Building: Dead Rising Cheat Sheet Website – Frank West's War Journal

Mission

Create a web-based cheat sheet for the Dead Rising (2006) video game with detailed info about weapons, characters, missions, survivors, and secrets.

Audience

Fans and players of the game, looking for quick references or in-depth guides.

Inspiration

The person who made this website: [The Binding of Issac Platinum God](#) . Also, the love of video games and programming!

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Chapter 1: Pre-planning and Overview!

1.1 Purpose

The reason for me to create this website is to test myself with project management, tools that are accessible through free use, how passionate enough am I when it comes to programming, and to improve my researching abilities when I'm asked to do things on my own.

      I noticed, in the real world, a lot of people do not have mentors to guide them into careers that could help them improve their skills at whatever path they take, whether that is a tech career or lifestyle changes. We, I, need to learn everything by ourselves/myself as that's the only way to go about living life. You must be the one who wants to make changes and stop spewing verbal "what-ifs" but ACT. This project is an example of that. Even if I fail or pass this, what matters is what you learned from all of this and what to do better for the next time!

1.2 Target Audience

      This is obvious, and I will restate the mission:

Fans and players of the game, looking for quick references or in-depth guides.

I'm expecting people to use this after a playthrough or want to do a one-&-done walkthrough of this game. Knowing how gamers like playing with numbers to progressively be better at games love seeing statistics on how things work, and I know a lot of people would enjoy this!

Demographic I aim this website for:

- **Casual players** who want to know which weapons are best.
- **Hardcore fans** who want to complete the game 100%
- **Speed runners** or **achievement hunters** who need quick access to stats, locations, or mission details.
- **New players** discovering the game for the first time.

Knowing this, I can prioritize features:

- Quick filters and search are important
- Simple UI (not overwhelming with just text)
- Mobile access for faster use.

1.3 Content Scope

Sections that I want to include for people to interact with:

- Weapons
- Survivors
- Bosses
- Items
- Secrets

I believe this is enough content to start myself off with expanding the website.

1.4 Features

Must-Have Features:

- Categorized item database (weapons, characters, etc.)
- Images, names, and descriptions for each item
- Search Bar to find entries quickly
- Responsive Design (mobile-friendly)

Future/Later Ideas Features:

- Categorized item database (weapons, characters, etc.)
- Images, names, and descriptions for each item
- Search Bar to find entries quickly
- Responsive Design (mobile-friendly)
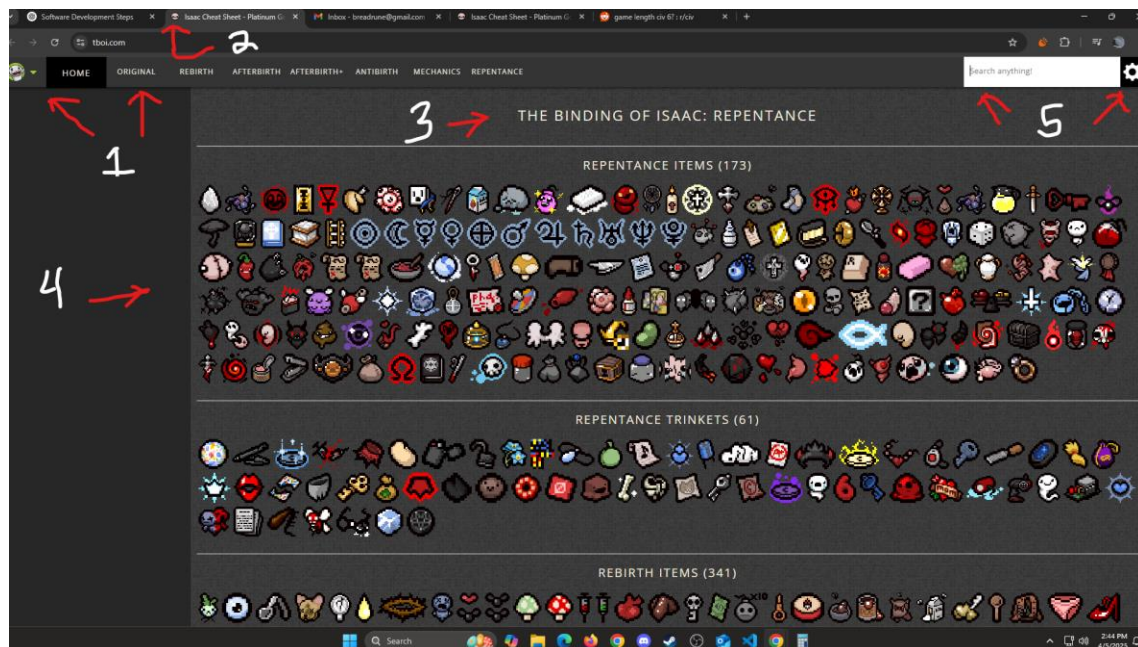
1.5 Look at your inspiration

