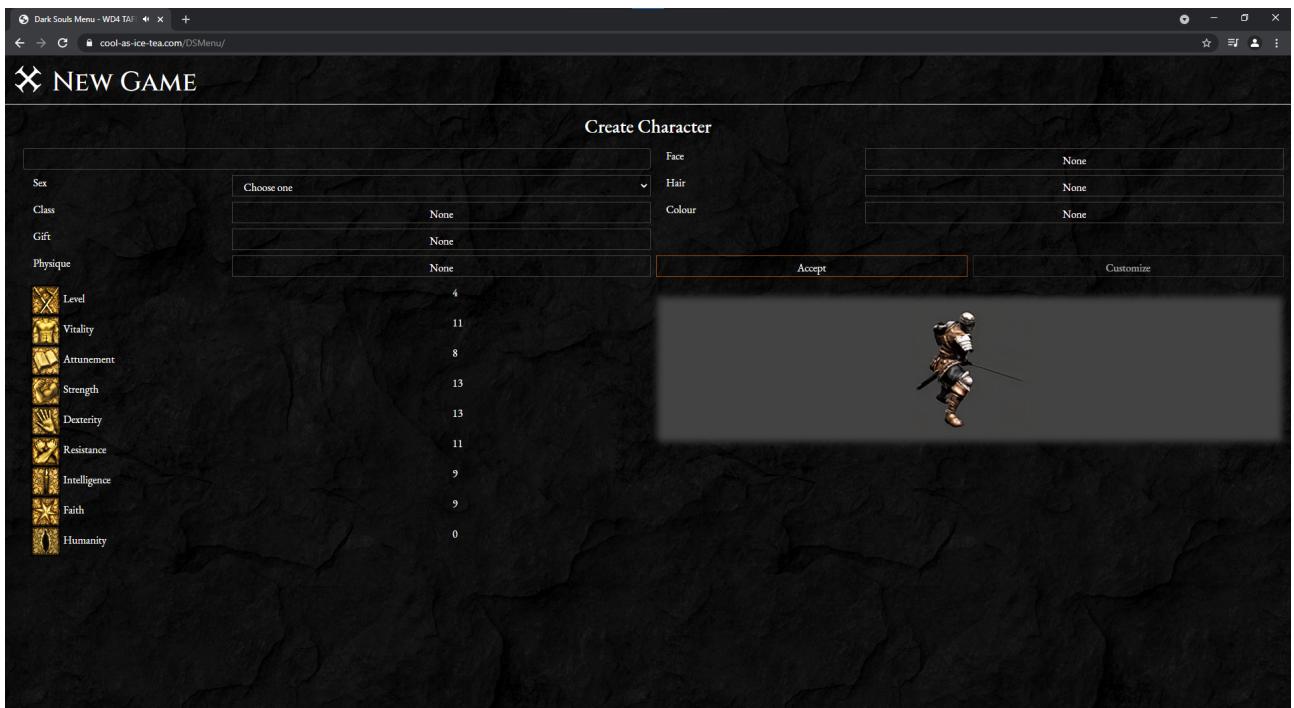
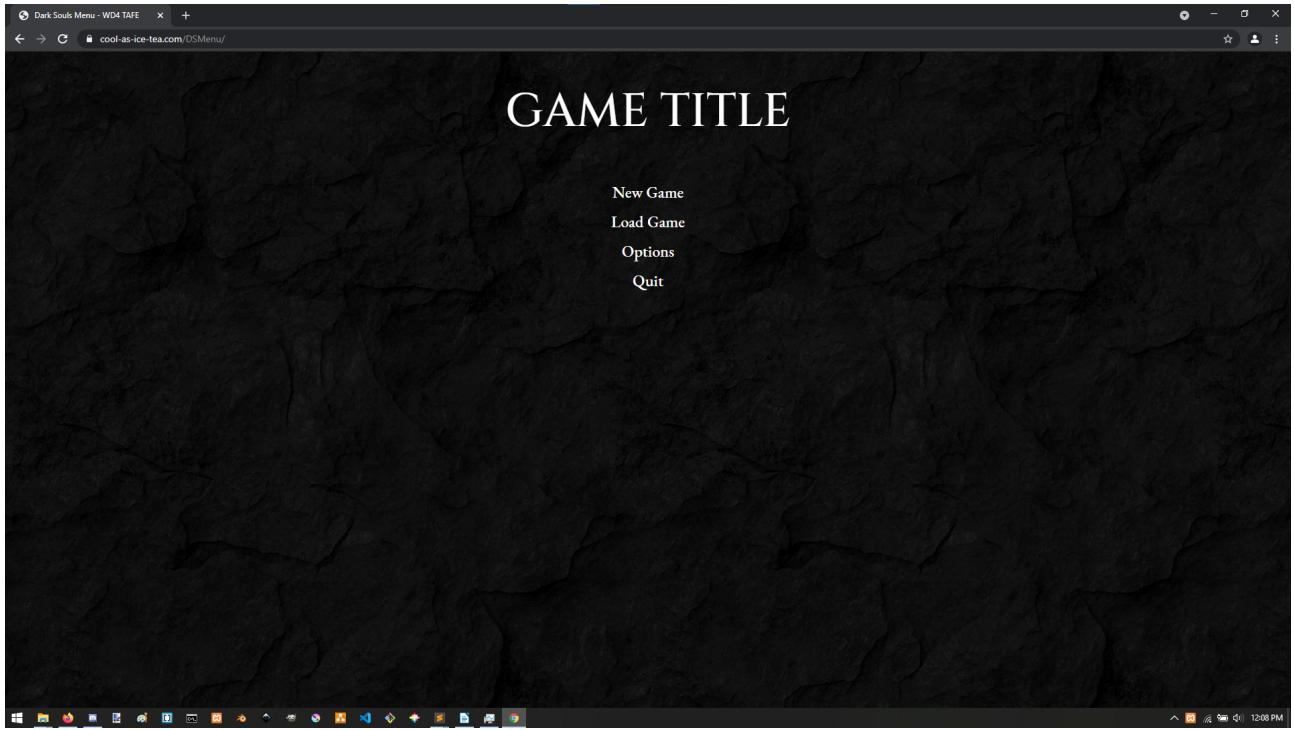
(close the img tag with > instead of /> if using HTML <= 4.01)

