Project Plan

Hiatus Guild Website

# Project Description

## Goal and purpose

### Background

The purpose of the website is to give the guild Hiatus a face on the internet, and a place to go for guild news, recruitment, and questions. The website must look visually appealing and have an intuitive interface.

### Target audience

The website’s target audience is primarily people who play World of Warcraft, both people who are members of Hiatus and people who are not. This audience has a lot of people aged around 16-30. The website targets people of many nationalities, and as such must be in English. The website should have intuitively placed, easy-to-access recruitment forms to ease use by people who are unfamiliar with it.

### Inspiration

The website is to be inspired by the website of the Mutiny guild (<http://www.mutinyeu.com>), in that it will have a largely image-based front page to appeal to its visitors. The color scheme will be reminiscent of the one used in <http://www.wowprogress.com> (i.e. mainly gray and black).

## Technology and design

### Technology

In addition to HTML, CSS, Javascript and jQuery, I intend to use the World of Warcraft Armory API in order to enable viewing of the guild roster. For the intents of this assignment, the page will use a Google Form for recruitment, but I intend to replace this with a full-fledged recruitment form using SQL databases and PHP after the rest of the site is finished. I also intend to use Fancybox for lightboxes.

### Limitations

In this assignment, I will merely create the front-end part of the website. After the visual element of the site is created, I intend to create a functional back-end as well, including proper administration pages and login, however that is outside the scope of the project for now.

### Knowledge

I need to find an easy-to-use lightbox to use for the News page (in order to view the images in a larger scale).

# Evaluation

The main limitation of the site was my lack of knowledge regarding how to handle APIs resulting in no World of Warcraft Armory API implementation. This is something I intend to follow up on at a later time. Additionally, all the news articles are hard-coded into the website instead of being stored and fetched dynamically. This is also something that will be implemented at a later date.

The site turned out almost exactly as well as I had initially hoped, though one particular thing I will look into is the color of the big text which was overlaid on top of the big image on each page. I believe I may have chosen too light a color and that it will be difficult to see on low-contrast screens.

One difficulty I ran into while creating the site was getting the style formatting of each player’s box on the Roster page right; for example, I had issues positioning the Armory image links, but after seeking advice on Stack Exchange, I managed to resolve my issues.

Creating the site took longer than I had expected, partly because I was very careful to give the site a clean and consistent look. This took a longer time than expected because I often had to go back to pages I thought were done and change them to match a new design choice.