

# Final Project: Interactive RPG-Style Website

## Project Overview:

This project focuses on creating a **visually engaging and interactive RPG-style website** with seamless animations, immersive UI/UX elements, and a dynamic navigation experience. The website should be **lightweight and optimized for high Lighthouse scores** while maintaining aesthetic appeal.

RPG- Role Playing Game.

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## Core Features & Functionalities

### Landing Page – The Grand Entrance

#### 1. Full-Screen Solid Color Background:

- The website starts with a **single solid background color** (customizable per theme).
- A **blue circular button with a glowing white ring** at the center, giving a **3D floating effect** (using shadow, gradient, and hover animations).

#### 2. Button Interaction & Page Transition:

- When clicked, **two lines emerge from opposite corners**, moving towards the button.
- The button **expands slightly**, and the two lines **slide apart like a door**, revealing a **white page** underneath.

#### 3. Smooth Background Transition:






- After **1 second**, the white page **gradually fades** into an **old RPG-style journey path** background.
- The transition effect should feel like **a journey beginning** (e.g., fading in from mist or parchment paper reveal)

#### 4. Dark Mode Option:

- Users can **toggle between light and dark themes**.

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## Main Navigation Blocks (RPG Menu System)

- The page features **blocks (cards)** representing different sections, such as:
  -  **Locations**
  -  **Map**
  -  **Characters**
  -  **Story**
  -  **Items & Equipment**
- 1. **Hover Effects:**
  - Each block initially has a **solid color fill**.
  - On hover, the block **pops up slightly**, the **color fill vanishes**, and a **blurred background image** appears inside the block.
  - The block slowly **reveals its actual background image**, aligning with the RPG theme.
- 2. **Click Interaction:**
  - Clicking any block **redirects to a new page** dedicated to that section.

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## Characters Page (Dynamic Interactive Showcase)

1. **Grid Layout (Flashcards System):**
  - Minimum **15 characters displayed in a structured grid (rows & columns)**.
  - Each **character is inside a vertical rectangular card** (like a Pokémon card).
2. **Hover Interactions:**
  - As you hover:
    - The **character's card pops up slightly**, adding a **shadow and border effect**.
    - The **name text enlarges slightly** and **extra character details appear** below it.
    - The **character animation starts playing**.
    - The background behind the card **changes from solid white to a blurred image**.
  - When the cursor moves away:
    - The **animation stops at the last frame**, freezing in that position.
3. **Click Interaction:**
  - Clicking a character redirects to their **dedicated full-page 3D showcase**.

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## Character Detail Page (Full-Page 3D Experience)

### 1. Full-Screen 3D Character Display:

- The character is shown in **3D with rotation & zoom controls**.
- A **stats/info panel on the right** displays details like:
  -  **Power Levels**
  -  **Skills & Abilities**
  -  **Location & Lore**
  -  **Affiliations & Story Role**

### 2. Keyboard Navigation:

- **Right Arrow Key** → Moves to the **next character**.
  - **Left Arrow Key** → Moves to the **previous character**.
  - The transition should **feel smooth**, keeping the UI immersive.
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## Location & Map Pages

### 1. Interactive RPG Map:

- A **clickable, interactive map** featuring different locations.
- Each marked location **expands on hover** and **reveals more details**.

### 2. Location Detail Page:

- Clicking a location redirects to a **full-page display** with:
    - **Images, descriptions, and lore**.
    - **Connected characters and events** from the story.
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## Technical Requirements & Best Practices

### ✓ Performance Optimization:

- Lightweight animations (GSAP or CSS animations).
- Lazy loading images & 3D models.
- Optimized assets to maintain **high Lighthouse scores**.

### ✓ Responsive Design:

- Works seamlessly across **desktop, tablets, and mobile**.

- Adaptive UI for different screen sizes.

#### ✓ Modern Technologies:

- Frontend: **vanilla JavaScript**
- Animations: **CSS3**
- Backend: **Not needed**

#### ✓ Enhancements for Aesthetic Appeal:

- **Subtle parallax effects** for depth.
  - **Hover sounds & ambient music** for RPG immersion.
  - **Dynamic lighting/shadows** on characters for a modern feel.
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## Bonus Features (For Extra Edge)



#### Background Music & Sound Effects:

- Background themes that **change based on the section**.
- Button clicks, hover interactions, and transitions have **subtle sound cues**.



#### Game-Like Animations:

- Idle character animations on pages.
  - Smooth **page transitions like RPG scene changes**.
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## Final Thoughts & Submission Criteria

- The website should feel immersive and polished.
- Every interaction should be smooth and responsive.
- Lighthouse score should remain optimized for high performance.
- Animations and transitions should not affect page load speed.
- The project should be tested across multiple devices and browsers.
- **You will also have to explain the project code to the instructors.**

#### ◆ Best Example for Developers:

- **Pokémon RPG Info Websites** (due to easily available data).
- Developers can **choose their own RPG theme and characters**.



 **Get Creative & Make it Awesome!** 

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### **Final Caution Note – Stay Active & Enjoy the Process!**

As we dive into this **exciting RPG-styled website project**, here's a small reminder:

- ♦ **Stay active in the group** – all updates, discussions, and support will happen here.
- ♦ **Don't stress or feel pressured** – this is a learning experience, so enjoy the process!
- ♦ **Collaboration is key** – ask questions, share ideas, and help each other.
- ♦ **If you face any challenges, reach out!** We're all here to build something amazing together.

This project is meant to be **fun, engaging, and a great opportunity to learn**—so make the most of it!  

**Let's create something incredible.**   **Happy coding!** 

 **GitHub Repository for Reference:**

<https://github.com/RaoAviralYadav/From-Code-to-Creation>