Course Project – Cesar Peña C.Jazinski

HTML/HTML5, CSS/CSS3 and JavaScript

**Planning Phase:**

**Mighty Nexus** - Video Game Tips Website

Mighty Nexus will be a site that gives users information or tips about a video game. Its main purpose is to provide information about a video game, specifically called “Heroes of the Storm.” Mighty Nexus was named after the games setting to make it easier for fans to find. One of the main catch phrases that the developers of the game is “..enter the nexus.” The nexus is the main setting of the game and it is defined as “a powerful trans-dimensional storm, a strange limbo of clashing universes. Worlds collide from across space, time, and even dimensions.” It falls under the category of a MOBA, which stands for multiplayer online battle arena. It is a genre in which players are paired up with other players and play against another group of players in different map objectives. The main objective is to destroy the enemy team’s main base. The game consists of several different types of characters that the player can choose from. A total of 66 characters are available to choose from, each with unique abilities and traits. These are all organized into four roles, which are warriors, assassins, support, and specialists. The game begins with level one characters and as players progress through the map objectives and gain experience their characters level up, allowing them to improve or gain new abilities, through the use of talents. Their characters gain a talent at level 1, 4, 7, 10, 13, 16, and 20. Level 10 grants them a heroic talent, which greatly improves their characters performance against the other team.

The purpose of this website is to give players starter builds for each character that they can use when playing the game as well as give them tips on how to play them. The starter builds consists of which talents to pick when playing the specific character and give a short overview of the characters strengths and weaknesses. The main page will display featured characters in an accordion display under the menu bar and will include links to all four roles of the game that the user can click on to get further information under it. It will also show featured heroes as well as useful articles to visit. Each role will have a page that will describe the general purpose for that role as well as display the heroes or characters that belong to that role. Another feature that the site can include if time permits is to have an additional page that shows the different maps in the game and give tips for each of them. The site will have an about page that will include a form that visitors can use to submit comments and suggestions to improve the site.

Information about each character and starter build needs to be researched prior to making the site. These all include images and information for each character talent. As well as acquire all the different assets such as screenshots and images to make the page more appealing. Styling will be done using CSS and the color should evoke a feeling of assertiveness yet remain playful. It should also give the user a sense of trust and credibility. This will ensure that the user sees the information as relevant and worthwhile to read. Research on the right color palette to use will be done. JavaScript will be included to add functionality to the site by adding animating menus and pop ups of descriptions for the talents. Additional information to be researched is to get the images and descriptions for each map. Each page will be linked together with the use of a menu bar at the top of the page that the user can use to navigate to other pages. New graphics need to be created for the page. The website logo will be influenced by the heroes of the storm game logo. The featured heroes that will be displayed on the main page will also need to have their own graphic created. These will be placed in an accordion like slide show under the menu bar.