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COP3813

Intro to Internet Computing

For the second HW assignment I chose to design and create my website around the game of RIMWORLD. This is a continuation of my project one but I will implement the bootstrap style sheet and talk about the basics of the game.

In this assignment I wanted to continue using some of my css I used in HW 1. Those styles were integrated in bootstrap by overriding some of the default bootstrap styles. I switched from my way of aligning divs to bootstrap's grid system which I really easy and simple to implement. I also switched over to bootstraps navbar style which allowed for the collapsible navbar on mobile devices.

The most enjoyment I had creating this site was being able to use my knowledge of bootstrap to create interesting content by employing modals, popovers and the grid system. I was excited to use popovers in the HW as I didn't know much about them before. The only issue I ran into using modals and popovers was I had to use a bit of JavaScript and jQuery. I had to look up some tutorials on how to properly use a popover.

The most challenging aspect of this site has to be implementing popovers for the images. The challenge was finding out I had to use JavaScript to use the popover. Once I had the general idea and saw how other people did it on w3schools, it was no longer an issue. One thing that still bugs me is that my content isn't mobile responsive. I will need to look into this for the next homework assignment.

I used brackets for designing my site. I really like the live preview option it has. Also its minimal interface is just right for me. User extensions were also a nice feature. I'm utilizing a github extension for brackets to have source control. I used Firefox for the majority of my testing as I could see how my webpage can be responsive on different screens.

<http://stackoverflow.com/questions/13202762/html-inside-twitter-bootstrap-popover>

http://www.w3schools.com/bootstrap/bootstrap_ref_js_popover.asp