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CS290-400 Final Project Proposal
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### Introduction

For my project I will be creating a website/store front for a fictional local game store. This webstore will cater to the general gaming community however it will focus particularly on the trading card game "*Magic the Gathering*" by *Wizards of the Coast*. In short, this website will feature a fictional store front, access to a limited database of different cards currently being used in *Magic the Gathering*, links to different gaming strategy web pages, and access to a fictional event calendar for in store events.  This theme for a website provides a variety of opportunities to implement the project requirements seamlessly while having the theme of the website something that I personally feel motivated about.

### The Why

The primary reasons for pursuing this website idea are trifold:

Reason #1 For starters, board games and in particularly "Magic" has been something that since a young age been particularly fond of. With a project with a large breadth I needed to pick something that I could get creative about. Additionally, having been a patron of a wide variety of stores I have a significant amount of first hand experience navigating real store fronts.

Reason #2  A store front lends itself well to a store front. What's even more, since most store fronts in the gaming community include blog-like elements this makes it even easier to expand upon the basic build for an online store front. Articles, links to other gaming resource pages, other sellers etc can readily be incorporated into the shell of the website.

Reason #3 Last but certainly not least, part of the reason that I am choosing the proposed design topic is so that I can synergize with the final project in my CS 340 database class. In this class I am implementing a database of different individual magic cards and having this database implemented for a portion of a collection of the cards that are currently being used in modern

### The How

Since this is my first time making a website of my own, the website design will gather material mostly from 290. However I plan on understanding how implement bootstrap to aid in the style aspect of the project.

As mentioned previously part of this website is meant to align with the 340 final project in the sense that I will be including a database that allows a user to access different individual magic cards.

### Meeting Requirements

1) Webpages will made according to lessons learned in usability class 352 and feature user friendly colors schemes and access.
2) Front page will link to at least three other sub pages:

- Page featuring interaction with database of magic cards
- An "about me" page
- A short blog page featuring current trends and links to articles

- Page featuring a calendar (for fictional events) that can be downloaded

3) Front page will feature gaming artwork that has a picture carousel animation.

4) Scroll box will  be featured in the blog portion page with links to currently trending MTG articles.

5) On blog page there will be interactive links to different stores/webpages stored in an unordered HTML list

6) For the file download requirement I plan on using an API for a calendar that shows up on my website and that can also be downloaded however, if this proves to be too difficult I will have a blog page that allows for "deck lists" to be downloaded as a text file.

7) (Covered in unordered list requirement – unorder list will consist of entries with active links)