

Semester Project:

Front-end Development 2

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Introduction

The goal of the project was to create a Game of Thrones themed board game using HTML, CSS and JavaScript. The finished product were to have a character select page, a page with the board game and a page announcing the winner from the board game. For this assignment I completed the script before starting to design the elements for the pages. In this report I will begin with the design process before elaborating into the game logic and the script behind it.

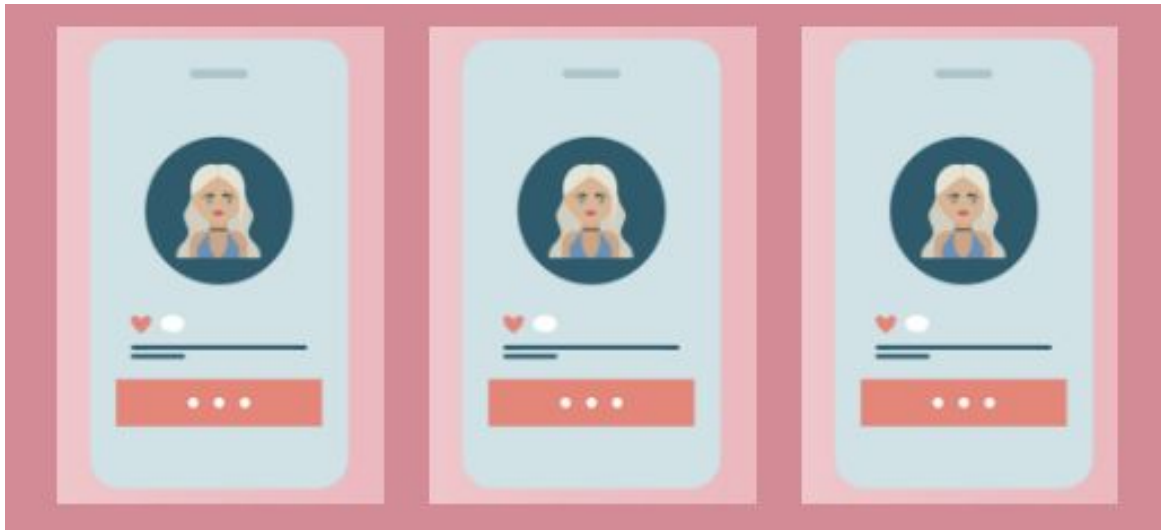
Design

Game of Thrones is a well-known television show and due to its popularity it is a show that already has a very strong pre-existing brand identity and style associated with its name. For my design for the board game I took inspiration from “Tinder” and other existing dating applications to create a distinctive design that strays from the pre-existing brand identity of the tv show.