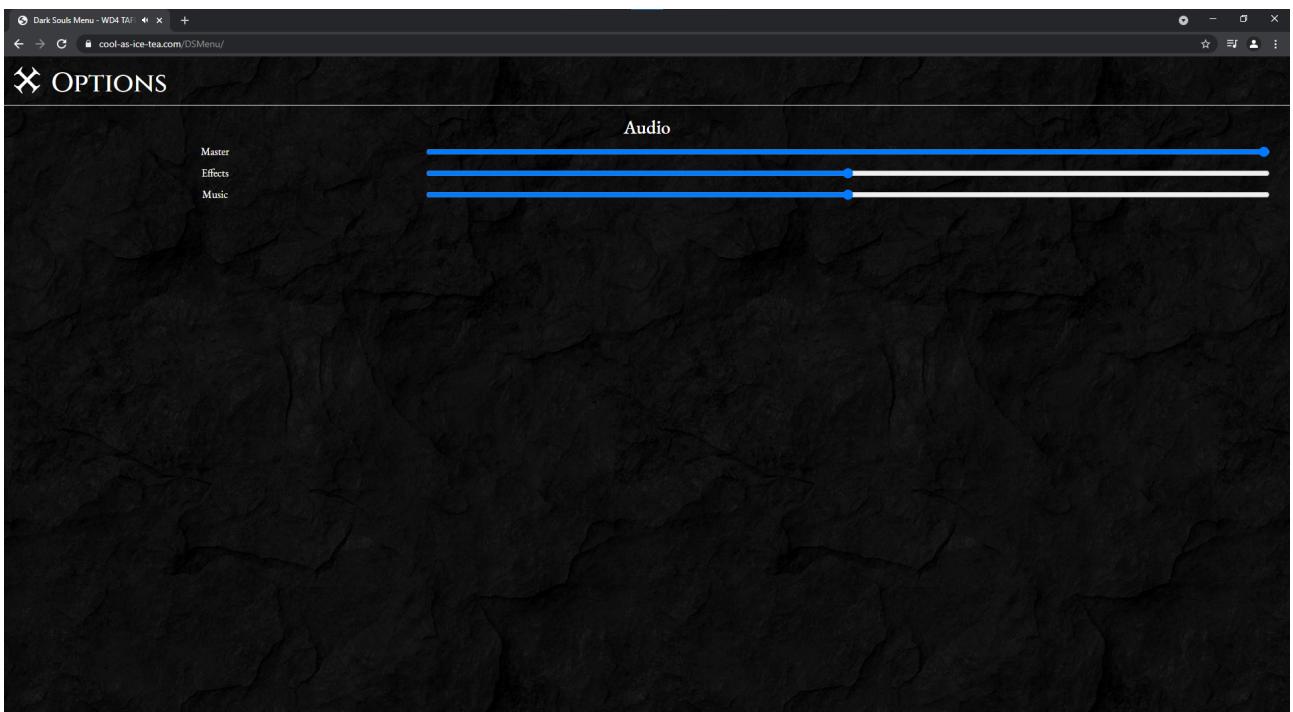
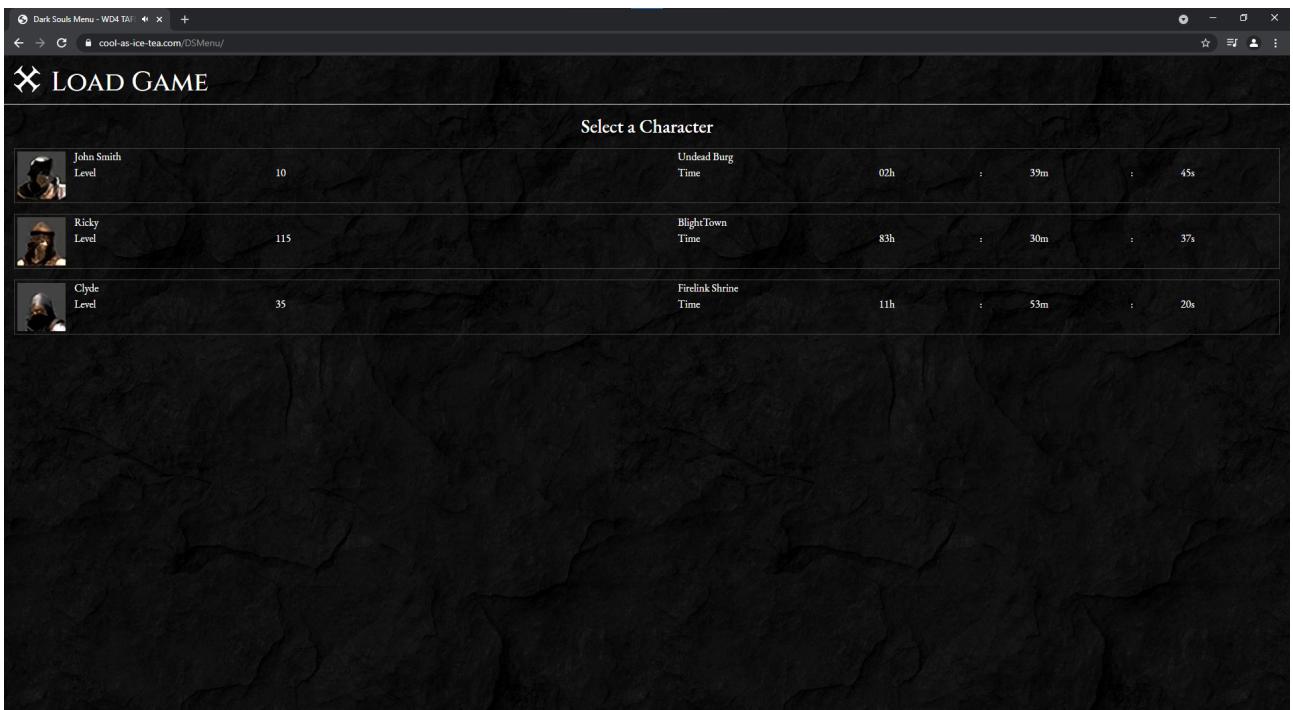
Interested in "developing" your developer skills? In W3Cx's hands-on Professional Certificate Program, learn how to code the right way by creating Web sites and apps that use the latest Web standards. [Find out more!](#)

