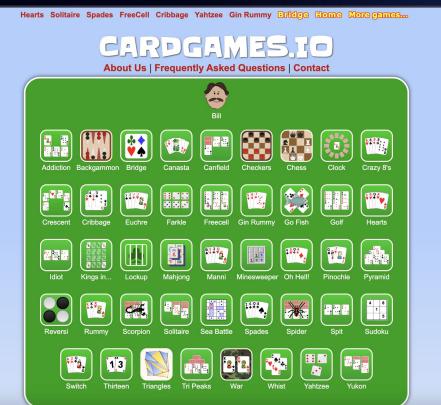
## card game website

by diana prokopenko

# similar existing websites: <a href="https://cardgames.io/">https://cardgames.io/</a>



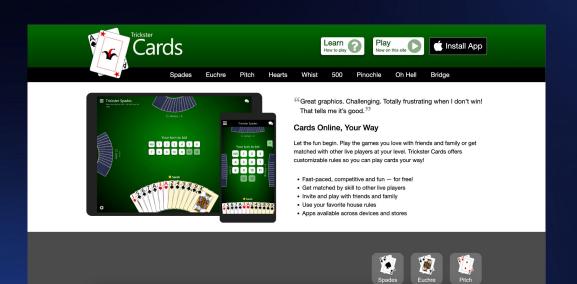


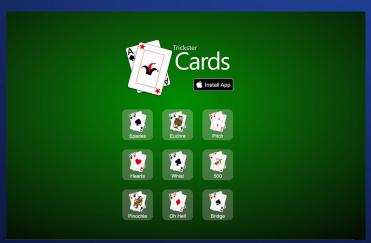
### similar existing websites: https://worldofcardgames.com/





### similar existing websites: https://www.trickstercards.com/







#### concepts/skills I know:

#### From this class:

- creating login/logout buttons
- href and a links to navigate website
- flexbox for background layout
- navigation bars
- divs and containers for card images
- mobile, ipad and desktop layouts

Stuff outside this class's scope and may/may not use:

• C++ or python for backend implementation of games

#### concepts/skills I need to learn:

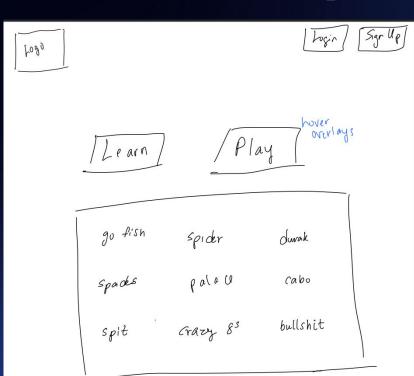
#### stuff I still need to learn:

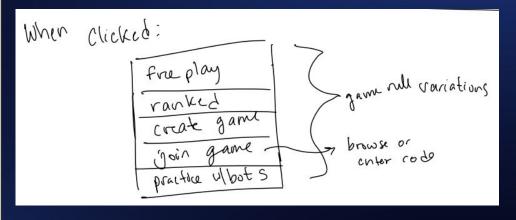
- how to make cards clickable/draggable/flippable
- how to embed games on a site
- app store link icon
- how to implement auto language-translate option for the website?
- social media icons
- dropdown menu that appears when clicking an icon
- cool transitions when clicking content on page
- how to hide/unhide stuff on the page when users click on settings (Ex: toggle chat)

#### stuff I would need to learn outside of class:

- how to set up servers for online/multiplayer gaming
- managing created user accounts database
- video chat feature would be cool

### wireframe/sitemap





### wireframe/sitemap

When in game:  (drap down)				chail buttons toggle
Friends  Clubs  leader boards  Statistics	2	gam	here	3
home Social media				

# thank you!