Assassin's Creed Wiki - Student Project

A beginner-friendly static website built with vanilla HTML, CSS, and JavaScript to showcase Assassin's Creed games, characters, and timeline.

🎯 Project Goals

This project helps you learn:

- Semantic HTML structure

- CSS layout with Flexbox and Grid

- Vanilla JavaScript DOM manipulation

- Fetch API for loading data

- Responsive web design

- Web accessibility basics

- localStorage for saving user preferences

📁 File Structure

```
ac-wiki/
├── index.html          # Homepage
├── games.html          # All games list
├── game-detail.html    # Individual game details
├── characters.html     # Characters page with filters
├── timeline.html       # Release timeline
├── css/
│   ├── style.css       # Main styles and variables
│   ├── components.css  # Component-specific styles
│   └── responsive.css  # Mobile/tablet breakpoints
├── js/
│   ├── main.js         # Entry point
│   ├── data-loader.js  # JSON data loading
│   ├── render.js       # HTML rendering functions
│   ├── search.js       # Search functionality
│   ├── nav.js          # Navigation menu
│   └── bookmarks.js    # localStorage bookmarks
├── data/
│   └── ac_wiki.json    # All game/character data
├── img/
│   └── (add your images here)
└── README.md
```

🚀 Getting Started

Step 1: Set Up Your Files

1. Create a folder called `ac-wiki`

2. Copy all the provided files into this folder following the structure above

3. Create an `img` folder (images are optional for now)

Step 2: Open the Site

Simply open `index.html` in your web browser:

- **Chrome/Edge**: Right-click → Open with → Chrome

- **Firefox**: Right-click → Open with → Firefox

- Or drag `index.html` directly into your browser

No server required! The site works entirely in the browser.

Step 3: Test the Features

- ✅ Navigate between pages using the menu

- ✅ Use the search bar to find games or characters

- ✅ Click on a game card to view details

- ✅ Filter characters by game

- ✅ Try the mobile menu (resize your browser)

- ✅ Bookmark a game (saved in localStorage)

🖼️ Adding Images

Option 1: Use Placeholders (Recommended for Learning)

The site automatically uses placeholder images if real images are missing. No action needed!

Option 2: Add Your Own Images

1. Create folders in `img/`:

   - `img/` (for game covers and character portraits)

2. Save images with names matching the JSON file:

   - `ac1.jpg`, `ac2.jpg`, etc. for games

   - `altair.jpg`, `ezio.jpg`, etc. for characters

3. **Important**: Only use images you own or have permission to use

Where to Find Free Images

- Your own game screenshots (if you own the games)

- Public domain historical images from Wikimedia Commons

- Creative Commons licensed fan art (with attribution)

- **DO NOT** use official Ubisoft promotional materials

✅ Testing Checklist

Before submitting your project, check:

Functionality (60%)

☐ All pages load without errors
☐ Navigation links work
☐ Search finds games and characters
☐ Filters work on games and characters pages
☐ Game detail page loads with URL parameter (`?id=ac1`)
☐ Timeline displays events in order

Code Quality (20%)

☐ HTML is properly indented
☐ No JavaScript errors in console (F12 → Console)
☐ CSS is organized and uses variables
☐ Functions have clear names and comments

Accessibility (10%)

☐ Can navigate entire site with Tab key
☐ All images have alt text
☐ Focus indicators are visible
☐ Forms have proper labels

Responsiveness (10%)

☐ Works on mobile (375px width)
☐ Works on tablet (768px width)
☐ Works on desktop (1920px width)
☐ Hamburger menu works on mobile

🐛 Common Issues & Solutions

Issue: JSON data doesn't load

- **Solution**: Make sure `data/ac_wiki.json` exists and has no syntax errors
- Open browser console (F12) to check for error messages

Issue: Images don't show

- **Solution**: This is okay! Placeholders will show automatically
- If you added images, check the file paths match the JSON

Issue: Search doesn't work

- **Solution**: Make sure all JavaScript files are linked in the HTML
- Check console for errors

Issue: Mobile menu doesn't open

- **Solution**: Check that `nav.js` is loaded
- Make sure the hamburger button has class `nav-toggle`

🎨 Customization Ideas

Once your site is working, try:

- [ ] Change the color scheme in `css/style.css` (CSS variables at top)
- [ ] Add more games to the JSON file
- [ ] Create a favorites page showing bookmarked items
- [ ] Add a dark mode toggle
- [ ] Implement sorting on the games page
- [ ] Add smooth animations to cards

📚 Learning Resources

- **HTML**: MDN HTML Guide
- **CSS Flexbox**: CSS Tricks Flexbox Guide
- **CSS Grid**: CSS Tricks Grid Guide
- **JavaScript**: MDN JavaScript Guide
- **Fetch API**: MDN Fetch API

⚖️ Copyright Notice

This is a fan project for educational purposes only. Assassin's Creed is a trademark of Ubisoft Entertainment. This project is not affiliated with, endorsed by, or connected to Ubisoft.

Important: Do not include copyrighted materials:

- ❌ Official game logos
- ❌ Promotional artwork from Ubisoft
- ❌ Text copied from official wikis
- ❌ Game soundtracks or videos

Only use content you have created yourself or have proper rights to use.

📝 Grading Rubric Summary

Category	Points	Key Checks
Functionality	60	All features work, data loads, navigation functional
Code Quality	20	Clean HTML, organized CSS, readable JavaScript
Accessibility	10	Semantic tags, keyboard navigation, alt text
Responsiveness	10	Works on mobile, tablet, and desktop

Total: 100 points

🎓 Next Steps

After completing this project:

1. Deploy your site to GitHub Pages (free hosting)
2. Add more advanced features (animations, dark mode)
3. Learn a framework like React or Vue
4. Build a similar project with a different theme

💡 Tips for Success

1. **Start small**: Get one page working before adding features
2. **Test often**: Open your site in the browser after every change
3. **Use the console**: F12 opens developer tools to see errors

4. **Comment your code**: Future you will thank present you

5. **Ask for help**: Use the resources above or ask your instructor

Good luck with your project! 🚀