

158.256 Web Application Design

Lab Practical 1

The Harpe Gaming Store Website

Contents





Problem Scenario	1
Data Files for this Problem Scenario	1
The Final Web Pages	2
index.html	2
hg_towers.html	3
hg_alliance.html	4
Your Tasks and Challenges	4

Problem Scenario

Samantha Goro is the owner of Harpe Gaming, a small board game store in Palmerston North, Manawatu. You have been asked to work on the store's new website, Samantha wants you to write the HTML5 code for the store's home page. Samantha also publishes reviews of new games as a service to her loyal customers. She would also like you to write the HTML5 code for two new reviews that she has written for the Towers and Temple game and the Alliance game. Samantha has already written all the content for the three pages and only requires your help to turn them into HTML5 documents.

Data Files for this Problem Scenario

To start working, you will need the files listed in the following screenshot:

Name	Date	Type	Size	Tags
 hg_alliance	26/06/2017 3:36 PM	PNG File	60 KB	
 hg_logo	26/06/2017 3:36 PM	PNG File	32 KB	
 hg_text	26/06/2017 3:36 PM	TXT File	8 KB	
 hg_towers	26/06/2017 3:36 PM	PNG File	42 KB	

[Download](#) the archive containing these data files.


The Final Web Pages

When the coding of your web pages are complete, your web pages should look like those appearing in the following screenshots which make up the solution by the lecturer.


The website may not look very nice but this is a great start to learning how to create a web page. Later in the course, you will learn how to design better looking web pages.

index.html





- [Home](#)
- [Towers and Temples](#)
- [Alliance](#)



Review of Towers and Temples

Game ID
hg210

List Price
\$17.73

Media
Board Game

Release Date
October 21, 2017

Age
10+

Players
2 - 8

Time
30 - 60 minutes

Rule an Ancient City

Towers and Temples is the winner of the 2017 Palmer Medal for Best New Simulation Board Game. Players adopt role cards of characters from ancient Greece and Rome in an attempt to manage the administration of a city. Each role provides a different ability and strategy. However, one role card belongs to a deadly assassin and players must be constantly aware of betrayal and double-cross. This card game provides a ton of enjoyment and can handle up to eight players and expansion packs available for larger parties.

This is a nicely balanced game, where each player must carefully choose his or her roles and the strategies can quickly change with the turn of a card. However the level of randomness is just right and cunning and resourcefulness can overcome bad luck (if given time.) I do not recommend this game unless there are at least 4 players; less than that reduces the intrigue and some of the game appeal.

- Entertainment (8/10)
- Strategy (9/10)
- Innovation (7/10)
- Art Work (6/10)
- Community Enjoyment (10/10)
- Ease of Set Up (9/10)
- Play Again (10/10)
- OVERALL (8.43/10)

Highly Recommended

Towers and Temples is a great game. The balance is just about perfect and each player must carefully choose roles each turn. Even though the strategic possibilities are nearly endless, the game is simple to learn. The replay value is high and gets even better when you replace some of the cards with new cards available in the expansion packs.

Rating: 4.5 / 5

[Board Game Review](#)

Great Strategic Board Game

We tested Towers and Temples with everything from 2 to 6 players and we can strongly recommend the game. The different phases of the game are interesting and intriguing, from bluffing and stealing to site construction and planning. With the variety of cards and scenarios, no two games are ever quite the same. It's a great introduction to the world of strategic board games and role playing.

Rating: 5 / 5

[Gamers Edge](#)

An Incredible Game

The artwork on the cards and the board is excellent and one of the best around. As for play, this game offers lots of strategy, and there are tough decisions to make every turn. It's not only important to select the character that increases your chances for scoring, but also to anticipate the characters the opponents are likely to select, and then hedge against their availability. This causes a lot of unpredictability and deep strategic thinking. However, it can still be played at a more basic level for younger users.

We had a lot of fun with this game and rate it as *Best in its Class*. Highly recommended.

Rating: 10 / 10

[Teetees and Teetles](#)

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games of all types for players of all ages

- [Home](#)
- [Towers and Temples](#)
- [Alliance](#)



Review of Alliance

Game ID: hg211
 List Price: \$22.15
 Media: Board Game
 Release Date: September 14, 2017
 Age: 12+
 Players: 2 - 6
 Time: 60 - 120 minutes

Decide the Fate of the World

The world is at war. **Alliance** challenges you and your opponents to decide the outcome. As one of the world powers battling for supremacy you must lead your country's military drive; but you can't do it alone. You have to form alliances and then betray your allies before they betray you! Decide where to strike, when to strike, and the intensity of the strike. Will it be a bombing raid, an offshore missile barrage, or an invasion with land forces and tanks? Plan your attack, move into enemy territory with your forces and win the conflict.

The economic destiny of your nation is also at stake. Buy armaments and develop secret weapons from your country's economic funds and natural reserves, but be sure to save something for the future.

- Entertainment (7/10)
- Strategy (10/10)
- Innovation (6/10)
- Art Work (5/10)
- Community Engagement (8/10)
- Ease of Set Up (7/10)
- Play Again (5/10)
- OVERALL (6.86/10)

Tedious and Confusing

The list of war simulation games is long. All of them share similar features including the formation of temporary Alliance and battles simulated through random draws of a deck or the roll of the die. **Alliance** offers very little that is new or innovative in that regard.

