

HOW Games

(The History of Open World Games)

Team 8

Aidan Brown, Brandon Leung, Luke Magnotta,
Rudhnan Habib

Description: What is HOW Games?

Our website provides users with a look at the history of games that have had an impact on the open world genre. An open world game is a game that features a world in which every space of the game is connected somehow, like Hyrule in Zelda games or The Lands Between in Elden Ring. Our index page is that of a centralized timeline, listing games in chronological release order, giving both an image of the game or its logo, and its release date. If users are to click on one of these images, they are brought to a new page containing information about that game. This page features the previous information, plus a brief description, audio, and link to a website containing more information about the game (Some of these features are not yet implemented within this patch, for an example of what information would be presented on each page, check out the page for The Legend of Zelda: Ocarina of Time. This is due to both the search for a way to download mp3s from youtube safely, and general time management.) The website also features a random page link on the index page, where if clicked, the user is brought to a random page for a game.

List of HTML elements used:

- `<p>`
- ``
- `<div>`
- `<body>`
- `<head>`
- `<title>`
- ``
- `<h1>`
- `<h3>`
- `<a>`
- `<audio>`

What appearance modifications would we like to apply to our initial HTML webpage?

- We would like to make it so most images have a standardized size,
- The placement of certain elements within our index page is a bit wonky, so we need to fix that with CSS
- Background colors and text colors must be implemented
- For the game index page, a layout more akin to this example is what we want: ----->
- General formatting changes will be implemented to more closely resemble the final wanted look for the website