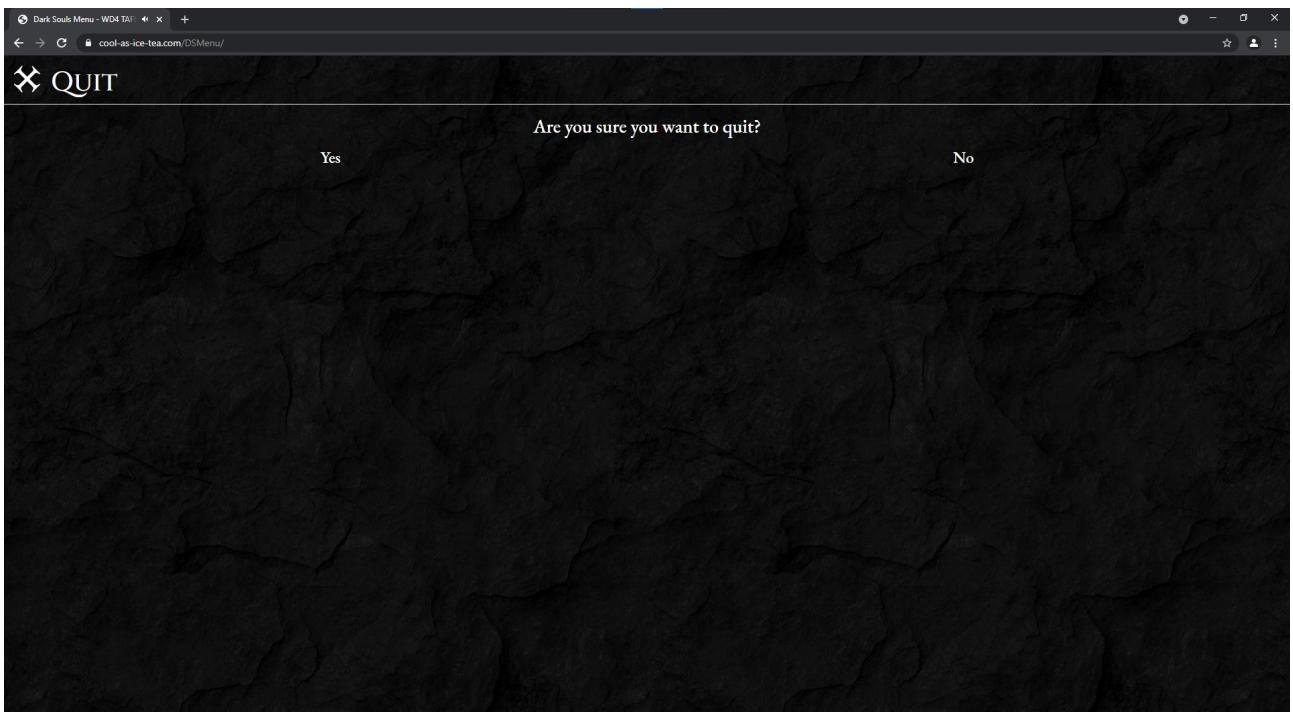
Donate and help us build better tools for a better web.

