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   Options…

Check by address ⬍

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

Check

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

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/characters.html

Checker Input

Show ☐ source ☐ outline ☐ image report Options...

Check by address ⇕

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

Check

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

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/mechanics.html

Checker Input

Show ☐ source ☐ outline ☐ image report Options...

Check by address ⇕

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

Check

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

Pia's Story Begins - [悠遠物...

MWAHAHAHA...

Pia

E-Eeeeek!!

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 Faraway Story (悠遠物語)
- vgperson for making a quality

Index on wider viewport

Faraway Fansite (Faraway Story)

About This Site

This is a site promoting the PC game, Faraway Story (悠遠物語), as well as a Capstone project for the Web Design for Everybody Coursera specialization. Using the Bootstrap framework, some Javascript and CSS, and a buttload of screenshots, this site will show off the characters of the game, demystify the game's mechanics, and try to be responsive to different screen sizes. This won't contain a full guide to beating the game, though vgperson's page already has a pretty good spoiler-free guide. It only serves to provide basic information about the game while using a ton of cool, but somewhat unnecessary, static webpage features.

About Faraway Story

Faraway Story is a Wolf RPG Editor game made by Fantasy Factory and translated to English by vgperson, featuring a complex Action battle system, shopkeeping, Atelier-like crafting and task management, and hilariously unfitting use of boss music. The game is still a work in progress, with the first half and a few chapters of the second half currently playable. If you want to keep track of the game's progress, you can machine-translate the developer's Tweets and look for juicy new screenshots.

The game follows the story of Pia, an humble pharmacist determined to save Port Fina from a mysterious disease. On the way to town, she notices the floating Faraway Continent, and is perplexed by how all the locals are all used to this phenomenon, as well as their conflicting stories about it. Little does she know that her coming-of-age story will get her involved with the continent, the continent's eccentric custodian, and all sorts of colorful characters from around the world.

Screenshot Carousel

Sample Gameplay Video

Pia's Story Begins - [悠遠物語 Faraway Story] Part 1

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	Fin...
Water	Any	Element Zero	Ess...

Description

Pia is a pharmacist-in-training who sets up shop in Port Fina. She has high hopes for curing the