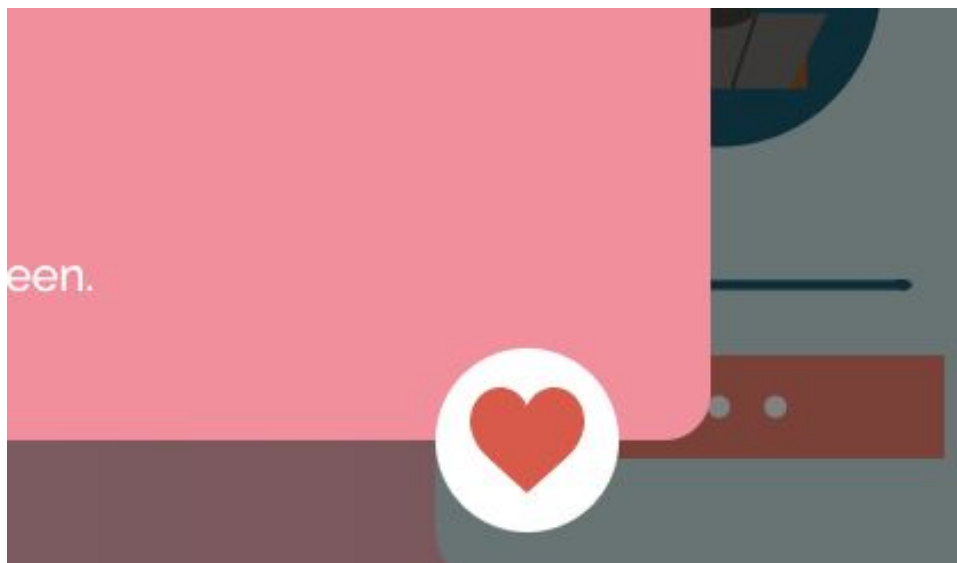
Colours & Fonts



The colour palette consisted of mostly pink-red shades with black and white as safe WCAG colours. The colour palette was chosen to fit the identity of a “dating application” and holds a great contrast against the colours normally associated with a dark series like Game of Thrones.



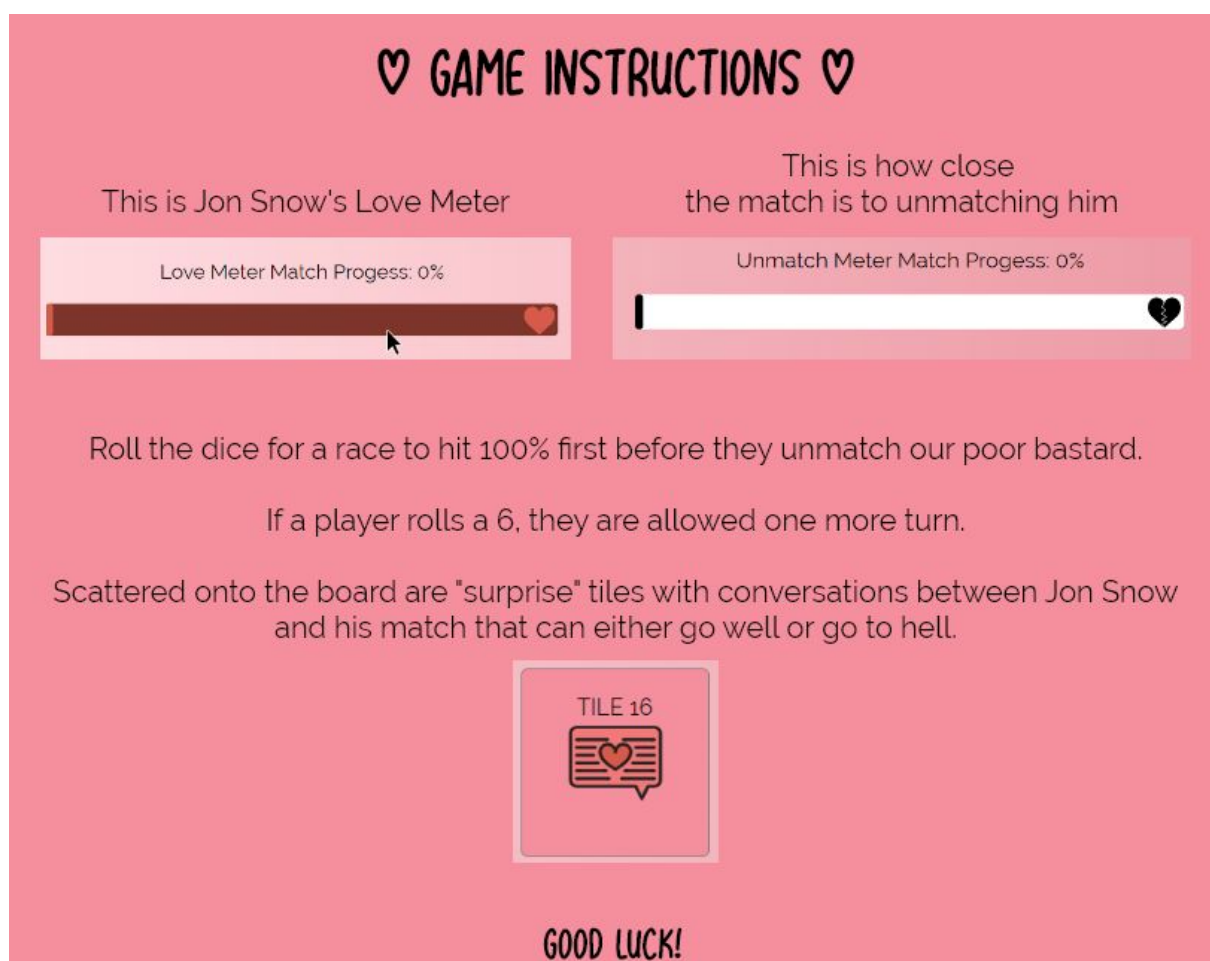
Illustrations and elements with flat matte colours are consistent through-out the design. Elements and functions from the dating application tinder is included into the game. Example of this is the round heart button that is clickable when you open up a characters “dating profile.” Two fonts are imported for usage. For headlines and text that should be highlighted for the user to see the font “LoveHearts” by Darrel Flood is used. LoveHearts suits the theme of the game with its playful appearance and handwritten style with several heart symbols available. For paragraph text the font “Raleway” available from Google Fonts is used. Google fonts provide fast loading time for fonts and Raleway has a light appearance that makes it a font that is very easy on the eyes.