16. Cross Browser Tests

Google Chrome – Windows PC







The image shows two side-by-side screenshots of a game interface on an iOS device using the Firefox browser.

Left Screenshot: The title screen of the game. It features a large, stylized "GAME TITLE" at the top. Below it are four menu options: "New Game", "Load Game", "Options", and "Quit". The background has a dark, textured appearance.

Right Screenshot: The "Create Character" screen. At the top, there is a header with a shield icon and the text "NEW GAME". Below this, the section title "Create Character" is displayed. There are several dropdown menus for character customization:

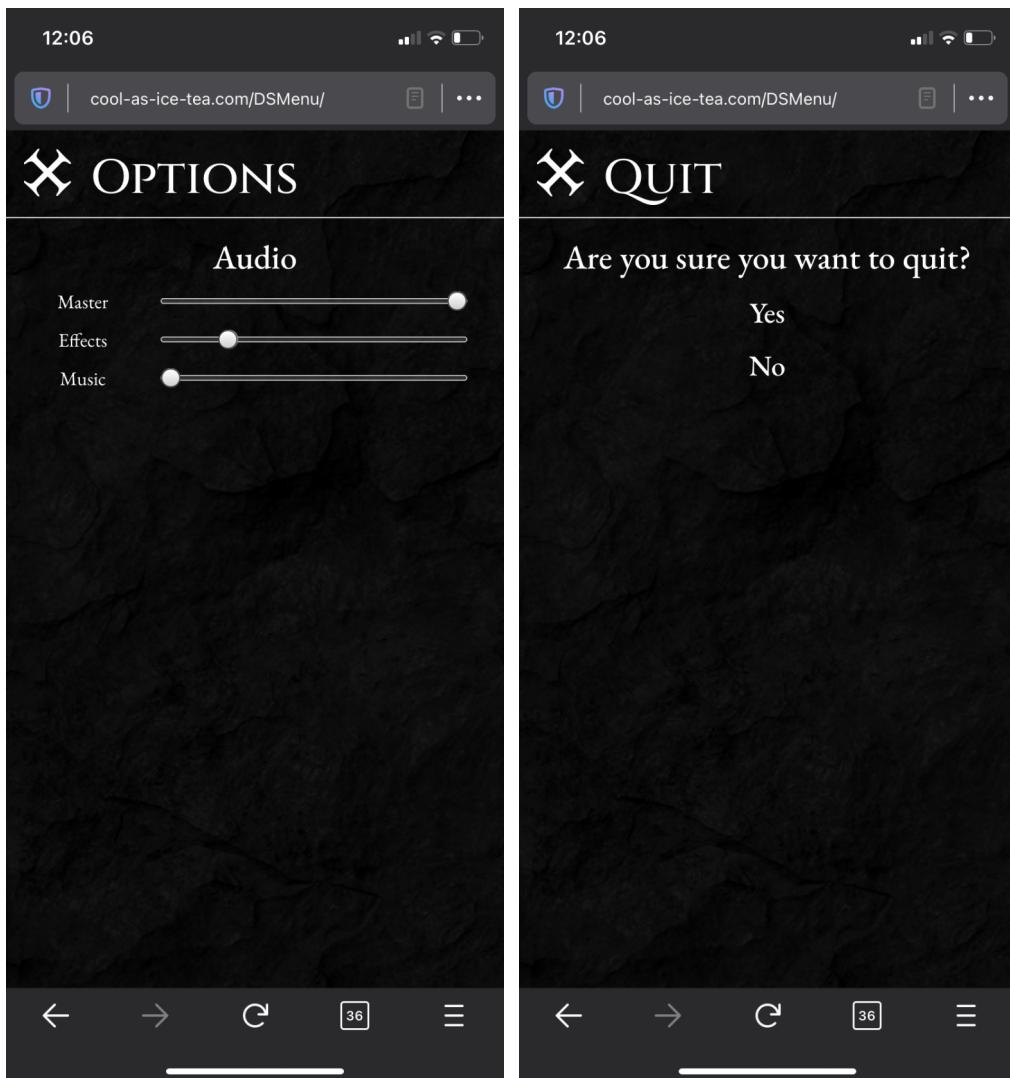
- Sex: Choose one (None selected)
- Class: None
- Gift: None
- Physique: None
- Face: None
- Hair: None
- Colour: None

