



Technical Documentation

Warcraft III Website Project

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Change Log: Version 1.0.0 (2024-01-15) - Initial release - Implemented core website structure - Added responsive design - Integrated voice recognition feature - Completed WarcraftPedia section
Version 0.9.0 (2023-12-20) - Beta release - Added character profiles - Implemented story navigation - Enhanced UI/UX design
Version 0.5.0 (2023-11-15) - Alpha release - Basic website structure - Initial content implementation

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1. Project Overview

Project Description

The Warcraft III Website is a comprehensive fan-made platform dedicated to the iconic game Warcraft III. This project serves as an interactive resource for both new players and veterans, offering detailed information about the game's story, characters, factions, and gameplay mechanics.

Key Features

- Responsive design supporting multiple device types and screen sizes
- Interactive story navigation system
- Comprehensive WarcraftPedia with detailed game information
- Character profiles and faction descriptions
- Modern UI/UX with Bootstrap 5 integration
- Custom CSS styling for enhanced visual appeal
- Voice recognition features for accessibility

2. System Architecture

Frontend Architecture

The website utilizes a modern frontend stack: • HTML5 for structure and semantics • CSS3 with custom styling and Bootstrap 5 framework • JavaScript for interactive features and dynamic content • Responsive design principles for multi-device support

Project Structure

```
Project Structure =====
```

```
Root Directory: Warcraft3-website
```

```
Main Application Files
```

```
-----
```

```
■ HTML Pages:
```

```
■ characters.html
```

```
■ factions.html
```

```
■ index.html
```

```
■ pedia.html
```

```
■ story.html
```

```
■ test.html
```

```
■ Assets:
```

```
■ images/
```

```
■ characters/
```

```
■ Arthas.jpg
```

```
■ Thrall.jpg
```

```
■ jaina.jpg
```

```
■ tyrande.jpg
```

```
■ factions/
```

```
■ alliance.jpg
```

```
■ elves.jpg
```

- horde.jpg
- scourge.jpg
- icons/
 - 4icon.png
 - defend.png
 - editor.png
 - facebook.png
 - footer-logo.png
 - hero_icon.png
 - insta.png
 - logo.png
 - multiplayer.png
 - peon.png
 - telegram.png
 - twitter.png
- mapImage.jpg
- reforged1.jpg
- reforged2.jpg
- reforged3.jpg
- reforged4.jpg
- story_imgs/
 - human.jpg
 - night_elf.jpg
 - orc.jpg
 - undead.jpg
- Styles:
 - style.css
- JavaScript:
 - main.js

■ Sound Assets:

■ acolyte.mp3

■ anubarak.mp3

■ anus.mp3

■ archer.mp3

■ archimage.mp3

■ arthas_angry.mp3

■ driada.mp3

■ farseer.mp3

■ healer.mp3

■ huntress.mp3

■ jaina.mp3

■ juk.mp3

■ mediv.mp3

■ mev.mp3

■ mk.mp3

■ necros.mp3

■ patma.mp3

■ rifle.mp3

■ shaman.mp3

■ sora.mp3

■ tirend.mp3

■ titindrus.mp3

■ trall.mp3

■ tuzad.mp3

■ Documentation:

■ requirements.txt

■ technical_documentation.pdf

3. User Interface Design

Design Philosophy

The user interface follows a game-themed design language while maintaining modern web standards:

- Dark theme with accent colors matching Warcraft III's aesthetic
- Responsive grid layout using Bootstrap's container system
- Interactive elements with hover effects and animations
- Consistent typography using Google Fonts (Abyssinica SIL and Raleway)

Navigation Structure

The website features an intuitive navigation system:

- Main navigation bar with dropdown menus
- Sidebar navigation for story content
- Breadcrumb navigation for deep content
- Footer quick links for easy access

4. Technical Implementation

Technologies Used

The website is built using the following technologies: • HTML5 for structure • CSS3 and Bootstrap 5 for styling • JavaScript for interactivity • Font Awesome for icons • Google Fonts for typography • Custom CSS variables for theming

Code Organization

The codebase is organized following best practices: • Separate concerns (HTML, CSS, JavaScript) • Modular CSS with component-specific styles • Responsive images with proper optimization • Semantic HTML structure • Progressive enhancement approach

5. Security Considerations

Security Measures

The website implements several security best practices: • Content Security Policy (CSP) headers • HTTPS-only content delivery • Sanitized user inputs • Protected API endpoints • Regular security updates for dependencies

6. Testing and Quality Assurance

Testing Strategy

Quality assurance is maintained through: • Cross-browser testing (Chrome, Firefox, Safari, Edge) • Mobile responsiveness testing • Performance optimization • Accessibility compliance checks • User experience testing

7. Deployment Guide

Deployment Process

The website deployment process includes:

- Version control with Git
- Automated builds and testing
- Asset optimization (image compression, CSS/JS minification)
- CDN integration for static assets
- Regular backups and monitoring

8. Maintenance Procedures

Maintenance Guidelines

Regular maintenance procedures include: • Weekly content updates • Monthly security patches • Performance monitoring and optimization • User feedback collection and implementation • Regular backups and system health checks