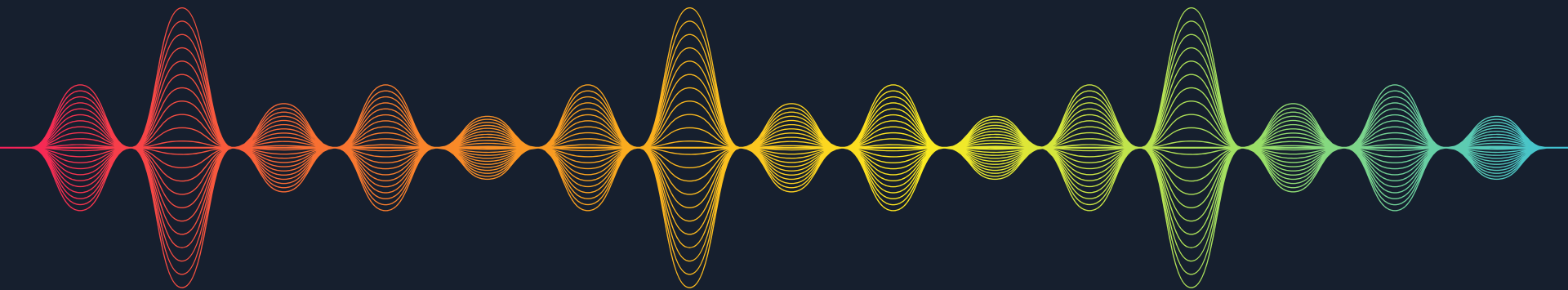


Guide by Daylight

A project created by a group of students from DAE



Hello! We are...



Xavier

Role: Frontend Developer



Miguel Hernandez

Role: Frontend Developer



Errol Rabano

Role: Frontend//Backend Developer



The Tools required

01



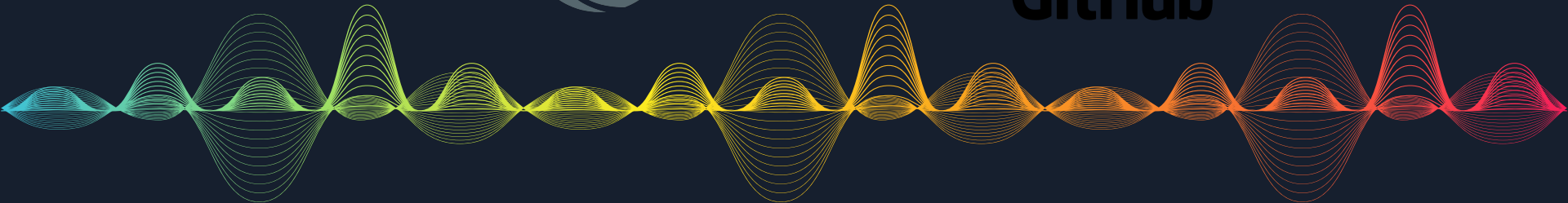
Visual Studio Code



replit



GitHub



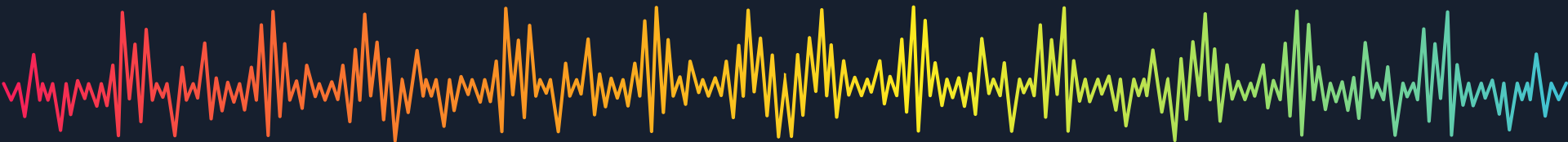
The problem we felt we needed to tackle

01. Better way to
understand the
game

03. Too much content

02. Constant Updates

In other words, one of our favorite games is continuing to expand after being released for almost 7 years strong! There is an endless amount of lore and concepts on Dead By Daylight!



