

Project Part 1:

Name: Astora's Archives

Theme:

My project will be themed around the Dark Souls video games. I want to try to create something similar to the information sites currently on the internet, but on a smaller scale. I think to keep it consistent and without overworking myself I will focus on a particular game such as Dark Souls III, rather than its franchise in general. My site would include tabs for various features, such as game lore, in-game weapons and armor, and how it scales with different classes, and where to find bosses, and locations that can include tutorials, a fan page where users can share videos, fan art, and ask questions, and an about page explaining the purpose of the site. With fan art being allowed, you would need to have your own account to post.

1. Home (primary directory)
2. Lore (different areas and people within the games and how they tie into the overarching story and their significance)
3. Weapons and armor (weapons, requirements to wield them, where to find, best class to have it scale with [same with the armor]).
4. Bosses (where the bosses are located, weaknesses, tutorials on fighting them)
5. Fan/community page (allows for users to ask questions and share clips achievements and fan art created [will need an account])
6. About Us (details about the website, why it was created and allow users to write reviews and messages for improvements)

Data Storage:

For data storage will be a lot for the weapons and armor adding things such as the description of the weapon.

Example:

Weapon Name: Zweilhander

Type of weapon: Great sword

Attack power: 125

Durability: D

Scaling: A

Description: description of the Zweihander in the game watered down a bit

Image of weapon: some or of jpg of just the sword,

I would also want some sort of armory where the user would be able to add armors, spells and weapons to a “loadout” and see how each item will scale with the rest of the items put into that loadout, if that also pertains to data storage.