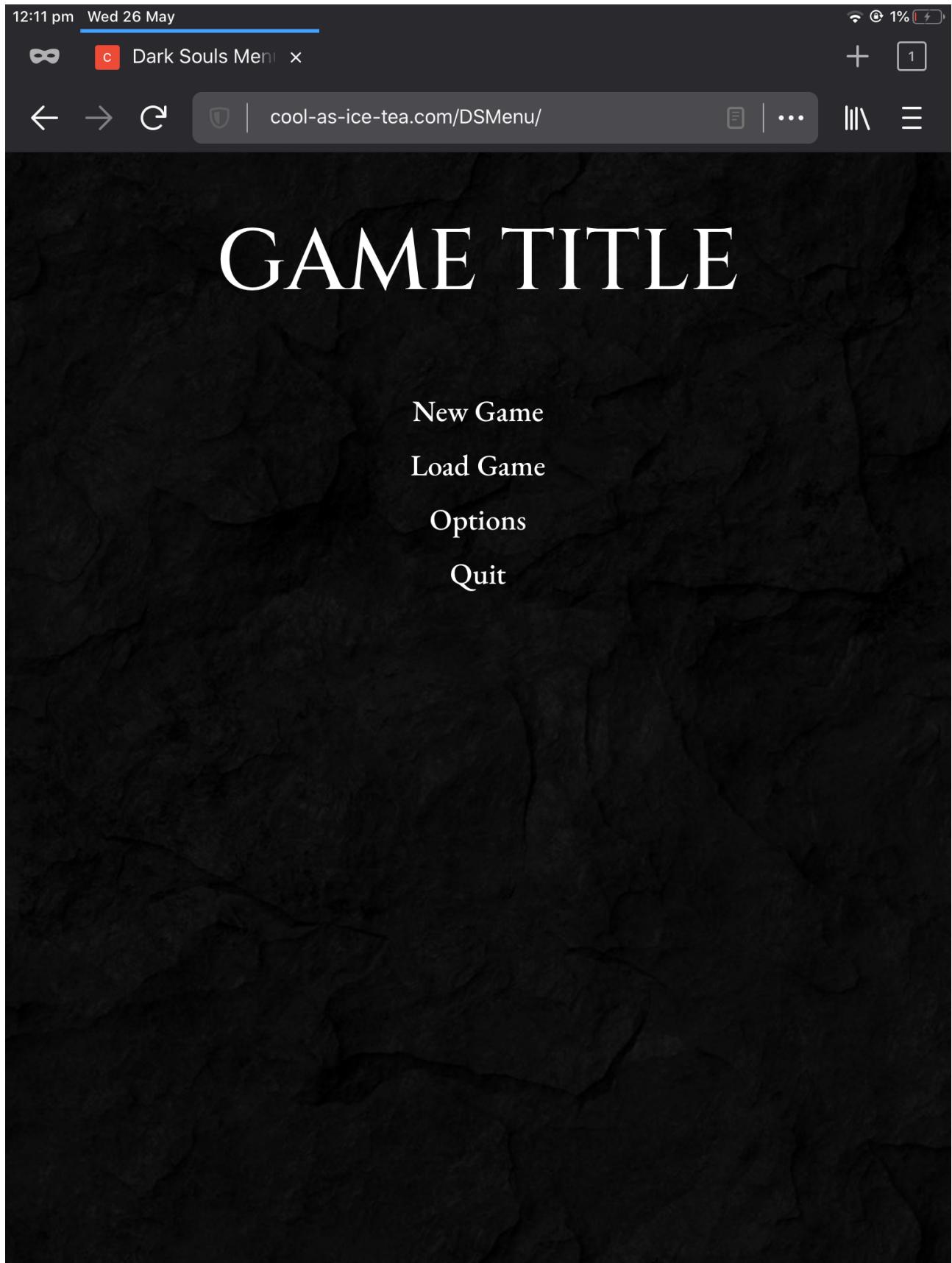
At the bottom of this section are two buttons: "Accept" (highlighted in orange) and "Customize".

Below the customization section is a table showing character stats:

Stat	Value
Level	4
Vitality	11
Attunement	8
Strength	13
Dexterity	13

The bottom of both screenshots shows standard iOS navigation icons: back, forward, home, and a 3D touch icon.







