API: http://www.dnd5eapi.co/

Tutorials Used: <a href="https://graphql.org/learn/">https://graphql.org/learn/</a>

https://www.youtube.com/watch?v=0ZJI4cBS4JM&ab\_channel=WebDevSimplified

https://sayasuhendra.github.io/graphql-js/10-filtering/

https://www.apollographql.com/blog/graphql/filtering/how-to-search-and-filter-results-with

-graphql/

https://www.howtographgl.com/graphgl-js/8-filtering-pagination-and-sorting/

https://graphql.org/learn/queries/

## How I made the site:

I had to come up with which API I wanted to use first. I saw a magic gathering api on the recommended list which made me think of Dungeons and Dragons. I then searched for a D&D api and found the 5th edition API. I wanted to use the API to allow the user to search through all of the spells so I thought in my head a quick settings menu and spell cards that would drop down beneath it.

### Goal:

Create a web page that access a API and allows the user to search through it to find certain spells

#### Audience:

Anyone that likes to play wizards in D&D

### What I would like to include:

Currently I want to include more ways to sort through the spells, as well as more information about all of the spells with better formatting for the description.

# Organization of Content:

I organized the content of my page vertically so you don't have to worry about looking left and right. You can just scroll down and use the ctrl-f function to bring you down to the spell you want if you did a broad search.

#### Image sources:

Leather background →

https://www.wildtextures.com/wp-content/uploads/wildtextures brown-drum-leather.jpg

Parchment Paper Background for spells →

https://www.slidebackground.com/free-image/yellowed-parchment-paper-backgrounds-3663.ht ml

# Special information:

I ended up using graphql for this because my api supported it and I was running into bizarre errors without it because I would have to ping the api hundreds of times to get all of the data.

Grade: I think I should get an A because my project 2 functions (as far as I can tell from writing this) I dabbled in graphqI, and the validator passed my code without errors and 2 warnings.