

Description

Website URL: <https://bkwong1990.github.io/FarawayFansite/index.html>

Github repo: <https://github.com/bkwong1990/FarawayFansite>

This is a fansite for the PC Action RPG, *Faraway Story*, which includes an index page, a page describing the characters, and a page describing the game's mechanics.

Validation

This is a bit of a gray area for me, since I managed to get the three pages to validate, but the validator doesn't account for Javascript changing the DOM. Additionally, I tried to validate the CSS, which found errors in Bootstrap's CSS. Aren't these people supposed to be professionals?!


Nu Html Checker

This tool is an ongoing experiment in better HTML checking, and its behavior remains subject to change

Showing results for <https://bkwong1990.github.io/FarawayFansite/index.html>

Checker Input

Show ☐ source ☐ outline ☐ image report

Check by 

<https://bkwong1990.github.io/FarawayFansite/index.html>

Document checking completed. No errors or warnings to show.

Used the HTML parser. Externally specified character encoding was utf-8.

Total execution time 40 milliseconds.

.....

Nu Html Checker

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Showing results for <https://bkwong1990.github.io/FarawayFansite/characters.html>

Checker Input

Show ☐ source ☐ outline ☐ image report

Check by

<https://bkwong1990.github.io/FarawayFansite/characters.html>

Document checking completed. No errors or warnings to show.

Used the HTML parser. Externally specified character encoding was utf-8.

Total execution time 67 milliseconds.

Nu Html Checker

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Showing results for <https://bkwong1990.github.io/FarawayFansite/mechanics.html>

Checker Input

Show ☐ source ☐ outline ☐ image report

Check by

<https://bkwong1990.github.io/FarawayFansite/mechanics.html>

Document checking completed. No errors or warnings to show.

Used the HTML parser. Externally specified character encoding was utf-8.

Total execution time 106 milliseconds.

Responsiveness?

Index page on a fairly narrow viewport.



Sample Gameplay Video



About me

Site made by Bradley Wong w/
Bootstrap 4 framework.