Script & Game Logic

Game Logic

To stay true to the theme of a dating application certain instructions for the game were altered. Only one character is selected on the first page, this character will not be played by you, you select the "love match" for Jon Snow. Player 1 is Jon Snow while Player 2 is an anonymous figure marked with an "X" to visualize the threat of the love match unmatching Jon Snow. Each of the players have a bar that updates from 0 - 100% according to how close they are to reaching the goal.



Character Selection Page

The character selection page has 10 dating application profiles displayed. When clicked a function with a fetch is called taking in the characters unique id as a parameter. This function fetches the api specific to the character you clicked and displays a pop-up that is populated with information from the api. A custom biography for each of the 10 characters is also

populated through saving the fetched character name without spaces into a variable and running that variable through a switch statement that updates the value of the declared variable “bioo.”

The Board Game

The board is created through JavaScript and creates 30 tiles with a unique id used for placing the player tokens in the correct tiles as the game progresses. The player tokens are placed inside a div with a unique id for correct deletion of the previous tile when you roll the dice and land onto a new tile. For the traps scattered onto the board there are two “good traps” and 3 “bad traps” written with a switch statement inside a function that is called with player 1 as the parameter. The traps include “screenshots” of Jon Snow’s tinder conversations that can either help him progress or move unmatched closer to the goal.



Placed at the far right corner next to the instructions button is a treasure chest with reduced opacity. This is an extra “hidden” function added to my board game. Clicking it opens up a pop-up that gives you fifteen seconds to answer a tough question. The user will be rewarded for a correct answer. After fifteen seconds the pop-up will disappear along with the treasure chest. Closing the pop-up will also remove the treasure chest as to not give any second chances.

Winner Announcement Page

Instead of announcing the winner on the next page, I have a function that will render a pop-up with information populated into the HTML according to which player won. A function that checks if the value of player.tile of each of the players equals or exceeds 30 is run within the function that moves the players after the dice is rolled, as well as inside the traps. Once one of the players reaches the goal a button that clears the sessionstorage to restart the character selection appears and takes the user back to the character selection page for a new round.

Conclusion

After user testing and refactoring parts of the script that could be written in a shorter and more effective code, the finished product appears to be bug-free and fully functional. The design stayed consistent and true to the theme of the game and delivers the intended

impression. Attempts towards implementing online game play was done but not completed before the end of the project. This implementation will be resumed after the project ends.

Resources

[LoveHeart Font](#) by Darrel Flood

[Treasure Chest](#) Icon from Flaticon

Chat Icon from Flaticon