Bloodborne Introduction

For my website, I think I am going to

change up a bit from the portfolio or showcase website. The new idea will be a comprehensive introduction of the game *Bloodborne*. From the overall walkthrough of the game, to the details of how to successfully beat every single boss to how to obtain essential game items that are usually quite difficult to find. The goal will be presenting the complete game content, since the game is quite time consuming in terms of how many tasks the main character needs to fulfill in order to reach the end.

Content outline

Homepage - where all the functions of buttons that serve as a navigation tool will be on this page.

Sub pages - this will be the sub pages - character equipment, weapons, bloodstones(use for weapon updates), special pellets(beast blood pellet)- that contains a variety of tasks and rewards that the player can take(I am going to include videos).

Outside links - links to other videos or methods of doing the same thing, providing new ways to the viewer and present vasality of the game once again.