

System description

- The Realm of the Mad God Collection tracker was created to provide players of the video game (Realm of the mad god) a new way to track their equipment collection.
- The website was developed using HTML, CSS, JavaScript and Vue.js.
- The website includes features like input bindings, @media rule to change some CSS styles when screen size changes, video, and audio implementation as well as Vue lists.

Challenges

- Vue lists
 - One major challenge was working with Vue and JavaScript in order build the checklist feature.
 - Vue was required to build lists containing the images of the items, then using v-for to render the list.
- Checklists within collection playlists
 - All the collections pages use Vue lists to display the images of the items.
 - The challenge I found was creating a function in which changes the value of the opacity when clicked.
 - I believe there would be a more efficient way of completing this feature without creating a separate function for each item.

Deviation from proposal

Features changed

- Index page
 - The about page contains a summary if the website purpose and role regarding Realm of the Mad God instead of the index page.

Features pushed to next phase

- Completion tracker
 - There was no feature added which tracks the percentage of items collected.
 - This feature would be added later if I had more time.
- Item details
 - There were no items added with there drop location and other item statistics.

Coding Concept requirements

Form input binding

- The contact page and login page both contain input bindings which display the text as the user types into the text input.

```
38 <h3>Contact us regarding bugs or other questions:</h3>
39 <div class="center_time">
40 <div id="email">
41 <input v-model="message" placeholder="email" id="login_input" />
42 <p>Email: {{ message }}</p>
43 </div>
44 <script>
45   var app = new Vue({
46     el: '#email',
47     data: {
48       message: ''
49     }
50   })
51 </script>
52 <br><br>
53 <div id="topic">
54 <input v-model="message" placeholder="Topic" id="login_input" />
55 <p>Topic : {{ message }}</p>
56 </div>
57 <script>
58   var app = new Vue({
59     el: '#topic',
60     data: {
61       message: ''
62     }
63   })
64 </script>
65 <br>
66 <div id="message">
67 <input placeholder="Message" id="message_input"/>
68 </div>
69 <br><br>
70 <button id="login_button">Send</button>
```

```
38 <h3>Login:</h3>
39 <!-- login detail section-->
40 <div class="center_time">
41 <div id="username">
42 <input v-model="message" placeholder="Username" id="login_input" />
43 <p>Username : {{ message }}</p>
44 </div>
45 <script>
46   var app = new Vue({
47     el: '#username',
48     data: {
49       message: ''
50     }
51   })
52 </script>
53 <br><br>
54 <div id="email">
55 <input v-model="message" placeholder="Email" id="login_input"/>
56 <p>Email : {{ message }}</p>
57 </div>
58 <script>
59   var app = new Vue({
60     el: '#email',
61     data: {
62       message: ''
63     }
64   })
65 </script>
66 <br>
67 <div id="password">
68 <input placeholder="Password" id="login_input" type="password"/>
69 </div>
70 <div>
71 <p>Remember me</p>
72 <input type="checkbox">
73 </div>
74 <br><br>
75 <button id="login_button">Login</button>
76 </body>
77 </html>
```

List rendering

- This feature was utilized within the collections pages to display the item images. The id of the image is also added along with the image source.

```
60 new Vue({
61   el: '#app',
62
63   data: {
64     items: [
65       {
66         img: "../weapons/daggers/t0_dagger.png",
67         id: "1",
68       },
69     ],
70     {
71       img: "../weapons/daggers/t1_dagger.png",
72       id: "2",
73     },
74     {
75       img: "../weapons/daggers/t3_dagger.png",
76       id: "3",
77     },
78     {
79       img: "../weapons/daggers/t4_dagger.png",
80       id: "4",
81     },
82     {
83       img: "../weapons/daggers/t5_dagger.png",
84       id: "5",
85     },
86     {
87       img: "../weapons/daggers/t6_dagger.png",
88       id: "6",
89     },
90     {
91       img: "../weapons/daggers/t7_dagger.png",
92       id: "7",
93     },
94     {
95       img: "../weapons/daggers/t8_dagger.png",
96       id: "8",
97     },
98     {
99       img: "../weapons/daggers/t9_dagger.png",
100      id: "9",
101    },
102    {
103      img: "../weapons/daggers/t10_dagger.png",
104      id: "10",
105    },
106  ]
107 }
```

```
41 <div id="app">
42   <h2 class="collection_headings">Daggers</h2>
43   
```

State transitions

- The navigation links used transitions to change the colour of the words when the mouse hovers over them.

```
66 .link {
67   position: relative;
68   display: flex;
69   align-items: center;
70   text-decoration: none;
71   transition: all 0.3s ease-in-out;
72   color: white;
73   font-family: Sans-serif;
74   font-size: 22px;
75   padding: 10px;
76 }
77
78 .link:hover {
79   color: #C6ACBF;
80 }
81
82 }
83
84
85 ul {
86   text-align: center;
87 }
```

```
23 <div class="dropdown">
24   <li class="parent"><a class="link" href="#">Collections</a></li>
25   <div class="dropdown-content">
26     <a class="link" href="./weapons.html">Weapons</a>
27     <a class="link" href="./armor.html">Armor</a>
28     <a class="link" href="./rings.html">Rings</a>
29     <a class="link" href="./abilities.html">Abilities</a>
30   </div>
31 </div>
```