Caleb's Campaigns

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The subject of my website revolves around an imaginative table-top game called Dungeons and Dragons, aka D&D. In D&D there is a leader who guides the players through a story in a style reminiscent of choose-your-own-adventure books, except you can play with all of your friends. I have been the guide (called a "Dungeon Master" or "DM" for short) for a number of games that have spanned nearly five years. Now that I have so many amazing stories that I have created with the help of my friends, I want to have a place to memorialize those characters and quests that my players and I are so fond of. This site is the perfect place to save and share this information in a way that will allow my players to see the connections between their campaigns.

The audience of my site will be myself and my players. Since this will be a private site, not a public one, I don't expect anyone to accidentally stumble upon it. There are a few assumptions made about visitors to the site: they know who Caleb is, they know what Campaign means in this setting, and they know at least one campaign name (which will be the one or more that they have personally participated in) to help them navigate.

This is the home URL for my completed website: CLICK HERE

I'm hoping to give my players a fun way to relive our awesome memories, as well as offer them an intriguing way to investigate their campaign's connections with the other campaigns that they don't know about yet. Since I am still running multiple campaigns, there are many more connections that are just waiting to be made!

At first I was hoping for a very dynamic website, but I quickly realized that some of the 'dynamics' I was looking for (namely certain interactions I wanted for my encyclopedia page) are really only possible while using JavaScript. I'm happy to report that many of my basic or simplified ideas still made it into the final product, including the hidden navigation and footer. My goal was to have the site look clean and modern, with a new-age style font that matched the style of my custom logo (note: My friend drew that logo for me when I taught him how to play D&D!). I also wanted to leave ample whitespace on certain pages to allow for a breezy feeling during certain parts of the browsing process, since I knew that some of the pages would end up being very text heavy once I started adding more exposition. The purple and black style imitates the old computer screens that had dark backgrounds with neon text.

One change that I made on accident was the images on the navigation bar. Part way through the creation of the nav bar, I decided to add images instead of colors behind the hovered buttons. When I added and centered the images, the css mixed my commands to set the background image with the command to perform the button hover transition in an unexpected way, which caused the images to move upon hover. I loved the surprise! I have since kept those buttons as they were. The biggest design change was when I decided to start making it mobile-friendly. I am still part-way through that process, but it was one of the most educational parts of the class because it challenged my newly gained knowledge of grids and units of measurements (like em, vw, etc).

I learned a lot about html and css, as well as their limitations. I had a basic understanding of tags from before this class, but learning about grids and nesting tags and how to size and center text, images, and elements in their respective ways was at times challenging. Ultimately the entire class was very rewarding, and I look forward to learning how to do more powerful things with websites in the future. I can already see how impactful a mastery of this information would be on anything from a personal website to a corporate page. I am anxious to learn more about websites between semesters as well, since I plan on continuing this pet project of mine for as long as I play D&D with my friends.