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Dark Souls Menu x

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NEW GAME

Create Character

Sex

Choose one

Class

None

Gift

None

Physique

None

Face

None

Hair

None

Colour

None

Accept

Customize



Level

4



Vitality

11



Attunement

8



Strength

13



Dexterity

13



Resistance

11



Intelligence

9



Faith

9

12:15 pm Wed 26 May

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Dark Souls Men x



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✖ LOAD GAME

Select a Character

	John Smith	Level 10	Undead Burg	Time 02h : 39m : 45s
	Ricky	Level 115	Blight Town	Time 83h : 30m : 37s
	Clyde	Level 35	Firelink Shrine	Time 11h : 53m : 20s

12:15 pm Wed 26 May

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✖ OPTIONS

Audio

Master

Effects

Music

12:15 pm Wed 26 May

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✖ QUIT

Are you sure you want to quit?

Yes

No

20. Wireframes

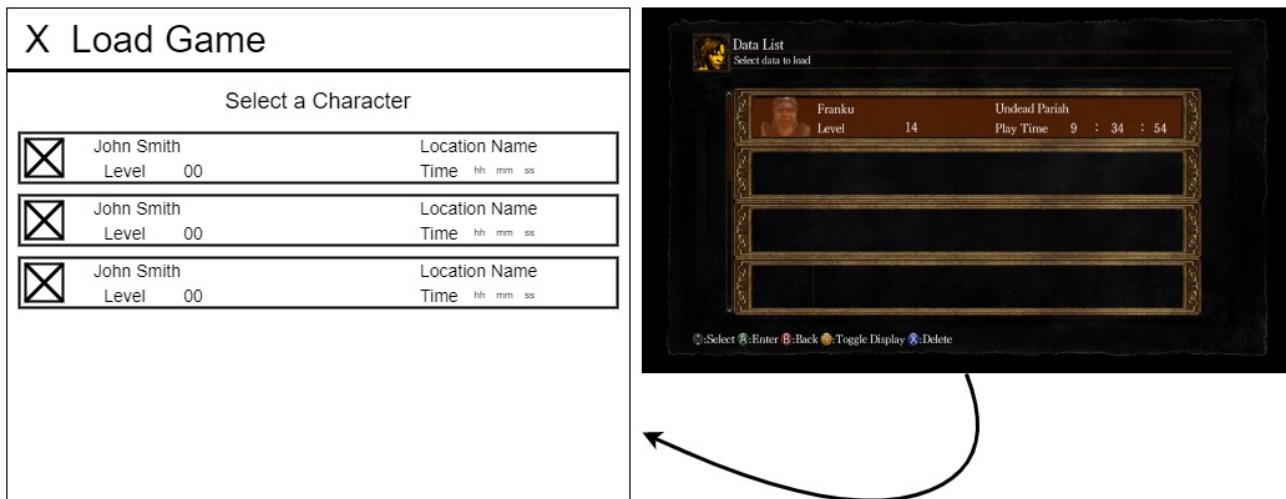
Desktop Wireframe - Title Screen



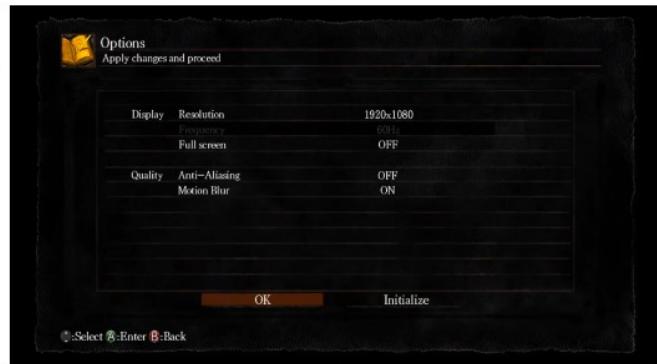
Desktop Wireframe - New Game



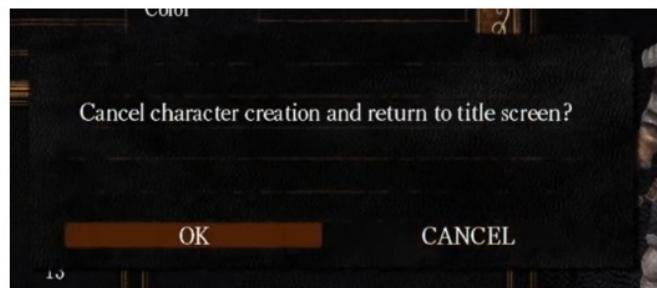
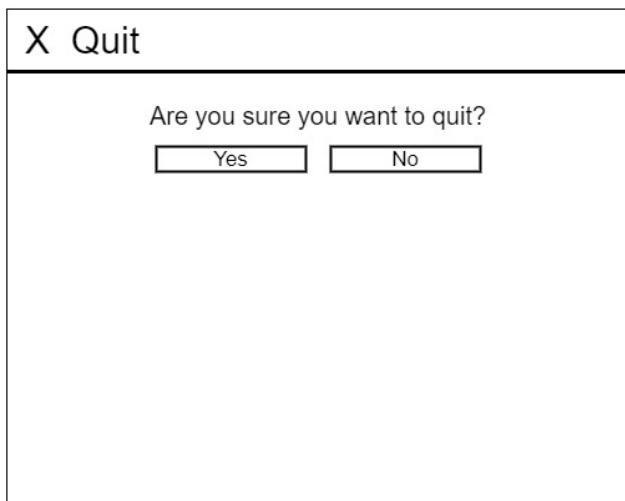
Desktop Wireframe - Load Game



Desktop Wireframe - Options



Desktop Wireframe - Quit



Mobile Wireframes - Title Screen, New Game

TITLE TEXT

New Game

Load Game

Options

Quit

X New Game

Create Character

Name Input	
Sex	Male ▾
Class	Warrior
Gift	Master Key
Physique	Average
Face	Commoner
Hair	Shaved
Color	Dark Brown

Level	4
Vitality	11
Attunement	8

Desktop Wireframe - Load Game, options

X Load Game

Select a Character

<input checked="" type="checkbox"/>	John Smith
Level	Level
Location	Location Name
Time	hh mm ss

<input checked="" type="checkbox"/>	John Smith
Level	Level
Location	Location Name
Time	hh mm ss

<input checked="" type="checkbox"/>	John Smith
Level	Level
Location	Location Name
Time	hh mm ss

X Options

Audio Options

Master Volume	<div style="width: 50%; height: 10px; background-color: black;"></div>
Effect Volume	<div style="width: 20%; height: 10px; background-color: black;"></div>
Music Volume	<div style="width: 10%; height: 10px; background-color: black;"></div>