Contact: bkwong1990 at gmail dot com

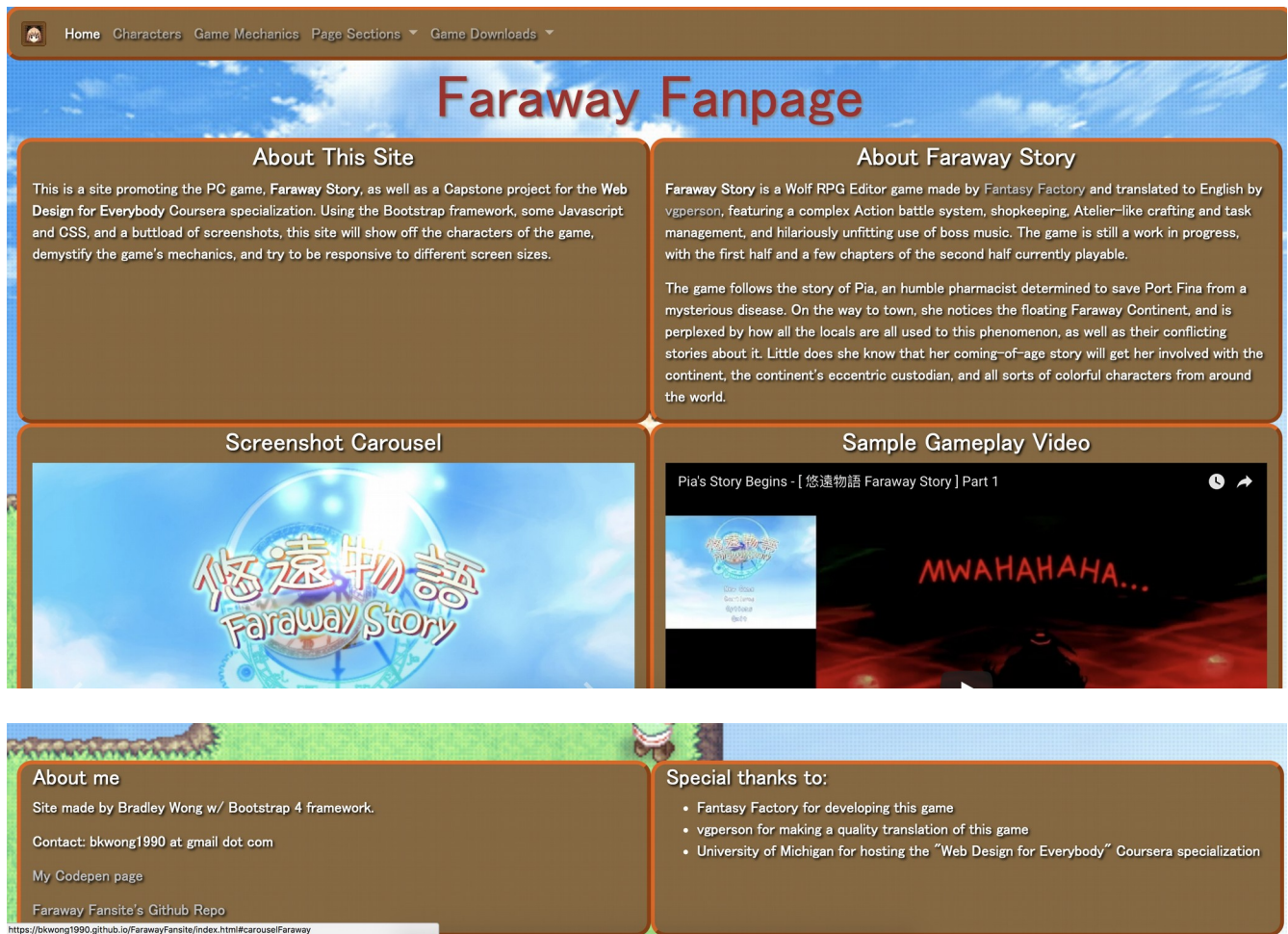
[My Codepen page](#)

[Faraway Fansite's Github Repo](#)

Special thanks to:

- Fantasy Factory for developing this game
- vgpersion for making a quality translation of this game
- University of Michigan for hosting the "Web Design for Everybody" Coursera specialization

Index on wider viewport



Character page on narrow viewport. The page is pretty long, but this is what a single character section looks like. Notice that the table gets its own horizontal scroll bar.

Pia




Name	Occupation	Origin	Re Ch
Pia	Pharmacist	Memoril Village	Ch
Main Element	Weapon	Hyper Special	Fir
Water	Any	Element Zero	Es

Description

Pia is a pharmacist-in-training who sets up shop in Port Fina. She has high hopes for curing the townspeople of a rare disease, but ends up biting off more than she

Character page on wider viewport. It's hard to tell due to the downscaled resolution, but the table still has its cell borders.

Pia



Description

Pia is a pharmacist-in-training who sets up shop in Port Fina. She has high hopes for curing the townspeople of a rare disease, but ends up biting off more than she can chew, prompting her to seek training in combat, magic, crafting, and pretty much every subject that could aid her in being a shopkeeper.

Combat Role

Pia's strong stats are MAG and DEF while her weak stats are her AGI and CRI. She can equip any weapon type and has decent ATK, but it pays off for the player more in the long run to play Pia as a mage due to her Hyper Special and her ability to learn spells from all elements except Light, Dark, Ruin, and Life. To that end, you may want get her element graph changed in order to match your playstyle.

