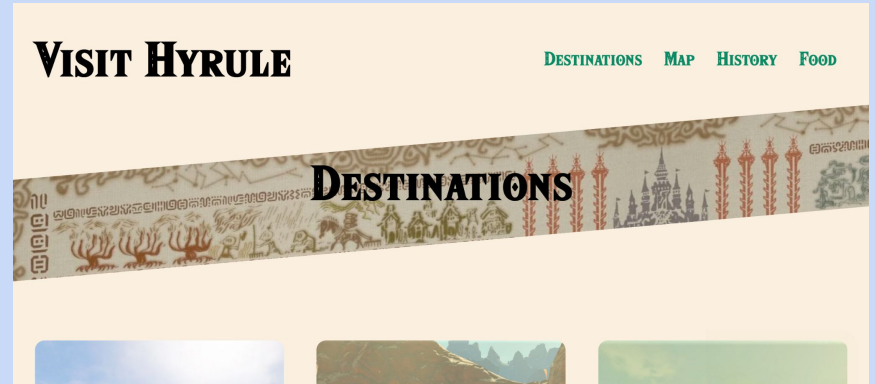
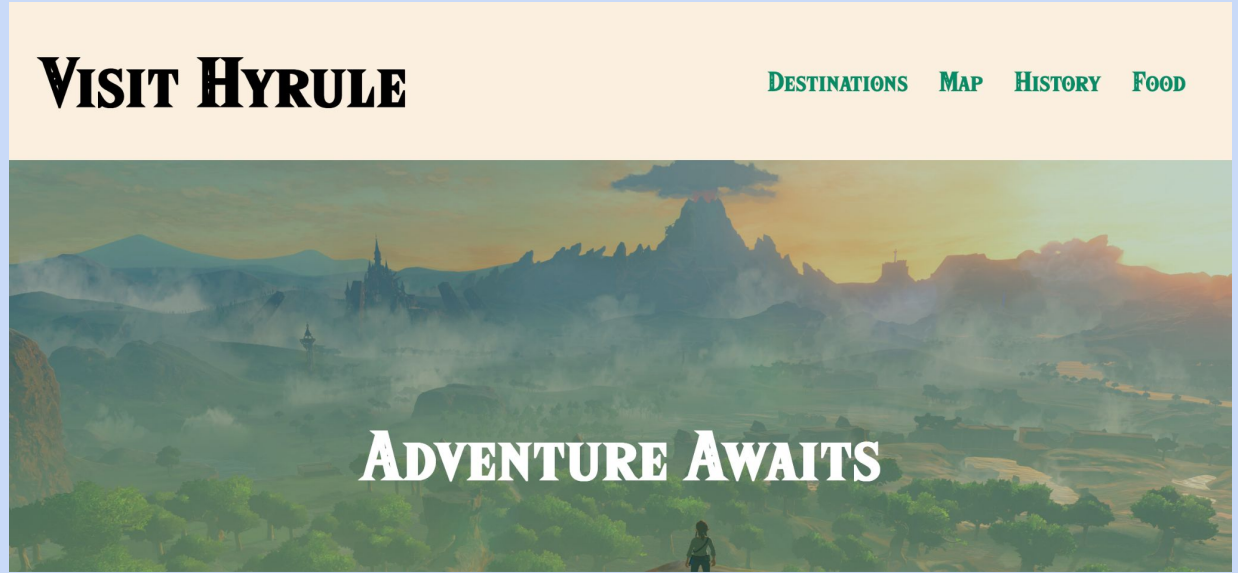


Midterm Project Presentation

By Marc Andre Lam

The Site so Far

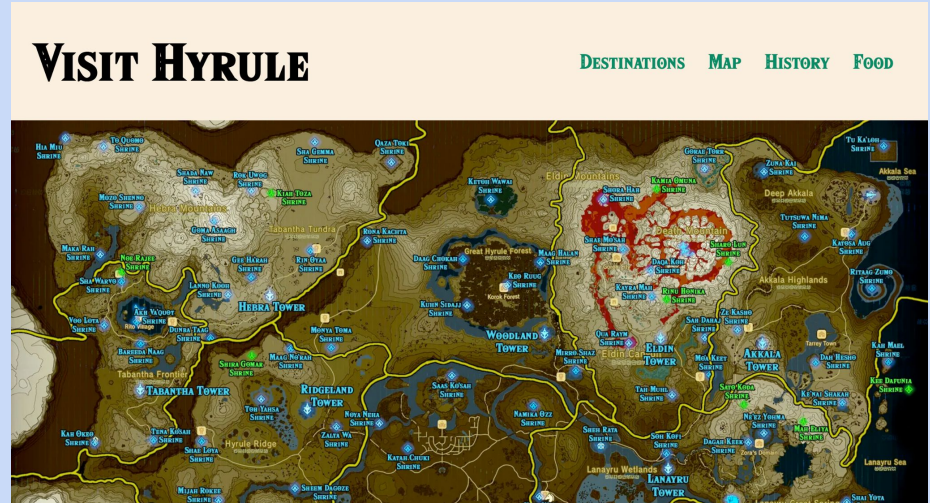
So far I'm pretty confident in the home page, as it feels almost complete. I spent some time experimenting with the destinations page and I'm still figuring out how I want to present it.



The Site so Far

I wanted to have a more extensive history page, but I quickly realized there's a lot of history for a 30 year-old game franchise. I will probably end up consolidating the map and history pages into one.

For the food page, I think I'll style it similarly to the destinations page with 5-6 highlighted recipes from the game.



Tutorial + Code Snippet

I found this tutorial that showed how to create interesting section shapes using CSS pseudo elements. I ended up following along and using it in my destinations page.

<https://www.youtube.com/watch?v=hWGgw1K-i8Y&t=752s>

```
/* destinations page */
.destinations-header{
    height: 150px;
    position: relative;
    text-align: center;
    padding: 20px;
    margin-bottom: 10%;
}

/*pseudo element*/

.destinations-header::after{
    content: '';
    background-image: url(../img/botwtapestry.webp);
    position: absolute;
    z-index: -1;
    inset: 0;
    transform: skewY(-5deg);
}
```

Next Steps

- Food page
- Adding individual pages for the 5 destinations I chose
- If I were to continue this project into the final, I'd focus on continuing to style it to feel distinct (maybe borrowing interactions, patterns, icons from the game)

Thanks!