Front-End Web Programming Proposal – ‘Overwatched’

The proposed web application that I shall be producing is an app for the popular Blizzard Entertainment game, Overwatch. The objective of the application is to be able to able to provide information about Overwatch, without the user actually having to log into their game. They will be able to pick up their mobile device, and find out information such as the heroes that they will play in the game, the game modes that are available to play and also what maps the players are able to play on.

Why is this useful? Simply put, if a user was looking to build a temp composition on a certain map and they didn’t have access to a computer at the time, they can simply jump on to the app and find out all about a certain heroes strength and weakness. In Overwatch, there are 4 main categories that heroes are put into, being ‘Attack, Defence, Tank and Healer’. The heroes will be separated into their own categories so they are easily distinguishable.

The application will start off with basic HTML 5 and I will be looking into using a framework for the CSS part of the project in which will make the application ‘mobile friendly’. Building upon this, JavaScript will be added to make the app more responsive and to add animations to the menus added.