Web Technologies

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0.1 Background

This assignment is about a project that is for creating a simple website using only HTML, CSS & JavaScript and the theme of a website would be "fun" which mean these websites would keep users having a good time for browsing a fun website e.g. online game or puzzles. My website idea is Storytelling RPG where I will create a website that tell the story about a user who is a main character in this story and it will give choices to a user which will determines their fate.

For example, let's say that a user encounter a monster mob and there is four choices that user have to choose one of four choices to defeat mobs so they can move on to the next website page (stage). It will also tell the story along with a user's choices to make a user feel like they actually are a part of this story and ensure that user have a great time while browsing my RPG website.

There will also a few different endings when a user make some choices and these choices could determine their fate so they have to be careful if they don't want to "die" or "deleted" during the story. When they die, they will have to start all over again and make sure that they don't cheat their "death" when they try to go back to a page. While they are doing their adventure, users will meet a few NPCs and they would decide whether they want to talk to them or not, this may lead them to their endings so they either want to talk to them or decide to not talk as they think it may lead to their "death". I won't tell more details about each endings as that would spoil the story so you have to make your own choices in order to reach each ending.

There will be some puzzles to solve in this website so they will try to find the clues to solve a puzzle e.g. ciphers. Also, if they failed to solve a puzzle by choosing one of four or three choices that may be the answer to a puzzle, they will either be "killed" or go back to a specific place or stage (website page). It is quite similar to fighting mobs as users have to be careful when selecting their choices to ensure that users avoid their "death".

I am also going to add dark colours to my website so it will have a creepy and sinister vibes or theme in my story website. So it will make users either become exciting to read the story, puzzles and fighting (for horror fans or video game fans!) or users get scared while reading a story.

0.2 Research

I actually got this idea from favourite video games "Dark Souls" and "The Legend of Zelda". When I think about making a "fun" website, I immediately thought of creating a story website that inspire by two video games and so, my website theme will be similar to both video games. For "Dark Souls", it give me a idea about different endings that created by users when they make their choices on their adventure and for "The Legend of Zelda", it is very good at telling the story in this game so it inspire me to create a story for my website.

I also got another idea from Dark Souls for choosing dark colours that will add to my website to keep it more grim and chilled as these colours were inspiring by Dark Souls so I believe that my website will bring joy to people who are big fans of storytelling.

0.2.1 SimpleMMO

SimpleMMO is a website text-based video game (it does include app in Google Play and App Store) that provides users to travel their own adventure by clicking a "travel" button repeating to gain experience and money. The reason I include this website in my report is because I used to play it before and this is how I got a few ideas come from SimpleMMO to apply to my storytelling website.

0.3 List of Features

Perhaps I could add two torches, one on left and other on right at the main page of my website to give off ** vibes. I also want to try making fires moving on these torches.

0.4　Diagrams

0.5 Sketch

0.6 Project Plan