21. What XHTML is, and Why It Wasn't Used

XHTML was designed to be a much more strict version of html, and is viewed as a join between HTML and XML. The reason for XHTML being so strict is to ensure compatibility with all devices, and to allow it to be used as a tool to create site addons. Some Wordpress additions use XHTML, as when it is inserted into a page there is a guarantee that it will start and end, and be contained in itself. In the case of typical HTML, it's possible for data to be inserted and cause disorder in the page as tags may not be closed.

It also ensures that only tags which are able to be used by all platforms can be used, to ensure total compatibility.

XHTML was not used for multiple reasons, the main one being the limitations in semantic elements. When using XHTML, semantic tags such as nav, header, footer, and main cannot be used, which limits the usability of applications for screen readers.

22. Feedback of design from peers

I showed this site to 2 other students of the course, as well as to a friend outside of the course. Generally the positive feedback was:

- The application was accurate to the source material
- The use of sound in the application was creative and made it more accurate
- The layout was responsive and allowed easier use on mobile devices

The negative feed back regarded one of the options being omitted. In the source material, there were 10 options when choosing classes, hairs, hair colours, however in the version created there were 9. This was as one of the character classes were inappropriate for the site, and because the other menus had only 9 options. It was easier to set the total amount of options to 9, than to create extra space in many of the menus.

Sources

Seamless Rock Texture – Edited

<https://www.deviantart.com/hhh316/art/Seamless-Rock-Face-Texture-271675185>

Scroll texture – Scaled

<http://i930.photobucket.com/albums/ad143/Ravencrow03/ravencrowsowlery/oldpaperpapyrusscrollstock2.jpg>

Dark Souls Class Icons, Upscaled using <https://deep-image.ai/>

<https://www.ign.com/wikis/dark-souls/Classes>

Dark Souls Stat Icons

<http://darksouls.wikidot.com/stats>