Website Report for Star Wars D&D

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WDD130: Web Fundamentals

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My website is presenting information from my homebrew Star Wars Dungeons and Dragons rulebook. It contains information on classes, races, and ships. The intended audience for this website is anyone interested in Star Wars, D&D, or both. I’ve written it to be easily understandable to anyone familiar with D&D 5th edition. The website can be accessed at <https://jbfawcett24.github.io/wdd130/swdnd/>.

I wanted to get as much information as possible from the shared word document I had with my friend on the web as possible. I wanted the information to be easily accessible for anyone who might want to use it. I wanted the Website to look as professional as possible. I didn’t want people to see it and think that a freshman in college made it.

I started designing the website by laying out how I wanted to navigate the website. I decided that splitting the pages into 3 categories, Classes, Races, and more info was the best way to do that. I then drew out the wireframe for the homepage, paying special attention to the header. I then drew out the basic wireframe for all the classes, then for all the races. I had designed the logo before when I first started this project in high school, and I based the colors of the website off of the logo. I originally got the color palette for the logo from a color palette generator, and an image of space I liked. The fonts and art were based on the idea that you were viewing this on a data pad from Star Wars, so the art is designed as a hologram, and the fonts have sharper edges and harder angles. A major change I made during the design process was doing a redesign of the homepage after I finished making it. The first design was almost identical to the default Google sites page, and I wanted my website to feel distinct. My initial plan for the artwork was to use AI image generation to ensure that my pictures were free use, but a friend offered to do the artwork herself instead.

This project helped me learn how to align content better. Both by using grid, and other methods. I also learned how to do more complex hover effects, like the ones used on my dropdown menus. I also learned more about designing webpages. Making them look professional and being effective at conveying information. I hope to continue working on this website in the future, there are still several pages I want to add, and several things I want to rebalance, or redesign entirely. In terms of the technical skills I have learned, I plan on continuing to use them and learn new skills next semester in WDD131. Past that, I may purse web development for an internship or job in the future, using the skills learned from this project and from this class.