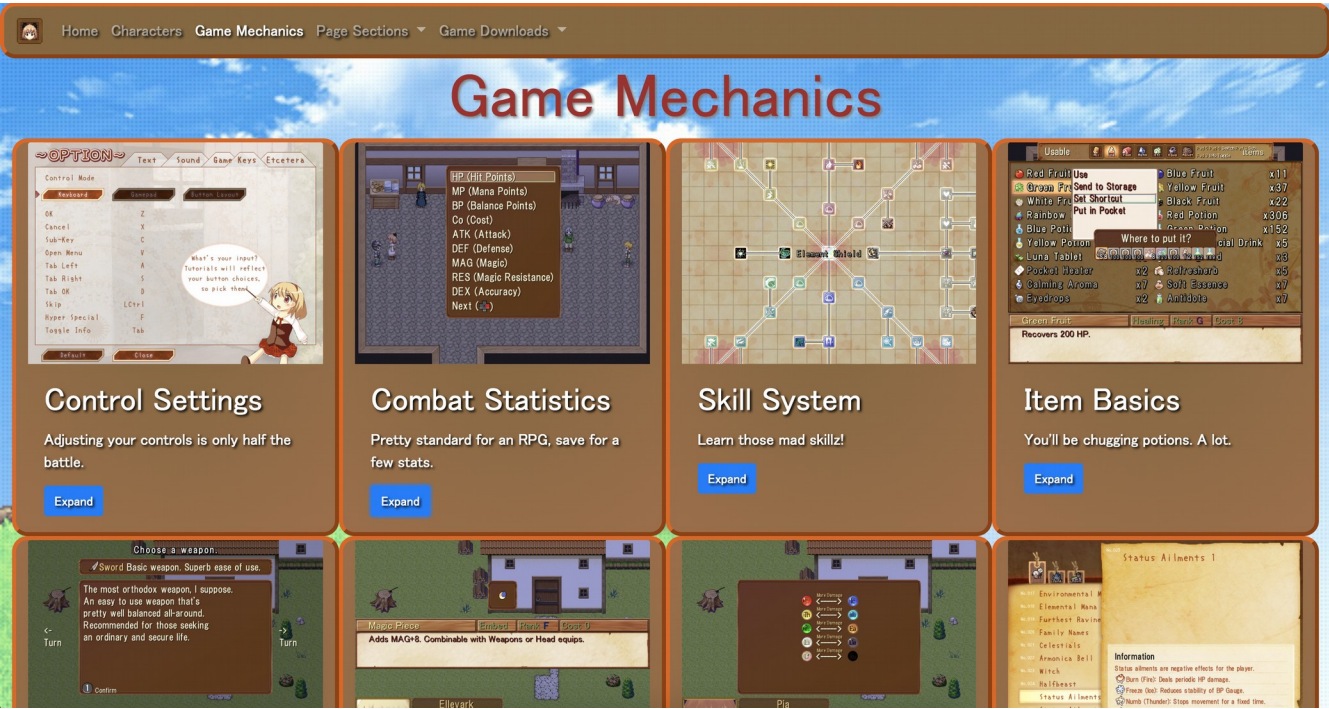
Pia's Hyper Special Essentia, surrounds her with elemental projectiles for a few moments before doubling her MAG stat for a short time and allowing her to ignore Element Graph restrictions. During this time, you should try to unleash as many spells as you can before the buff wears off or before you activate her Finisher. Speaking of which, her Finisher, Element Zero, unleashes a volley of elemental projectiles at nearby enemies before damaging all enemies on the screen.

Name	Occupation	Origin	Recruitment Chapter
Pia	Pharmacist	Memoril Village	Chapter 1
Main Element	Weapon	Hyper Special	Finisher
Water	Any	Element Zero	Essentia

Mechanics page on narrow viewport. Each row of cards can range from 1-4 based on Bootstrap's viewport breakpoints.



Mechanics page on wide viewport



The modal content doesn't change based on viewport though, since the modal is fairly narrow to begin with.



Styling

- I tried using a different font, with Arial as a backup. The MS UI Gothic font came from the “MS Gothic.ttc” file included with the game, which I had to unpack via an [online tool](#). I then used another [online tool](#) to turn the MS UI Gothic font into different formats.
- Every page used the main.css file, though the character and mechanics pages also have separate css files in case I need more specific rules for them that I don’t want to use in other pages.
- This should count as more than 9 non-framework css rules.