Our proposition:

A website that will include information about the game such as:

- Perks (abilities in the game)
- A place to collectively read ALL of the game's current lore
- A place to learn about every character in the game
- Updated news/leaks on the game
- A hub to give a more emphasized spotlight on content creators revolved around the game and clips that people have shared about the game.



Creative and Design Progress:

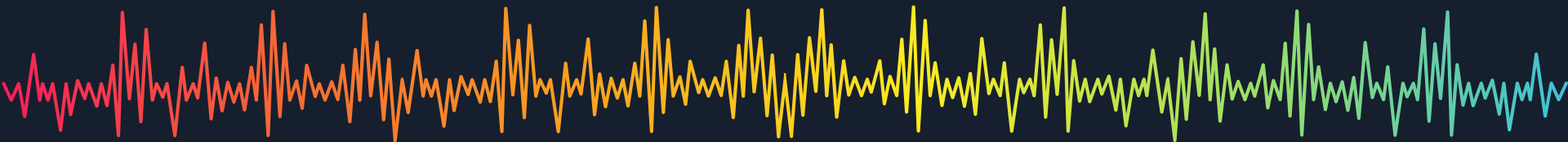
We wanted to originally implement everything we learned into this project!

But realistically, our time was cut very short, quickly. We had to come up with different options, with few variables to play with. We had to let go of some back end ideas.

"Well, will this work instead?"

"Maybe we should save this idea for a better time?"

And we realized we need to work with what we were given. So we decided to use the three main languages that we feel we mastered. HTML, CSS, and JavaScript.



“

**“If you want to go fast, go alone.
If you want to go far, go together”**

— African Proverb

The research we needed

Lore

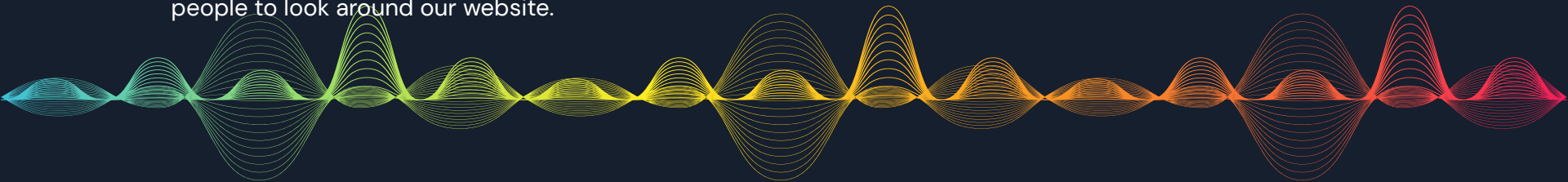
Miguel and Xavier knew the route we were heading, so we got to work early. We needed to collect all of the information on the game, any extra lore that we missed, and so much more little information that we felt we needed for our website.

Unique ideas for our website

We wanted to go big or go home. We researched different ways to showcase our work and the respective work from Dead By Daylight. From different sliders and transitions to little effects and background ideas.

New Updates and Content

The game is currently in the middle of releasing a new chapter to the game (New Killer, Survivor, Map, etc). We had to find a way to implement this new tease to the game with very little information and making it attract people to look around our website.



And this is our team's timeline.

Oct. 31st

Agree on an idea
and draw up the
concept.

Nov. 2nd

After long creative
talks, we begin to
develop our
website.

Nov. 4th

Days to fill in all
lore/information
on each
characters.

Begin JavaScript
work when we can.

Nov. 8th

Home page to be
set up completely.
We should have
most functioning
parts of our
website for it to
work accordingly.

Nov. 9th

Begin to complete
the Survivors/Killer
page with styling
and information.

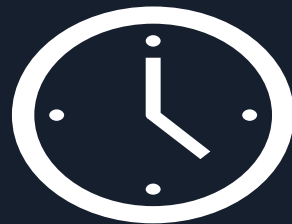
About us and
other web page
should be 50-75%
complete

Our Hard Work

Link to project



Future Development



- Better time management
- Stick to one idea all the way through
- To not be afraid to reach out to our team members or other peers for any kind of help.

