**WDD330 – Project Outline – Emily Mason**

* 1. Purpose: To provide a few web-based games (memory, multiple choice, true/false) based on Harry Potter, with varying levels of difficulty.
  2. Audience: Kids and families
  3. Data sources
     + External APIs:
     + [HP-API // The Harry Potter API](https://hp-api.onrender.com/)
     + Google fonts
     + localStorage – Scores, times
     + local JSON file - ??

1. Initial Module list
   1. Utils.mjs
   2. Memory.mjs
   3. Multchoice.mjs
   4. Truefalse.mjs
   5. Scoresandtimes.mjs
2. Wireframes for each view of your application (See additional documents uploaded)
3. Colors: /\* CSS HEX \*/ --tekhelet: #3a3286ff; --vista-blue: #a5a6f3ff; --tangerine: #f18701ff; --selective-yellow: #f7b801ff;

A group of different colors

Description automatically generated

1. Typography:
   1. **Body text - Laila**: <link rel="preconnect" href="https://fonts.googleapis.com">  
      <link rel="preconnect" href="https://fonts.gstatic.com" crossorigin>  
      <link href="https://fonts.googleapis.com/css2?family=**Laila:wght@500**&display=swap" rel="stylesheet">  
      font-family: ‘Laila’, serif;
   2. **Title/ Fancy text – Mountains of Christmas:** <link rel="preconnect" href="https://fonts.googleapis.com">  
      <link rel="preconnect" href="https://fonts.gstatic.com" crossorigin>  
      <link href="https://fonts.googleapis.com/css2?family=Mountains+of+Christmas:wght@700&family=Raleway:wght@500&display=swap" rel="stylesheet">  
      font-family: 'Mountains of Christmas', serif;
2. Specific Element styling:
   1. Pages
   2. Menus
   3. Cards
3. Schedule to provide yourself mile-markers along the way to help you stay on target.
   1. End of week 1: HTML pages – build/style
   2. End of week 2: Memory game
      1. API info parsed
      2. Layout
      3. Build cards
      4. Randomize info onto cards, ensure each card has a match on the board
      5. Animation (flipping cards)
      6. Timer / Score
   3. End of week 3: T/F Trivia game
      1. API info parsed
      2. Layout
      3. Script to get questions and check answers
      4. Animation for correct/incorrect
      5. Timer/score (hopefully simple, copy from Memory game)
   4. End of week 4: Multiple Choice Trivia Game
      1. API info parsed
      2. Layout
      3. Script to get questions, get multiple possible answers, and check answers
      4. Animation for correct/incorrect
      5. Timer/score (hopefully simple, copy from Memory game)