Figure 1

So, I'll begin looking at and explaining what I'll need to figure out and implement from figure 1 shown in previous page. Starting by order of numbers shown:

1. I'll need to create a nav-bar that will direct the user to:

   - Homepage
   - Weapons
   - Characters
   - Guide
   - About / FAQ
   - Search Bar

2. Create an Icon & Titles for each page.
3. Create a structure that is well organized by filter.
4. Need a way to store lots of data that has important information about each weapon when called or hovering by cursor.
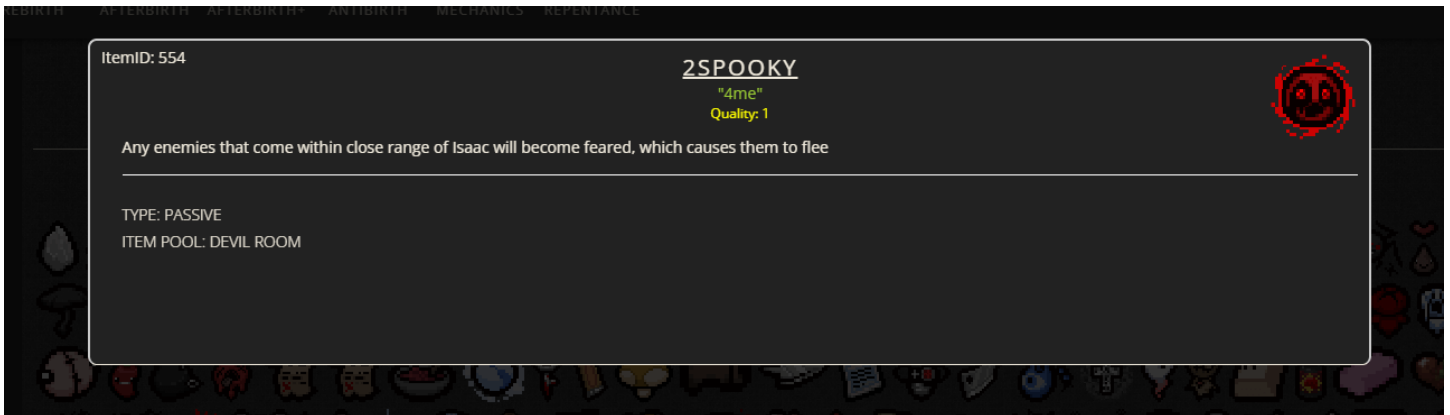5. Accessibility and Searching feature (mentioned from number 1)

Figure 2

Additional to Step 5, Any detail when hovering will also be displayed in a content box.

Chapter 2: Requirements Gathering!

For me to build this website, I need to have a solid foundation. So, I had ChatGPT generate a general idea on how I should go about doing this. Here is the suggested product:

Category   **Tech**

Framework	React (for dynamic UI)
Styling	Tailwind CSS (for fast, responsive styling)
Routing	React-Router-dom (for multiple pages/categories)
State (optional)	React hooks/ context or Redux
Hosting	Vercel / Netlify (free, GitHub Integration)
Data Storage	JSON Files (static data for now)
Version Control	Git + GitHub

This example should put me in the right direction, although ChatGPT is NOT doing it for me (of course), so I know exactly what I should do when researching and to make the necessary steps for how I should plan my timeline next!

The timeline consists of 5 weeks of work, that being (1 month):

- Week 1: Plan, gather data, make mockups
- Week 2: Set up React project and homepage
- Week 3: Create components and display weapons (more on this later)
- Week 4: Add search, filters, and more categories
- Week 5: Polish UI, test, and deploy!