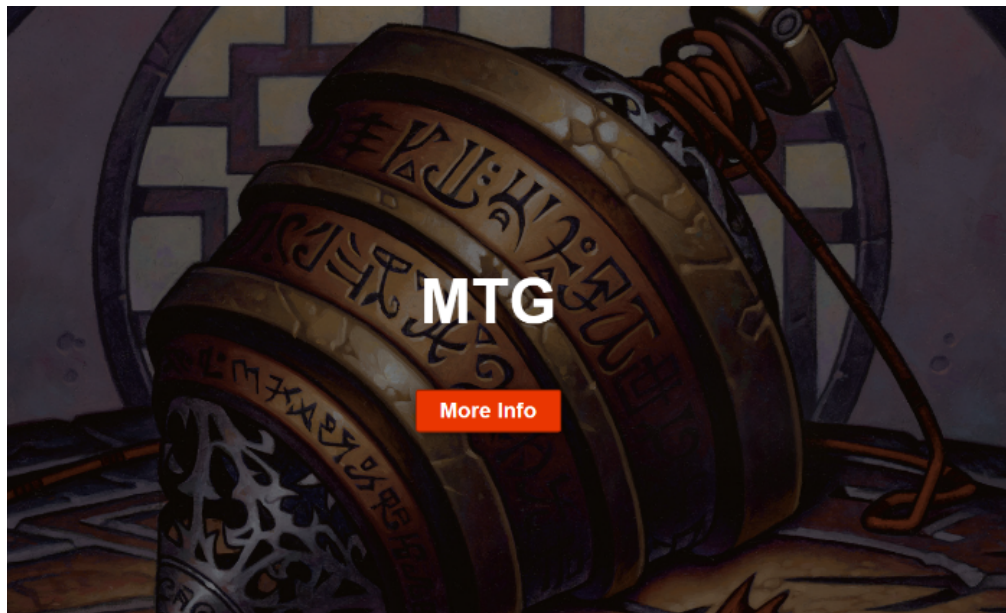


Práctica de WEB



Nombre Asignatura: Programación WEB
Modulo Asociado: 1º Videogames Programming (Computing)
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1.-Rundown

The main structure of the site is structured in general as follows:

- Index
 - Colors
 - White
 - Blue
 - Black
 - Red
 - Green
 - Characters
 - Gideon Jura
 - Jace Beleren



- Liliana Vess
- Chandra Nalaar
- Nissa Revane
- Planes
 - Innistrad
 - Ravnica
 - Dominaria
 - Theros
 - Ixalan
 - Kamigawa
- Story
- CV
- Contact
- Privacy Policy

Each individual page is structured roughly as follows:

```
<html>
  <body>
    <header>
      <navbar></navbar>
    </header>
    <content></content>
    <footer></footer>
  </body>
</html>
```

Some of the pages have their individual CSS styles but all of them share the styles.css stylesheet.

1.1 Header

The header contains the navbar and the navbar has 5 anchors that redirect you to different places the logo redirects to the homepage, and every other one redirects to a page with the same name as the link and on phones the nav bar instead of being displayed in columns it is displayed in rows. This navbar is shared across all pages and depending on the page you are located currently the link highlights itself to let you know where you are located in the page.



1.2 Footer

The footer contains the credits, copyright and has three different links, one for the contact form, one for the privacy policy and one that sends the user back to the stop to make their navigation around the page easier. The design is very similar to the navbar and is also present on all of the pages.

1.3 Index

The main page is divided into 5 different sections, the first one is a hero image that has a hyperlink to the second section in which there is a little description about the game of Magic: The Gathering and philosophy of the game with a background image that



disappears if you look at the page with a small screen. The third section is the explore page, where you can click one of the different links that will send you to the planes page and first you will be able to read a bit of information about the different planes. This section has three different cards with low opacity so you can appreciate the background image. The choose a character section has some of the most important characters in the game and has some custom javascript that changes the background image when hovered and when clicked it send you to the respective character section in the characters page, this works very similar in small screens but instead of having a background that simulates being a normal image in small screens the background image acts as expected and the last section is another hero image with a link that helps you find a sponsored store so you can play official events or buy official product of the game and enjoy the game with other players.