main.css

```
@font-face {
  font-family: 'MS UI Gothic';
  src: url('fonts/MS-UIGothic.eot');
  src: url('fonts/MS-UIGothic.eot?#iefix') format('embedded-opentype'),
    url('fonts/MS-UIGothic.woff2') format('woff2'),
    url('fonts/MS-UIGothic.woff') format('woff'),
    url('fonts/MS-UIGothic.ttf') format('truetype'),
    url('fonts/MS-UIGothic.svg#MS-UIGothic') format('svg');
  font-weight: normal;
  font-style: normal;
}

body{
  font-family: 'MS UI Gothic', Arial;
  font-size: 1.2em;
  background-color: #9ff4fd;
  background-size: cover;
  background-attachment: fixed;
}

#title {
  color: brown;
  text-shadow: 2px 2px 4px gray;
  text-align: center;
  font-size: 4em;
}

@media all and (max-width: 320px) {
  h1, #title{
    font-size: 2em !important;
  }
}

section, nav, .dropdown-menu, .dropdown-menu a{
  background-color: #89683c;
  text-shadow: 2px 2px 4px #000000;
  color: white !important;
}

section, .card, nav, .dropdown-menu{
  border-style: outset;
  border-width: thick;
  border-radius: 1em;
  border-color: #E86100;
}

section{
  display: inline-block;
}
```

```
section a{
  color: silver;
}

h2{
  text-align: center;
}

.dropdown-item:hover{
  color: black !important;
  text-shadow: 2px 2px 4px #89683c;
}

.container-fluid, .container{
  margin: 0 !important;
}

footer.container-fluid{
  margin-top: 3% !important;
}

@media all and (max-width: 320px) {
  td, th ,.container-fluid, .card {
    padding: 1px !important;
  }
}
```

characters.css

```
.char{
  display: flex;
  align-items: center;
  justify-content: center;
}

.imgholder{
  display: flex;
  align-items: center;
  justify-content: center;
}

.imgholder img{
  border-style: outset;
  border-width: thick;
  border-radius: 0.9em;
  border-color: silver;
}

.desc{
  justify-content: flex-start;
}

th{
  color: #FFFACD;
}
```


mech.css

```
body > div {  
  display: flex;  
  justify-content: center;  
}  
  
.modal-body, .modal-header, .modal-footer{  
  background: linear-gradient(to bottom right, #e2a738, white) !important;  
  color: black;  
}  
  
.card{  
  background: radial-gradient(circle, #89683c, #a36d45);  
  color: white;  
  text-shadow: 2px 2px 4px #000000;  
}
```

Images

The front page has a carousel containing 5 images and the mechanics page has an image for each card. Additionally, the modal in the mechanics page contains a carousel with a dynamically changing list of images. The character portraits on the characters page changes if the mouse cursor hovers over them.

Enhancements

- The button on each card in mechanics.html will bring up a modal and dynamically change the inner html of the modal, thanks to the [mech.js](#) file. This also changes the content of the carousel and counts the number of images to ensure that the carousel has the correct number of indicators.
- Every page uses the [time.js](#) file, which changes the inner HTML of a style tag to change the background based on the current time. This will change the background image of the page and the title header's color.
- The font file that I used could count, depending on whether or not the class covered font file usage.

- The header and footer are generated through Javascript to ensure that they look the same on each page. Additionally, there is code to add anchor tags that go to specific locations on the page, depending on what elements have the dropfill class. See [header_fill.js](#), [drop_fill.js](#), and [footer_fill.js](#) for the code.
- Since I used Bootstrap's grid system, I had trouble putting in an embedded Youtube video. Fortunately, I found some code in their [documentation](#) to make the embed work. This required me to change a div class from "embed-responsive-16by9" to "embed-responsive-4by3" to make the embed match my video's resolution. I also had to change the iframe's src attribute to match my video URL.

```
<section class="col-12 col-md-6 dropfill" id="sample_vid">
  <h2 class="droptitle">Sample Gameplay Video</h2>
  <div class="embed-responsive embed-responsive-4by3">
    <iframe class="embed-responsive-item" src="https://www.youtube.com/embed/9ggCQb4RCE8?rel=0" allowfullscreen></iframe>
  </div>
</section>
```