Game Character Tracker

Purpose:

Many times, gamers may miss out on new launches or updates about their favorite games. Tracking Multiple games and characters may be difficult. This app will provide a centralized hub for all these new releases.

Audience:

Casual and hardcore gamers interested in keeping up to date on their favorite games.

Functions:

- Display a list of upcoming and recently released games, including release dates, platforms, and a brief description.

- For each game, the app will provide summaries of key characters, their backgrounds, and their abilities. This can include both current and upcoming characters.

- Integrate a news feed that pulls updates from gaming news sources about new releases, character updates, events, or special in-game news.

- Detailed pages for each game and character, with additional information like game trailers, character lore, abilities, and upcoming events.

- Use CSS animations to enhance user experience (e.g., hover effects for game cards, smooth transitions between pages).

- Use API for real time data

- Users can add custom notes for each character, such as strategy tips, missions completed, or other gameplay-related information.

Data Sources:

Local Storage (for user favorites)

API: https://publicapis.io/category/games-and-comics

Initial Module List

1. app.js: Main application (handling user interactions, API requests, etc.).

2. character.js: Functions for managing character data.

3. filter.js: For filtering and sorting characters.

4. api.js: Functions to interact with external APIs and get data.

5. ui.js: Functions to handle updates of the UI, including loading data and animations.

6. localStorage.js: Manage user data storage and settings locally.

7. Games.json: JSON file for storing static game data (e.g., a list of game titles, release dates, and platform information) to pre-load in case the API is unavailable.

8. Characters.json JSON file for storing character data, such as names, bios, and abilities for the games.

9. Style.css main stylesheet for the overall layout, typography, and global styles for the application.

10. Animations.css for animations and transitions like hover effects on game cards, page transitions, and loading animations.

11. Index.html homepage displaying new game releases, character summaries, and game news feed.

12. Game.html detailed page for each game, showing more information such as release dates, characters, and related news.

13. News.html page displaying all the latest news about games, updates, and character changes.

Colors/Typography/Specific Element Styling

- **Colors:**

  - Primary: #2c3e50 (Dark Blue-Gray) for the header and footer.

  - Secondary: #ecf0f1 (Light Gray) for backgrounds and cards.

  - Accent: #e74c3c (Red) for buttons, active states, and highlights.

  - Background: #f9f9f9 (Soft Light) for page backgrounds.

- **Typography:**

  - Font Family: `, sans-serif.

  - Headings: Bold, large font size for titles and section headers.

  - Body Text: Regular weight with medium size for readability.

- **Specific Element Styling:**

  - **Character Cards:** Soft shadow, rounded corners, and hover effects for interactivity.

  - **Buttons:** Smooth hover transitions with a slight scale effect when hovered.

o **Forms:** Clear and clean input fields, with labels inside the fields to enhance user experience.

Schedule (Weeks 5-7)

Week 5:

- **Goal:** Set up foundational files and initial layout.
    - o Tasks:
        - ▪ Set up project structure (HTML, CSS, JS files).
        - ▪ Implement basic layout and static pages (Home, Character Profile, Leaderboard).
        - ▪ Integrate external API for initial game data fetch.

Week 6:

- **Goal:** Develop core functionality (character creation, profile, and search).
    - o Tasks:
        - ▪ Implement character creation (form input).
        - ▪ Display character profiles dynamically.
        - ▪ Implement search and filter functions.

Week 7:

- **Goal:** Finalize and polish features, integrate CSS animations.
    - o Tasks:
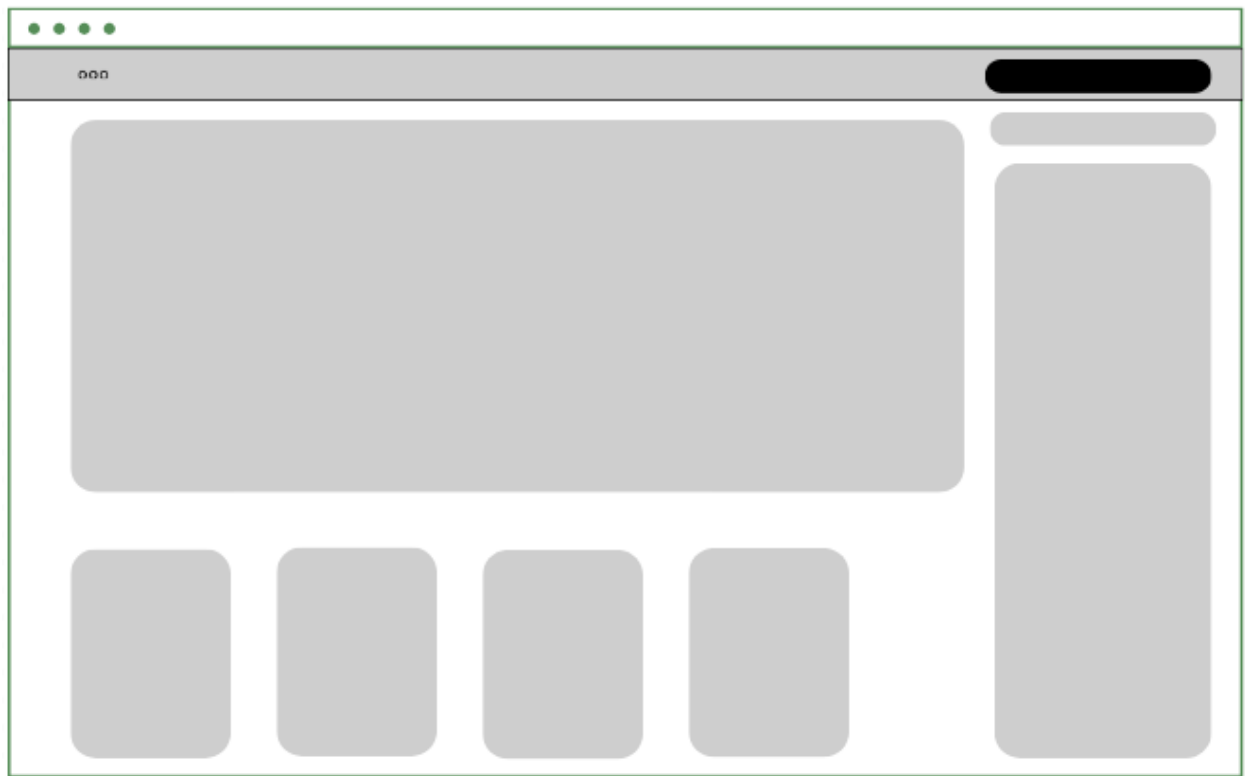   - ▪ Implement dynamic stats comparison.

- Add CSS animations (hover effects, page transitions).

- Debug and ensure all functionality is working smoothly.

- Final testing and polish.

Trello Board Link

- [Game Character Tracker App | Trello](#)

Wireframes:

Desktop-

Mobile-