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

Faraway Story Characters

Pia

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

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

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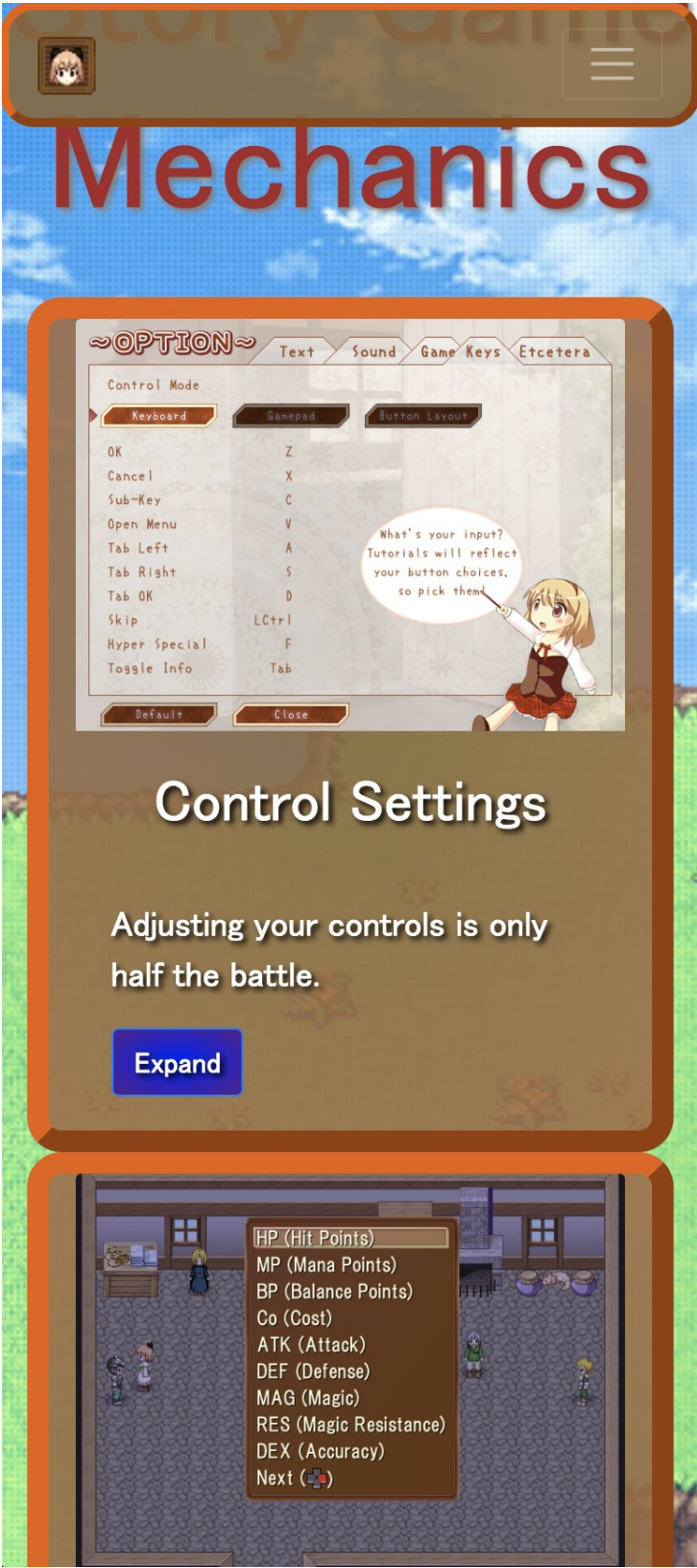
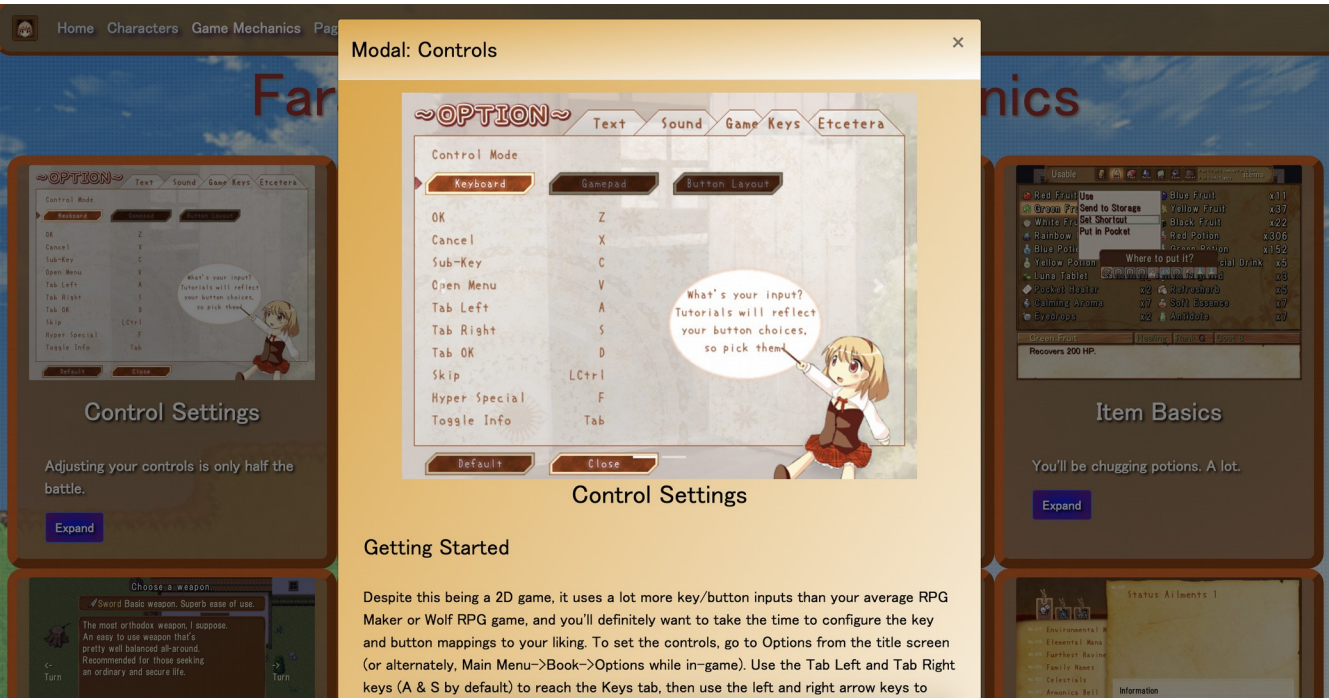Mechanics page on wide viewport

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.tcc" file included with the game, which I had to unpack via an <u>online tool</u>. I then used another <u>online tool</u> 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

```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;
}

h1, h2, h3:not(.modal-title){
  padding-bottom: 1.4rem;
}

#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;
  }
}

main {
  padding-top: 4.5rem;
}

section, nav, .dropdown-menu {
  background-color: rgba(137, 104, 60, 0.9);
  text-shadow: 2px 2px 4px #000000;
  color: white !important;
}
```

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

section{
  display: inline-block;
}

section a, .dropdown-menu a, nav a{
  color: #cde7f0 !important;
  text-shadow: 4px 4px 8px #330f53;
}

.active a {
  color: white !important;
}

h2{
  text-align: center;
}

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

.nav-item:hover{
  background-color: rgba(160,82,45, 0.5);
}

.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

```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;
  -webkit-transition: transform 0.7s;
  transition: transform 0.7s;
}

.imgholder img:hover{
  -webkit-transform: rotate(180deg);
  transform: rotate(180deg);
}

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

th{
  color:  #FFFACD;

}

section.char{
  margin-bottom: 3em !important;
}
```

mech.css

```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;
}

h1, h2, h3:not(.modal-title){
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.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;
    }
}
```

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 depending on which card button was clicked. 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.

- The face images on the characters page utilize the transform property to rotate 180 deg when they are hovered upon. The faces will also change to be surprised when hovered.

- 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.

- I made the header navbar fixed to the top of the pages, even when scrolling vertically. This required me to use the fixed-top class and add a top margin of 4.5 rem to the main element.

- 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.

```html
<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/9gqCQb4RCE8?rel=0" allowfullscreen></iframe>
</div>
  </section>
```