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| “StarCraft 2 Fansite” |
| WDD 130 |

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| Matheson, Jake  7-17-2023 |

Jake Matheson  
WDD 130  
7/17/2023

**Introduction (12 pts - 3 pts for each required subtopic)**

I remember watching over my dad's shoulder as he skillfully commanded the rough and tough Terrans in the original StarCraft and its expansion, StarCraft: Brood War. The captivating gameplay and the distinct factions—the familiar Terrans, the futuristic Protoss, and the menacing Zerg—left an indelible mark on my young mind. Fast forward several years to 2007 when Blizzard Entertainment released the first gameplay trailer for what would become one of my all-time favorite video games.

Driven by my passion for StarCraft, I embarked on a journey to create a simple website dedicated to fellow fans of the series. This endeavor served as both a tribute to a long-standing sci-fi masterpiece and an opportunity to explore and discuss the core elements of gameplay.

<https://jakem-byui.github.io/2023-Spring---WDD-130/sc2fansite/index.html>

**Goals/Objectives (3 pts)**

While I don't anticipate changing the world with this website, I do believe it has changed me in profound ways. This felt like a project that I wanted to work on since I was 14, but I had no idea I wanted to work on it. That doesn’t make much sense, but neither does making a StarCraft 2 fan site in 2023!

I think there are two audiences of people who will see this website. The first group are quite simple people who are interested in StarCraft. I hope their curiosity is engaged and are inspired to jump into the series either once more or for the first time. The second group I hope are people who see I care about the work I produce. Maybe I’ll share it in a future job interview!

**Design Process (5 pts)**

Designing the website was an immensely enjoyable experience. I delved into a myriad of websites, retracing steps from a decade ago to explore the realm of fan-made sites that were once vibrant and active. Immersed in the world of HTML and CSS, I sought guidance from various online resources. Among them, Kevin Powell's YouTube channel proved to be an invaluable source of direction and inspiration. His straightforward approach to web design perfectly complemented the lessons I learned in this class. Two videos, in particular, became frequent references: his tutorials on creating a header and the comparison between grid and flex layouts.

**Conclusion (5 pts)**

Reflecting on my journey through WDD 130, I can confidently say that it has been an incredibly rewarding experience. While I previously found enjoyment in coding with Python, this course has taken my passion to an entirely new level. Web design has become an area of profound interest, one that I believe holds the potential for a fulfilling and prosperous career. Looking ahead, I eagerly anticipate delving into JavaScript next semester, as it promises to open up exciting new avenues for enhancing my websites in innovative ways. Through continuous learning and exploration, I am confident that I can further develop my skills and create captivating web experiences that engage and inspire users.