1.4 Colors

The colors page is a very simple page that is actually only one section that changes background image when you click the different mana symbols, when you do click one of the mana symbols the background image will change, a textbox will be displayed and a image of the respective card that accompanies the background image will be displayed unless you are using a small screen, because if you are on a small screen the image will not be displayed so your screen is less cluttered. All of these changes are allowed because I created a custom javascript that displays the textboxes and images.

1.5 Characters

This page has 5 different sections one for every color and one main character of that respective color always in the same order WUBRG (white,blue,black,red and green) this page is way simpler, it only has one background color with a title and some text explaining what that character has done and a bit of background information, for example their philosophy and the way they planeswalk, this page is only affected by styles, no javascript involved.

1.6 Planes

The planes page has probably the same amount of javascript as the colors page, the key difference is that the planes page has some outsourced code and styles which is primarily the image gallery and some of the javascript that makes the gallery work, the only problem with that javascript is that it was not enough so i had to write some extra code that injected the text in the document and when you change image the text changes with it. The gallery has two different sized images, one is the image at the maximum size and the other is a gallery with six different images at a reduced resolution, when you click the small image, the text and the big image will change.

1.7 Story

The story page is a simple page that has an image that covers the whole page with the title that says "story" then the title of a short story is displayed with a little tag that displays magic story in a purple background and next to it the name of the author of the short story. First there is a little paragraph followed by an image that has a special container that i got from the official MTG that helps the image behave responsive in a very satisfying way and the image also has the best style of any image in my webpage.

1.8 Contact/Privacy Policy

The contact page is a form that sends the contents of the forms to my email and the privacy policy is a page that displays the information agreement and what I will do with your information.

2.- Custom CSS styles

2.1 Styles.CSS



The styles are self made, the media label is used to make the page responsive and I have one container class that separates my styles so I have everything neatly organized.

2.2 Mana-Cost.CSS

This is a completely foreign stylesheet I found that was made by some fans of the game, it humped so much because it had all of the Magic logos in different sizes that could be used in span labels which I used for the colors page in specific.

2.3 Planos.CSS

This CSS is mostly outsourced and it contains the styles for the gallery in particular the style is not custom made i only customized little aspects that needed some tweaking that made the page look the way I wanted.

2.4 Story.CSS

This CSS just adds a background color to “the magic story” text and adds a bit of style to the images so it behaves the way i want on smaller screens and aligns it to the center with a bit of margin mainly focusing on giving it a min height which makes the figure wrap without losing most of its shape.

3.- Custom Javascript

3.1 javacito.js

This javascript code is the one that the colors page uses, what it mainly does is on click hide all textboxes except one, hide all images except one and change the background image to the desired one it also hides all the images if you resize the window small enough in order to prevent the image any resizing problems or the image shifting text in smaller screens. And it also loads the listeners used in the home page that are responsible for knowing when a user hover over the text of the characters. I made this using javascript instead of the on hover css function because what was being changed was a background image even if the user did not notice and using the on hover did not work the way i wanted so i wrote some custom javascript that works like a charm.

3.2 planitos.js

This javascript handles the gallery which is not original code but I changed the code so it wrote entire paragraphs when you changed the image in order to give more context to the users about the image they are watching.

4.- Postmortem

4.1 Features

Utilized media queries to adapt the webpage layout for different screen sizes.
Implemented responsive images, ensuring optimal display on various devices without compromising loading times.
Improved font scaling and spacing to maintain legibility across different screen resolution



4.3 Was not able to add

Detailed sections on various aspects of Magic the Gathering, including card types, gameplay mechanics, and popular tournaments.
A gallery of card images, allowing users to explore different card sets visually.
A search functionality to help users find specific cards, rules, or strategies efficiently.
A community forum where users can discuss gameplay strategies, card interactions, and share their experiences.
Adjusted the navbar to collapse into a hamburger menu on smaller screens, allowing efficient navigation.

