

For my project, I want it to be a website for a store that was in the video game that I made for CS162. Thornbreaker's Apothecary is a Gnome owned store that deals in potions for health, strength and defense, sells wares for any class of character, and also has rooms for adventurers to rest in.

The basic structure of the whole website will be a main page that has a carousel of drawn images of the store and the storefront. I will be using Bootstrap to help make my website responsive and flow well. General introduction with a carousel and a navbar in the header for easy navigation of the website. Also at the bottom of the main page I will have a text box where the user can enter their email address and subscribe to an email list and links to yelp, facebook, and instagram asking people to follow us and/or like us there. Once subscribed, the footer will change to a message saying that you've subscribed. The links will only take you to yelp.com, facebook.com, and instagram.com. The follow us footer will be on every page. In the navbar, there will be an About, Wares, Rooms, and Location.

The About page will have a short description of the store and the history of the owners and values. There will be an unordered list and descriptions for the workers at the store and portraits. In the Location, there will be directions as well as a map to the location. The directions and map will be downloadable and the directions will be in a scroll box. The Wares page will have pictures and descriptions of all the items available at the store. The items will look like cards with the picture on top and the descriptions underneath. The Rooms page will have a large picture of the room with details of the room next to it.