



# WEB DEVELOPMENT ASSESSMENT 2

NAME: JARED KIAN S. CABILANGAN  
STUDENT ID: 04-24-036





# ASSESSMENT BRIEF



## BRIEF



***I was tasked and developed to make a website based on the theme I chose while utilizing what we have learned in class, I did resort to looking up a lot of things and guides online, specifically W3Schools, and looked for inspiration from the actual gaming website and from Pinterest for website layouts. The theme I chose was gaming, however instead of making a regular gaming website, I made it about a character I really like in Wuthering Waves, which was Camellya, I just wanted to make a simple character guide based on her.***

## DIRECTION



***The theme I chose was gaming. The entire concept of the website I made was just about a character guide about a character I like in Wuthering Waves, as I personally love playing the game and the character, how she's written and how she plays, so I wanted to make a simple website based on her, and have a simple guide on how to build her, who she is, what her story is, her gallery of images, and of course, videos of her from the official developer of Wuthering Waves.***

***It took me a lot time to actually decide on how I made the website, specifically on what I'm going based it off from. Because I was mixed in between making it a normal Genshin Impact Website, with short description of the story, but I realized how boring that sounded so I thought it was best to base it off from a character I really like, which was Camellya from Wuthering Waves, it took a lot and a lot of trial and error in making a layout and sketching on how I want the website to be, because I'm not really a good coder, only a designer, but designing it in html and CSS was hard because it was just pure code and not putting the elements in like I'm used to.***





# ASSESSMENT BRIEF



## INTERACTION OVERVIEW



***So, in terms of interaction, I made a <nav> bar as the main header of the website, this is where the user can just press either Home to go back to the main section of the website or any of the ones shown in the header, like if the user clicks the Story text button, it will take them down to the Story section of Camellya, same with the other ones. I also added a button where the user can visit the official website of Wuthering Waves so that if the user is curious about the game, they can click that and download the game if they want to.***

***Another interaction is on the gallery page, where if you hover each image, they will well "hover" and increase their size just a little bit. At the bottom of the page which is the footer, I put links of the privacy policy and terms of use of Kuro Games and copyright if the user is of course, curious about the developer of Wuthering Waves. That's majority of the interaction the user can have on the website.***





# ASSESSMENT BRIEF



## TECHNICAL DESCRIPTION



***Let's breakdown the website I made, through a lot of trial and error and searching from the internet, specifically W3Schools, and searching up inspiration on Pinterest, I never saved the images sadly, I just remembered them from memory.***

### ***Home Section***

***So first, like I mentioned, I made a header with a <nav> inside of it so that the user can go to that section whenever they want, in the .css file of the website, I made sure that the header doesn't just stay there, instead I made it so that it follows the user as they scroll down so that it'll be easier for them to navigate the website.***

***I also added a looping video of Camellya as the main page of the website, because.. it looks nice.***

***Each <a href> links has their corresponding id to the code, it's why the user can easily go to that section as they wish because some parts of my code has an id, such as <section id="Home" class="hero">, that id is connected in the nav, and the class is connected through the .css for styling purposes only.***

### ***Resonator Showcase***

***Below the home section, is the Resonator showcase, which is just a small preview of the splash art of Camellya, who is a 5 star resonator, which means they're a limited-character you can get from the game and can only be obtained through the gacha system of Wuthering Waves. I also based it from the official website itself.***

***I also added a video below Camellya's description so that the users can see what she can do, using the <video> tag inside the <div class="camellya-video-box"> I made, this makes sure that the video stays in that border that I made in the .css file I made, I also made sure it's autoplay, loop, and muted so that the browser can autoplay the video when the user scrolls down to that section.***





# ASSESSMENT BRIEF



## TECHNICAL DESCRIPTION



### Story Section

*On the story section of the website, I added a video as a background using the `<video>` tag inside of the `<section class="story" id="Story">`, so that instead of using an image, it's much more dynamic and looks better too. This section is just a lot of `<p>` tags with the description of Camellya's story and using `<br>` tags to space them out, it's simple.*

### Gallery Section

*This was a bit hard to code in the .css file, but I had help from W3Schools, specifically from this link:*

*[https://www.w3schools.com/howto/howto\\_css\\_zoom\\_hover.asp](https://www.w3schools.com/howto/howto_css_zoom_hover.asp), this genuinely helped me a lot in making the hover image, and edited it to my liking, I also added a border for each image in the css file, in the section.gallery .gallery-grid part of the css file, this makes sure that the images that you see on the website has a border around it, and zooms a bit when the user hovers through the images.*

### Build Section

*I based a lot of this from the website from:*

*<https://wutheringlab.com/character/camellya-build/> and the layout of it is also based from the website itself because it was honestly really hard just to gather information for the character manually and making a layout for it, so I just based the layout from that website.*

*Another note that a lot of the .css coding are based on a lot of things I searched up online, but I honestly could not find them again because I search up a lot of things because I don't really know how to code much, so I always look through online as a guide, but W3Schools has been my main guide through making the website.*





# ASSESSMENT BRIEF



## TECHNICAL DESCRIPTION



### Footer Section

***This section is highly based from the official website of Wuthering Waves. I added this because to avoid any copyright issues because the website I made is of course an unofficial website of Wuthering Waves, and it is used to pay respect to the game itself and the developer, as I am a pretty big fan Wuthering Waves.***

## CRITICAL REFLECTION



***I think that I should've made the webpages like separate because that would make it really unique but I genuinely ran out of ideas on what I could do, because I'm just so nitpicky about website layouts, I wanted to stick to a very simple yet aesthetic layout that fits the game and the character I chose.***

***Another thing I want to improve is on how I code, there's so much lines of code that I think there should've been a better way to optimize the code itself, because that's a lot of coding and I didn't think I needed to code that much just for one scroll-webpage, and also the format on how I code, I got really lazy this time and didn't change most of the variables to how I like it, because working on this genuinely drained me a bit, but it was really fun putting it together, and relying on the websites I mentioned and W3Schools.***

***Another thing I'd want to improve upon is maybe the spacing? I got lazy with the spacing but I felt like something was off with the spacing of each lines of codes, I should've just organized it the way I liked as well.***

***Lastly, the gallery images from the website is kind of broken, I never learned how to fix it because it took so many tries that I just gave up.***

***Some of the images were poorly sized and formatted.***







# ASSESSMENT BRIEF



## WEBSITE VIDEO FILES

**Some files are way too big for GitHub, so I apologize.**

**<https://drive.google.com/drive/folders/IEhlp95NfIO8oCl-evRGoZGL7PkzgneXP?usp=sharing>**

## GITHUB REPOSITORY NAME

**Web-Development---Assessment-2**

## GITHUB REPOSITORY LINK

**<https://github.com/Metron-nome/Web-Development---Assessment-2>**

## SCREENSHOT