4.3 Challenges Faced

Time Constraints: The project had a tight deadline, which limited the amount of content that could be added and thoroughly reviewed.
Data Gathering: Ensuring accuracy and completeness of the card information, rules, and strategies required extensive research and validation.
Cross-Browser Compatibility: Ensuring consistent behavior and appearance across different web browsers proved to be challenging due to varying CSS rendering.
Lessons Learned:

Thoroughly testing the webpage across different browsers, devices, and screen resolutions can help identify and address compatibility issues early on.

5.-Bibliography Components

[CSS Navigation Bar \(w3schools.com\)](#)
[How To Create a Fixed Menu \(w3schools.com\)](#)
[How To Create a Hero Image \(w3schools.com\)](#)
[How To Create a Slideshow \(w3schools.com\)](#)
[How To Create a Responsive Sidebar \(w3schools.com\)](#)
[How To Add a Favicon in HTML \(w3schools.com\)](#)
[How To Create a Contact Form with CSS \(w3schools.com\)](#)
[HTML footer Tag \(w3schools.com\)](#)
[How To Display an Element on Hover \(w3schools.com\)](#)
[HTML DOM Style display Property \(w3schools.com\)](#)
[How To Hide Scrollbars With CSS \(w3schools.com\)](#)
[How To Create a Smooth Scrolling Effect \(w3schools.com\)](#)
[HTML button tag \(w3schools.com\)](#)
[HTML Text Formatting \(w3schools.com\)](#)

Story

[Magic: The Gathering | Official site for MTG news, sets, and events \(wizards.com\)](#)

Privacy Policy

[Free Privacy Policy Generator - TermsFeed](#)

JavaScript

[JavaScript Examples \(w3schools.com\)](#)
[JavaScript Events Examples \(w3schools.com\)](#)

CV

[How To Create an Online Resume \(w3schools.com\)](#)



External Links

[Events Search | Wizards Store & Event Locator | Wizards Store & Event Locator](#)

Navbar

[Magic: The Gathering | Official site for MTG news, sets, and events \(wizards.com\)](#)

Images

[MTG ART - The Art of Magic: the Gathering \(artofmtg.com\)](#)

Planes

[MTG Story, Planes, and Planeswalkers | Magic: The Gathering \(wizards.com\)](#)

Colors

[Mana | Andrew Gioia](#)

Story

[Azusa's Many Journeys | MAGIC: THE GATHERING \(wizards.com\)](#)

Excerpts

Index

[Magic: The Gathering for Beginners: What You Should Know \(screenrant.com\)](#)

[Ixalan | Magic: The Gathering \(wizards.com\)](#)

[Innistrad | Magic: The Gathering \(wizards.com\)](#)

[Ravnica | Magic: The Gathering \(wizards.com\)](#)

Colors

[White - MTG Wiki \(fandom.com\)](#)

[Blue - MTG Wiki \(fandom.com\)](#)

[Black - MTG Wiki \(fandom.com\)](#)

[Red - MTG Wiki \(fandom.com\)](#)

[Green - MTG Wiki \(fandom.com\)](#)

Planes

[Dominaria | Magic: The Gathering \(wizards.com\)](#)

[Innistrad | Magic: The Gathering \(wizards.com\)](#)

[Ixalan | Magic: The Gathering \(wizards.com\)](#)

[Ravnica | Magic: The Gathering \(wizards.com\)](#)

[Ravnica | Magic: The Gathering \(wizards.com\)](#)

Story

[Azusa's Many Journeys | MAGIC: THE GATHERING \(wizards.com\)](#)