MP100 | WEB DEVELOPMENT PROJECT STATEMENT

Title: Orcs and Gold

Semester/Year: Fall 2021

Coding language/software:

Description (3-4 sentences giving the person looking at your work insight into your creative and technical process. For example: What/who is your “choose your own adventure” about? What inspired this story? What was the most challenging part of the project and how did you solve it? etc.):

My story takes inspiration from the Fantasy genre, media like *Game of Thrones*, *Lord of The Rings*, but mostly *Dungeons and Dragons*. You are an elf, imbued with magic and following an instinct that wakes you up in the dead of night. Your choices lead you to great treasure or being captured by orcs, hence the title. The biggest challenge for me was understanding how to play with the CSS.

**HOME PAGE (index.html)**

You wake up in the middle of the night. Dream visions seem to ring in your temples, your elven instinct has picked up on something. You deduce that there can only be two triggers for your sudden awakening.

1. ORC ATTACK! Orcs must be raiding the village! >orc.html

2. There must be treasure nearby! >treasure.html

**ORC ATTACK (orc.html)**

You quickly get dressed and run out into the night, bow in hand. As you sneak out to check the perimeter of the town, you realize that you were right about the orcs, but they aren’t raiding the village. They seem to be bickering over who should get the most gold from their last raid, and next to them you see a knapsack filled to the brim with gold coins. You look down at your bow and realize you need to commit to one of two options, either sneaking up on the orcs or going with the element of surprise and attacking them head on. Either way if you manage to best them, you could knab the gold for yourself.

1. Sneak up on the orcs, there’s no way they’d see this coming! >end1.html

2. Element of surprise! That’s the only way I can beat a three on one! >end2.html

**TREASURE (treasure.html)**

You quickly get dressed and run out into the night, shovel and pickaxe in hand. You can feel your brain hum as you get closer to the border of your town. You finally figure out that the treasure has to be in one of two places, but you’ve ventured pretty far from town, if you encounter orcs, they will capture you.

1. Look for treasure in the dimly lit cave. There’s always something hidden in the darkest, dankest depths. >end1.html

2. Look for treasure in the dark forest. The town has report far fewer evil happenings in the forest as of late. >end2.html

**END1 ENDLESS RICHES! (end1.html)**

You got treasure! Your children’s children will feel this wealth!

**END2 YOU’VE BEEN CAPTURED! (end2.html)**

The orcs captured you! You’re doomed!