We found the game to be too drawn-out and confusing. In fact, I dare say we spent more time reading and rereading the rule book than actually playing the game. If you want to read a book on war, we suggest Sun Tzu.

Rating: 1 / 5

[Board Game Review](#)

Decent Game but Many are Better

Alliance is a good war simulation game. We found the game play to be robust and engaging. The rules are long and drawn out but, for anyone with experience in this class of board games, there is little there that's unexpected or difficult. We think the battle simulation cards are some of the best we have encountered.

All of that being said, the competition for this type of game is fierce. There are a lot of established titles with loyal clients. We're not exactly sure where **Alliance** fits in with that group. It's a good game, but not good enough to draw our attention away from games like *Twilight Struggle* and *Global Conflict*.

Rating: 7 / 10

[Twilight Struggle](#)

Fun and Challenging

Alliance is fun game and is sure to appeal to war game enthusiasts. We think it offers several new ideas that we're surprised have not been utilized in other simulation games. The card system and the investment options give the game a "real world" feel.

Things We Liked

- Variety of Battle Scenarios
- Flexible Rules and Setup
- Detail and Historical Accuracy
- Wealth of Expansion Packs

Things We Hated

- Long and Complicated Rule Book
- Setup takes too Long

This is a great game for anyone 16 years or older. Younger players may have trouble with the rules and may be bored

Rating: 4 / 5

[Leisure Board Games](#)







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Your Tasks and Challenges

Do and complete the following as part of applying what you have learned in this topic (this is important for assignment 3 and the final examination - some exam questions may come from this practical work):

1. In your editor, create a folder named, 01-harpe-gaming and create the following blank files inside this folder: index.html, hg_towers.html, and hg_alliance.html

2. Copy into the folder all files, except `hg_text.txt`, from the data files archive that you downloaded above. Your folder must now show the files in the following screenshot:

Name	Date modified	Type	Size
 hg_alliance	26/06/2017 3:52 PM	Chrome HTML Do...	6 KB
 hg_alliance	26/06/2017 3:52 PM	PNG File	60 KB
 hg_logo	26/06/2017 3:52 PM	PNG File	32 KB
 hg_towers	26/06/2017 3:52 PM	Chrome HTML Do...	6 KB
 hg_towers	26/06/2017 3:52 PM	PNG File	42 KB
 index	23/07/2020 5:02 PM	Chrome HTML Do...	3 KB

3. The content of each of the 3 web pages is contained in the file `hg_text.txt` and you can find this inside the archive you downloaded above. *Take some time to review the contents of this file:*
 - a. The Harpe Gaming homepage will have a short introduction to the store and its philosophy and includes contact information for the interested customer.
 - b. The Towers and Temple page and the Alliance page have an overview of each game with the Harpe Gaming's rating and reviews from popular gaming magazines and websites.
 - c. Samantha has also supplied you with the `hg_logo.png`, `hg_towers.png` and `hg_alliance.png` files as images to be used on the Web pages.
 - d. You are free to supplement Samantha's materials with appropriate gaming materials of your own.
4. Once you are familiar with the content that needs to be inserted into the web pages, start creating the HTML5 code for each page.
 - a. For each file, insert the structure of the HTML5 document;
 - b. Include the following:
 - i. The opening `doctype`,
 - ii. `html` element,
 - iii. document `head`, and
 - iv. document `body`.
5. For the document head of each file, do the following (there are no style sheets for this lab practical work, so you do not have to include link to any style sheet files):
 - a. Insert a comment that includes your name and the date and the purpose of each Web page;
 - b. Insert metadata that sets the character encoding used in the file;
 - c. Insert metadata that specifies the page title; and
 - d. Insert a list of search keywords appropriate for the content of each file.
6. Within the document body,, insert a navigation list within a body header that has hypertext links to all three pages in this sample website.
7. Use the content of `hg_text.txt` to populate the content of the three Web pages. The HTML5 markup used in the three Web pages is up to you based on what you learned in this topic. In your Website, there should be at least one example of the following:
 - a. Sectioning elements, including the `header`, `article`, `aside`, `section`, and `footer` elements;
 - b. Grouping elements, including paragraphs, block quotes and lists;
 - c. Test-level elements used to mark single words or phrases from within a grouping element. Include at least one example of the `strong` element and the `em` element.
 - d. An inline image, including appropriate alternate text for the image.

- e. A character symbol inserted using its character name or encoding number;
- f. A hypertext link to:
 - i. An individual's e-mail address;
 - ii. A phone number;
 - iii. A website URL;
- 8. Save your changes to all your web pages and then open them in your browser.
 - a. Verify that the links work as expected when moving between the web pages in
 - i. the web site;
 - ii. When accessing your e-mail program;
 - iii. When accessing external links on the web.
 - b. If you have a telephony application on your computer, test that by clicking the phone link to open that application.
- 9. Now your work is complete.
 - a. Publish your website by uploading all the files into the appropriate folder on your course web site that is hosted by the University.
 - b. You must have received your hosting login account from [Mario Codeniera](#) and so you can use SFTP clients like [FileZilla](#) to upload your website.

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